

APOCALYPSE

IN YOUR HOMETOWN



TUNNELS & TROLLS: STAY ALIVE! GM SCENARIOS

LONEY • MALTHOUSE • MOSKOWITZ • TELEHA • THORNTON

The end is nigh in **Cleveland**, Ohio. Molly Hatchet still hasn't made it into the Rock and Roll Hall of Fame. England has been thrust into a new dark age as survivors in **Leeds** confront terrors that were previously thought to be only legends. Hippie, hipster and horror: who dwells on the **Venice Beach** Boardwalk after the twin tidal waves of gentrification and elder sorcery? A new pandemic races across the globe and a vaccine has been rushed to market to ease public concern, but can survivors in **Toledo**, Ohio deal with a new problem that has developed? And on the other side of the world in **Auckland**, New Zealand, global problems and catastrophes are inflicting massive changes to the world that we know.



Apocalypse In Your Hometown is a collection of GM scenarios designed for use with the **Stay Alive!** modern rules variant for **Tunnels & Trolls™**, a trademark of **Flying Buffalo Inc.**, created by **Ken St. Andre**, and used with kind permission. A copy of the **Stay Alive! Lite Edition** rules is included.



APOCALYPSE IN YOUR HOMETOWN

TUNNELS & TROLLS: STAY ALIVE! GM SCENARIOS



PERYTON



PUBLISHING

Authors

Tom K. Loney, Scott Malthouse,
David Moskowitz, Jerry Teleha,
Mark Thornton

Cover Artist

William E. Bricker, Mike Hartlieb

Editors

Lindsey McCullough, Jerry Teleha

Interior Artists

Jacob E. Blackmon, Joe Calkins,
Marcum Curlee, Jeff Freels,
Scott Harshbarger, Mike Hartlieb ,
Rick Hershey, William McAusland,
Malcolm McClinton, Jeremy Mohler,
James Shields

Monster Craft

Jerry Teleha

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INTRODUCTION

BY JERRY TELEHA

Here it is at long last, almost 3 years in the making. The manuscripts were handed off to me in the summer of 2015 in order to put them in order, lay them out, and get what you have in your hands (or screen) before the end of the year. I had been talking about publishing my version of a modern Tunnels & Trolls rules variant in the early months of 2013. In order to light a fire under my lethargic writing, Tom Loney had contacted some amazing writers and asked them to come up with their own versions of a scenario of the apocalyptic variety. All these poor saps had to go off of was some very simple tables and ideas of what “Stay Alive!” was going to be that I had posted on my blog.

As each month passed, Tom reminded me that he had these adventures being worked on and finalized while little old me still had not released the rules on which they would be based. Never being one that can really work all that efficiently without a deadline, I pressed on and came up with a Lite Edition of the Stay Alive! rules in October of 2013 (which are also included here). But as what tends to happen all too often, grandiose plans get replaced by others and workloads can become easily shifted to next month and next year.

So what do we have here? A total of five adventures are presented that will hopefully give you some quality time at the table with friends and family. Some are designed as one shot scenarios while others could easily be expanded into longer campaigns. What I think you will find most interesting is the various writing styles and adventure designs utilized by each contributor. GMs should never be afraid to try something new and this should give you plenty of opportunities to stretch your legs and explore new roads. Do not be afraid to let the players control the action and direction. Those are always the games that I tend to remember most fondly.

Note: I am in the process of updating the Stay Alive! rules, the ‘Monstrous Edition’. One of the things I am updating is the weapon charts and those presented in this collection may include some updates that are different than what is published in the original ‘Lite’ edition of the rules. So—if you see a discrepancy on the damage for one weapon or another, just go with what you like and keep moving. I apologize in advance if you come across any such inconsistencies. Feel free to shoot me a message using the contact form on my website.

THE SICKENING GREEN DAY

CLEVELAND, OHIO, USA

BY TOM K LONEY

T-minus 1 Hour

Use the rules on page 127 to have each player create a human character.

It is a beautiful mid-morning in Cleveland Ohio. Characters are enjoying the Autumn day with a breeze coming from the north which is Lake Erie. They are in the famed 'Downtown District' right next to Tower City. This building is not the tallest building in town, but it is the terminal station for the city's light rail system and houses a number of stores in an active mall. The structure is connected to a couple resort hotels housing a casino with an enclosed walk-way to the enclosed stadium where basketball games are played. Right outside it is Public Square where tourists and natives mingle, the locals waiting for buses and the out-of-towners await taxis. Occasionally a couple photographers and bird-watchers will have their telescopes and cameras to try and catch the falcons that nest in a couple of the taller buildings.

Less than a mile to the north past some scenic churches from 1890 or so, other building, and city hall lie. Just past these city street is the Harbor of Cleveland where the harbor is just west of the city's NFL open-air stadium, the Rock and Roll Hall of Fame, and the Great Lakes Science center. A little to the east along the lake shore is a small airport.

Thousands of people are filling the Downtown District this afternoon. Not only is there a football game being played, the Museum of Modern Music is inducting the 80's hard-rockers Dewie Lois and the Hues. The band happens to be playing a special reunion concert in the casino next to Tower City the very afternoon that the Characters are there.



Spontaneous little events are breaking out here and there as musicians set up to play sets of music. Occasionally, a uniformed police officer will take a break from writing parking tickets, to come along to remind the would-be troubadours that such activity is illegal without a special license and write tickets for around \$900.

T-minus 30 Minutes

Among the many folks wandering around the downtown area are a few unkempt but rather uniformly attired individuals carrying signs. By uniformly attired, I mean, wearing gray hooded sweaters and off-lime green tee shirts. Though the weather is fair, all are wearing the hoods up. The signs aren't quite as uniform but the phrases presenting similar themes: "The End Is Nye" ("nye" probably meaning "nigh"); "It's Comin'!;" and "Why not Polly Hatchet!?!"

When these individuals run into each other they start singing something that sounds like "Free Bird" by Leonard Skinard, but is different to anybody listening.

"If we stay here today,
It will no longer lay
In depths hidden.

So we come to say
To do, the day
As we are bidden"

T-minus 10 Minutes

Festivities are slightly quieted when the band Dewie Lois and the Hues starts up their set at the Casino. The music is broadcast over speakers out to Public Square. This causes the "Off-Lime" set to rush towards the speakers and start to throw rocks, cans, bottles, and sometimes their own shoes at the speaker fixtures. They will be shouting, "Why not Polly Hatchet!?!"

At this point the various police officers will take a break from writing tickets, to move towards the sudden crowds. Most will look at each other, when the Casino management move out to tell the item-throwers to stop, the cops will perk up and start to stop the offenders. A police sergeant will be on his special satel-

lite phone looking furtively about. Anybody nearby hear him talking about needing the National Guard called in, maybe the President can authorize the use of nuclear weapons.

Zero Hour

Just as the police start to get things under control and the Lime Greens start to calm down, a tremor will occur. Yes an actual small earthquake. This will last for about thirty seconds and will cause a generalized nervousness in everybody. Just as a couple seconds after people start to smile at the cessation of the earth shaking, there will be a sudden flash to the northeast. The flash will be a gold with sickly green, people will feel before they hear the bang. Ask each player to make a *Level 2 Saving Roll versus DEX* to avoid being knocked over. For each player that is unsuccessful, ask for a *Level 1 Saving Roll versus LK* to not fall into something that will cause d3 damage.

After a few seconds the rumbling will be followed by a smallish mushroom cloud, with green smoke laced with black soot. In the cloud every couple of instants a red shimmering will surround a part of it, dissipate, and then reappear. The explosion will have taken place in the lakeside plaza between the football stadium and the Rock and Roll Hall of Fame. When the explosion's rumbling has died down, sounds of heavy structures crashing and the start of infrequent screaming will be heard.

T-plus 10 Minutes

For those not too far from the football stadium they will be the first to see the zombies. Or they will notice that various, in fact most, of the people around them will suddenly start looking very ill. Their skin will turn sallow and green, and their eyes will become rather sunken. For a few minutes these folks will stop whatever it was they were doing and then stand still. Then in about half an hour, they will start sniffing the air. Any place where someone that is not afflicted as they are, the afflicted will start moving towards them.

At first it will be more like these folks will be violating the personal space of those not afflicted. They will be sniffing at first the other's clothing and then where the flesh is exposed. Then the groups will start timidly pawing at their targets of interest, and a green drool will start running down their chins. Then one, just one at first, will rear its head back and lunge in for a bite. The others

seeing and hearing the event will follow suit. It is thus how the zombie horde will begin.

Seeing this type of gruesome display could require a *Level 2 Saving Roll versus GUTS* for each character. Any failure will plant a seed of doubt in her mind as to the reality of the situation. This character will not act offensively towards any zombies until first attacked or seeing a comrade injured.

Green Mist Zombie

Monster Rating (MR): 24

Combat Dice: 3d6 +12

Armor: Nil

Special Abilities: *Misti-fied*

Special Damage: *2/Green Mist Bite, 5/Green Mist Cloud*

Green Mist Zombies are average people that have been infected as a result of the strange green substance dispersed from the explosion. Infected individuals begin to lose INT while gaining a severe appetite for raw meat along with a loss of any inhibition for personal injury or restraint. Because of this, these poor souls will push their bodies past normal pain thresholds and physical limitations appearing faster, stronger, and fearless. Initial infection was inflicted via direct contact at ground zero and is further transmitted through transfer of bodily fluids (bites, blood, or spittle).

It is important to note that these people are not dead. Damage can be applied as normal regardless of hit location (for example, a head shot to defeat a traditional zombie). Use the MR value for these creatures' health and reducing this total to zero will defeat them.

Green Mist Bite: When a bite occurs, no additional damage is applied, but a single character is "Misti-fied" (see below).

Green Mist Cloud: When encountering a larger group or horde, the concentration of green mist emanating from the zombies themselves as well as spraying from opened wounds results in an area exposure. All the characters in melee with the horde should be treated as being "Misti-fied".

Misti-fied: If a character is bitten or has somehow otherwise ingested the saliva or blood of one of the affected, on a GM d6 roll of "2" or "3" the exposed

will have to start making a *Level 2 Saving Roll versus CON* to not lose 2d3 INT points. That person will also just be plain hungry for raw meat regardless of how smart he or she is. When the character reaches an INT value of "3", he will be assumed to be acting as a cannibalistic zombie would anyway.

NOTE: Special Damage is triggered by rolling spite damage, or natural sixes on a d6 when rolling combat dice. When encountering larger groups of Green Mist Zombies, the total number of sixes rolled in a single group should be totaled to determine how many affects occur. A single zombie could never generate a Green Mist Cloud since it requires a total of five sixes to be rolled. The GM can determine how to handle this special damage if such a large group or horde is encountered and engaged. If nine sixes are rolled for the zombie horde, the GM can decide to inflict four bites and one additional spite point, or a single cloud and two bites.

For added flavor, the adventurous GM can alter the MR and strength of the zombies based on the size and age of the individuals afflicted. A larger or more muscular person may have a higher MR value (26 or 28) while a more frail elderly or child may have a lower MR value (14 to 20).



Elsewhere, people will hear the sounds of sirens and growing panic. Some folks are trying to maintain order, others aren't doing so well at being orderly. A few even seem to relishing the uncertainty going on around them. The GM will roll a d6 to come up with an encounter for the Characters to deal with.

Table 1: T-plus 10 Minutes, Random Encounters

d6	ENCOUNTER
1	A couple of foreign tourists. Additional d6 to determine demeanor (1 - easy to work with, to 6 - argumentative and demanding).
2	Angry and accusative family head, distrustful of anybody that does not look like him.
3	Gung-ho security guard looking to catch shoplifters and looters.
4	Overly protective police officers wanting to herd people into “safe spots” and threatening those that bug them too much. After 20 minutes or so they will get frantic bursts over their shoulder radios and disappear heading towards the football stadium.
5	Mob rushing somewhere. They will crush whoever gets in their way. If anybody is able to ask one what is going on, that rushing person will reply that they have no idea, but everybody else is doing it.
6	Fist fights between a Polly Hatchet enthusiasts and fans of Prairie Spinal.

T-plus 30 Minutes

Anybody up by the football stadium and the Museum of Modern Music will be trying to avoid the zombie horde coming together around them. For those not by the harbor-side attractions of Cleveland it is time to send in the zombies. The GM will roll for 2d3 zombies to enter the player-characters’ area every ten minutes from here on. The power will start flickering on and off for minutes at a time.

At the end of this turn the Characters will witness a gaggle of zombies, at least 30 to 90, all coming together. Many of them will be carrying brains of their victims. They will begin placing these mostly, uneaten brains into piles. They will form into circles around these piles and small, almost mild, green explosions will start occurring.

T-plus 1 Hour

Enter “the Druids.” This will be certain members of the Polly Hatchet fans that were apparently attacked by the zombies. These zombies will actually glow, just slightly and for the most part will act like regular zombies which means wanting to eat any person not already a zombie. But when they bump into another Polly Hatchet fan they will start “singing.” This singing is more of a wheezing whistling spit that goes on continually until something distracts them. Every couple of minutes, other Polly Hatchet fans may stumble across the “singers, if the GM rolls a “4” or higher on a d6. The result of a “5” or “6” will mean two or three other fans find them. When there is six or more, the Hatchet fans will mostly just start scream whistling.

Every few minutes after these groups form, the GM will roll d6 again. Every time these rolls occur, the people viewing the group (hopefully from a distance) will see the air around these zombies burst with steam and waves. On a roll of “5”, the slight green glow from around each of them will increase. With a roll of “6”, a thunder clap will occur and all the zombies will explode into small parts and bloody mists. In the groups place though will be their brains coagulating into a mass that will be able to levitate. The bits of nerves and vasculature of the body parts will remove themselves from their interstitial sheaths and form tendrils for these floating lumps of great matter.

Ask each character witness to this scene to make a *Level 2 Saving Roll versus GUTS*. On a failed roll, the character is unable to take her eyes off the display, enraptured in the horror. Characters that are successful may take actions accordingly. As there are still zombies strolling about, enraptured individuals could be susceptible to attack.

Around each of these brain blobs will be the green glow that characters have noted with the Polly Hatchet fans. There will also be a mist that will reek of carbon and sulfur. Prolonged exposure to the mist will cause the eyes and nose of anybody to start to bleed, causing d3 points of damage for normal Characters or NPCs. You may also apply the affects of the ‘Misti-fied’ special ability of the green mist to see if characters are infected.

The brain blobs will find zombies and use their tendrils to tap into the creatures’ skulls. The zombies will then become their puppets. They will no longer be interested in eating people, they will want to ritualistically mutilate people

that they are able to capture. The pieces of their victims will be ritualistically cleansed and arranged in patterns upon cleared areas of the ground. Still remaining Polly Hatchet fan zombies will act as guardians to these sigils. The only things that will distract these “Chieftains” will be Spinal Prairie fans, zombie or otherwise.

Some of the brain blobs will start wrangling packs of the zombies into buildings hoping to drive out those hiding in them. Other brain blobs will await at the exits to catch any prey as they rush out of their overrun shelters. Every now and then, one of these creatures will be struck by lightning, essentially blowing up the zombies attached to them but enhancing its size and powers (see *Misti-Zap*). It will then seek out more zombies to act as its arms and hands.

Green Mist Druid (group-zombie mutations)

Monster Rating (MR): 100 (30 CON)

Combat Dice: 4d6 +15

Armor: Any zombies attached to it, see *Zombi-Tap*

Special Abilities: *Fly Me*, *Zombie-Herding*, *Zombi-Tap*,

Special Damage: *Misti-Zap*

Special Defense: *Mist-Ooze*

The druids will normally try to attach themselves to some zombies as soon as possible as this will help protect them (*Zombi-Tap*). If encountered without any attached zombies, the base damage of 4d6 +15 represents attacks by the swaying tendrils that deliver an electrical charge when dealing damage.

Fly Me: This abomination can fly at will, but the druids will never seem to go too high in the air—never more than 20 feet.

Zombi-Herding: The druids have a telekinetic control of the Green Mist Zombies, able to influence their movement and actions. They can draw zombies towards them so they can more quickly attach to them, or herd them towards specific locations or groups of potential threats.

Zombi-Tap: Druids will attach or tap into as many as 2d6 zombies. Each zombie that is tapped will be a melee barrier for the druid, effectively acting as both its melee attack (2d6 +10 for each zombie tapped) and its armor. To get to the druid, combatants have to go through the attached zombies. Missile attacks can be targeted at the druid’s brain blob, but add a level to the saving

roll required for a successful missile attack for every two tapped zombies. For any missile attack that fails (other than a critical failure), apply the damage to one of the tapped zombies instead of the intended target.

Misti-Zap: When struck by lightning, the druid's brain blob will increase in size: +10 MR (1d6 +5 added to the base), +10 CON, and gain additional abilities at the discretion of the GM. After such a strike occurs, any attached zombies will be destroyed leaving the newly charged druid a bit vulnerable until it can gather more zombies to tap into. The strike will also recharge the druid as if totally healed and rested, regaining max values to all attributes.

Spell casting abilities can be added at the rate of one first level spell for each lightning strike. The INT and WIZ of the druid starts at 30 each and increases by 10 with each strike/power-up. Some sample spells to use are listed below with a value listed if you wanted to randomize this process.

d6	SPELL NAME	WIZ COST	RANGE	DURATION
1-2	Dem Bones Gonna Rise	10	10 feet	2 Combat Turns
3	Hold That Pose	4	50 feet	1 Combat Turn
4	Oh Go Away	5	50 feet	1 Combat Turn
5-6	Take That You Fiend!	6	Up to 100 feet	Instantaneous

Dem Bones Gonna Rise: Reform a dead body or otherwise previously defeated zombie back into the form of a skeleton that fights with an MR value equal to the INT value of the druid (example: 40 MR, 5d6 +20).

Hold That Pose: Target forgets what she is doing if her combined INT+LK+CHA is less than the druid 's INT value. In combat, this makes the target helpless and unable to attack, but armor would still deflect damage.

Oh Go Away: Target of the spell is compelled to flee if her combined INT+LK+CHA is less than the druid 's INT value. While running away, ask for SPD or LK saving rolls if the character needs to navigate large crowds of zombies to avoid damage.

Take That You Fiend!: Damaging spell for a single living target that bypasses armor and automatically hits if the spell is successfully casted. Damage is equal to the INT value of the druid and takes the form of lightning/electrical charge.

Each time a druid attempts to cast a spell, it requires a successful *Level 1 Saving Roll versus INT*. Attempting a spell will replace the druid's normal attack, but will not affect or prevent attacks from any tapped zombies.

Misti-Ooze: A green mist surrounds each druid. Each combat turn or similar amount of time in contact with this mist will cause the eyes and nose of anybody to start to bleed, causing d3 points of damage for normal Characters or NPCs.

Besides the advent of the Druids, there will also still be the plain old masses of zombies making things very hard for anybody not a zombie. Local public safety forces will be focused on trying to cordon off the area, keeping the violent and possible infected contained to the area. Radio transmissions and loud-speakers will announce that the city itself has been declared a "Disaster Area" and all citizens are to shelter in place until help can arrive. The noise will draw more packs of rampaging zombies. In nearby neighborhoods, the sounds of gunfire and screaming will be heard as private citizens try to fend for their lives.

Sunset

Right at 7:00pm, still a bit before sunset, anybody listening to a radio or whatever will hear that "Martial Law" has been established throughout the entire county and that the state governor has activated the National Guard units to provide "further containment and protection in the region." Irregular flights of helicopters will be heard and seen here and there. Also just before sunset, about a dozen (thirteen if anyone is actually counting) Green Mist Druids will form a circle and a pentagram using fresh human blood. About twenty other of the brain blob packs will be circling them and summoning lightning on any helicopters coming nearby (*Take That You Fiend!*).

Upon the sun descending below the waters of Lake Erie, the druids and all the zombies anywhere will start singing a song which eerily sounds like Ozzy Osbourne's "Bark at the Moon" but in an unheard of, ugly language. Upon completion of the song, a lightning storm will come out of nowhere, affecting an area on no less than sixty miles from the downtown area.

As the lightning starts to occur, all mechanical devices using petroleum will suddenly cease to be running. Helicopters will start falling out of the sky, cars will stop running, and almost all lights everywhere will flicker into darkness.

With an examination of any gas source, like a gas tank or can, the characters will find that the contents are now an ashen gray sludge.

Anybody along the shore will see large creatures, about the size of motorcycles to small cars and resembling crawfish with squid-like heads, advancing from the depths. They will be able to stand and will be carrying strange items fashioned from castaway garbage and water plants in one set of arms. Another set of arms end with large pincers. The zombies will ignore them. Some of the druids will move to communicate with the largest of any group. Often, the approaching druids will be attacked by the creature, other times they will be left unhindered.

For any humans (or group of humans) that approach within 10 feet of any Squid-Spawn, for lack of a better word, the GM should roll a d6 for a reaction.

On a 1-3, the Squid-Spawn will physically attack. One will first attack and if the combat turns against the creature, other ones nearby will join the fight. There are enough of these creatures in sight that will eventually overrun any group that wants to stand to fight.

On a 4-5, the Squid-Spawn psychically attack. First ask any characters involved to make a *Level 2 Saving Roll versus INT* or lose d3 points in that stat. Any characters that are unsuccessful should also make a *Level 2 Saving Roll versus GUTS*. Failure here will result in the character becoming convinced that these beings are some form of gods and should act accordingly (fall to their knees, run away in fear, etc.).

On a 6, the largest creature of the group nearby will attempt to communicate with the characters in broken English including snorts and clicks thrown in here and there. What the Squid-Spawn will communicate is that, "The rend has become too great. It is time for the natives to come forward and try to stop the Old Ones from eating the young and salting the nests."

Any Polly Hatchet fans that the Squid-Spawn come across will be attacked without any exception. Any Spinal Prairie fans that they come across, the creatures will bow to them and ask how they can help. One Spinal Prairie fan can control up 2d3 of them. Any more would require additional reaction rolls at the GM's discretion.

Squid-Spawn

Monster Rating (MR): 100 –150 (90 plus d6 x10)

Combat Dice: 11d6 +50 (add 1d6 +5 for every 10 MR added)

Armor: 15 (Chitin Shell)

Special Abilities: *Squid-Wiz*

Special Damage: *Giant Pincers*

Squid-Wiz: On a roll of “6” on a d6, the creature will be able to cast standard wizard spells (see standard T&T rulebook). Roll an additional d6 to determine the additional stats and spells

d6	WIZARD LEVEL	INT VALUE	WIZ VALUE	SPELLS*
1-3	1st	15	20	All 1st Level Spells
4-5	2nd	20	30	Plus 1d6 2nd Level Spells
6	3rd	25	40	Plus 1d3 3rd Level Spells

* Spells listed are cumulative for each additional level

Giant Pincers: When fighting one of these creatures, any characters that take damage in a combat turn must make a successful *Level 1 Saving Roll versus DEX* to not have a body part caught in one of the creature's pincers. On a critical failure, two body parts are caught within one or multiple pincers. Randomly determine which body parts may be pinched (arms, legs, torso). A character may continue to fight when pinched but only able to use half of her combat adds. The character may attempt to break away as an action requiring a successful *Level 3 Saving Roll versus STR*. Other characters may help in this attempt (which would combine the characters’ STR when making the attempt). On subsequent combat turns, the character takes 2d6 damage at the end of any turn still pinched.

Over the next few hours, with most motorized transportation halted, things will become even harder for the folks where the lightning storm raged. The public safety forces, and early arriving National Guard troops will be holing up where they can and hoping things get better by morning. There will be a few streetlights flickering on and off, as minimal current is reaching them from the wind turbines nearby by. The darkness itself will actually be replaced by a widening green glow emanating from the storm summoning ritual.



Local Public Safety Forces

Firefighters (MR/CON: 25)

Combat/Missile Adds: 13/5

Armor: Heavy Coat, Helmet (5 Hits)

Weapons: Axe (3 + 2)

Firefighters would eventually arrive to a scene in a truck and use water hoses to try to keep crowds of zombies at bay.

National Guard Soldiers (MR/CON: 35)

Combat/Missile Adds: 18/12

Armor: Ballistics Jacket, Ballistics Helmet (10 Hits)

Weapons: M4 Assault Rifle (5 + 3), Combat Knife (2 + 4)

National Guard will eventually be called in to try to control the scene around sunset. They will be confronted with a very chaotic scene and may be quite trigger happy.

Paramedics (MR/CON: 20)

Combat/Missile Adds: 10/5

Armor: Nil

Weapons: None; maybe scrounged weapons like a Tire Iron (2 + 4)

Paramedics will be among the first responders and try to intervene with some of the infected resulting in situations where they will be among the many that will be bitten and also infected.

Police Officers (MR/CON: 30)

Combat/Missile Adds: 15/10

Armor: Ballistics Jacket (4 Hits)

Weapons: Glock 17 Handgun (4 + 3), Police Baton (3)

Also among the first responders, police officers will be thrust into the stress of the unfolding drama. Some will react positively and attempt to save as many lives as possible. Others may crack under the pressure and become threats to everyone.

All of these safety forces will arrive in vehicles which may be available for characters to scrounge equipment or try to overtake for their own use.

Druids will continue to form from groups of zombies that are wearing the same work uniforms at this time in the growing areas of chaos and violence. They will take the same sort of actions as their predecessors in the downtown region.

With a successful *Level 3 Saving Roll versus LK*, a group of characters may find a spot that still has power from batteries and/or wind turbines, which is acting as a command center by local officials and lucky citizens. Here they will have video feeds from around town and access to radio transmissions.

Midnight

At least 2d3 areas in the sixty mile radius of the last lightning strike will have druids repeating the storm summoning ritual in their location. Once again the characters will hear that horrible song sung by unhuman voices but this time coming from everywhere. There will be some renewed gunfire and maybe even explosions as nearby people attempt to stop the ritual going on nearest them. A generic indicator can be the GM rolls 2d3, any result of 6 or higher will mean that that one particular performance was unsuccessful.

Where the songs are completed, the lightning storms will once again start to ravage the area further extending another sixty miles outwards. The same effects to petroleum will occur and tons of unsuspecting folks will be struck by lightning. If a zombie hasn't appeared in these areas, just after the lightning strikes there will be some showing up.

If more than four of the ceremonies are successful, the sky over the affected areas will increase in its glowing green hue. After the lightning dies down, the clouds will start forming into the visage of something that resembles a spider and a walrus.

At this point, random areas of darkness will form, moving in the glowing air like wisps of moisture or smoke. If one envelops a normal person, there will be a blood-curdling scream and then silence. When the amorphous shadow moves away, there will be nothing but a large pool of blood where the victim was. As characters remain outside, each must make a *Level 1 Saving Roll versus LK* every hour or one of these phenomenon will appear before any that fail. For these individuals, a *Level 2 Saving Roll versus SPD* is needed to avoid the unfortunate fate. A successful roll means the character has been able to dodge the deadly mist before it thrusts away and disperses once again into the night.

Dawn

Just before dawn, the druids will be at yet another ritual. This time groups of about ten, eleven if anybody is counting, will form a triangle with a six-sided star and one in the center. About twenty more will be circling counter-clockwise and actively providing security. There will also be packs of squid-spawn (each pack d6 in number) that are either fighting against the druid or joining the ritual. The GM can either determine this randomly or decide which would work better for the story.

As the sun crests the hills to the east, the rituals will come to screaming crescendos for about three minutes worth of some the most awfulness-filled music that the characters have ever heard. Then there will be silence. As the ringing in everyone's ears dies down, another sound will become noticeable. With a successful *Level 1 Saving Roll versus INT*, they will see a rolling black amorphous cloud on a part of the horizon. Then they will notice the mass is spreading across all parts of the horizon nearby. Every couple of seconds a few more degrees of the sky will become covered by the blackness, which is so dark that even the rays of the sun are absorbed by its inkiness.

As the skies become steadily darker, characters will see jets of greenish light swooping down from the filled areas. The lights will then soar back into the clouds, but this time be a reddish color. When the sky around them is all-but filled, they will see what is causing the strange lights. Giant boar-like creatures, the size of buses with four sets of Pegasus-like wings will be seen jetting overhead. If characters are still in the open at this time, have one member of the group make a *Level 3 Saving Roll versus LK*. Failure means that one of the Flying Pigs of Doom has seen the group and will attack.

Flying Pig of Doom

Monster Rating (MR): 1000

Combat Dice: 101d6 +500

Armor: 16 (Swine Hide)

Special Abilities: *PoD Bellow*

PoD Bellow: The Pig of Doom's bellowing squeal will deafen all within 200 meters of it, causing 2d6 +4 concussion damage to those same people. Ask for a *Level 3 Saving Rolls versus CON* for any affected with success halving the damage.

The PoD (Pigs of Doom) will keep attacking until dead or all those seen have been eaten, at least most of their parts. At that point they will take flight once again, returning to the blackness above. Not too long after the appearance of the PoD, those nearby will notice the sudden appearance of fire ants emerging from the ground in huge numbers making staying concealed very difficult.

The New World

About an hour after the sky has gone completely black, the wind will start picking up speed. We are talking hurricane gusts sustained for several minutes at a time. Those not in shelter will require *d3 Level 3 Saving Rolls versus DEX* every hour to not to be injured by flying debris, requiring *d6xd6* damage on each failed roll from each impact. Those in shelter will require a *Level 1 Saving Roll versus LK* every hour for the shelter that they are in to not to collapse around them.

Animals and people will come running out of their shelters as cockroaches and fire ants come out of every bit of soil anywhere. Only the most paved areas will provide any shelter. The zombies are now free to hunt who they will, though they will get hit by debris just as often as the characters. The druids themselves will fall apart into individual zombies. The squid-spawn will be unaffected by the critters and be much more deft at avoiding debris. They will react to humans as randomly as before, but likely to be cracking jokes as they will be loving the weather.



THE CATACOMBS OF THE BLACK COVEN

LEEDS, YORKSHIRE, ENGLAND

BY SCOTT MALTHOUSE

Background

In the year 2014 the United Kingdom underwent a change of the metaphysical variety. Magic that had not been seen in 500 years had resurfaced, flowing back into the land. It began with the “Stonehenge Incident”. During the Summer Solstice people who called themselves druids made their annual pilgrimage to the ancient monument, but something was different that day. Witnesses noticed something strange in the air, an odd sweetness and a weird breeze. Then the ‘entity’ appeared. It was floating in the dead center of Stonehenge overlooking the druid crowd. They marveled at the dancing lights that played off its celestial form. It had towering, jagged antlers like that of a stag and when it spoke, it was as if the wilderness itself was its voice.

“I am Cernunnos,” it said softly, “I have come to reclaim the land for the old kind. Long has the specter of industry and pollution haunted these fair isles and I can sit back no longer. The old world will arise and take its place. Industry will fall to its knees.”

As quickly as the entity appeared, it had vanished.

The next day the apocalypse came to the UK. People woke up to find electricity gone completely. Not even batteries worked. Planes plummeted from the sky and the roads became a mess of churned steel and flesh. Pacemakers stopped and hospital equipment failed. Hundreds of thousands of people died that day and there was no way for journalists to report the event. People began to talk about sightings of strange creatures that matched the description of legends from folklore: fairies, hobgoblins, hell hounds, and hags.



In the county of Somerset, England, a giant laid waste to a sleepy village, devouring all it captured. Deep within Sherwood Forest, a group of camping teenagers were ripped limb from limb by a hairy creature known locally as a bugaboo. Shipwrecked sailors were dragged to their doom by sinister water spirits known as kelpie. The UK had become the most dangerous place on the planet.

Other countries attempted to help. The French tried to send medical aid in helicopters, but as soon as they were over the water they were set upon by harpies and great sea monsters which made short work of the pilots. Even if they managed to reach the shore, their electronic systems failed and they fell to the ground in fiery wrecks. There was no hope.

Three years later - Leeds, Yorkshire. Once known as the London of the North, Leeds had transformed from a bustling metropolis into a ghost city. People had abandoned the tower blocks and flats and moved into nearby fields. They had formed almost tribal bands - building crude wooden hovels, learning farming techniques and raising animals. The weapons from the Royal Armouries museum had been the first things to be looted. It was not uncommon to see people walking around in the armor of a samurai and wielding a katana, or donning Mongol warrior regalia. Those who weren't lucky enough to steal weapons had to learn the art of blacksmithing. There were guns around, but they were few and far between and ammo was scarce.

Leeds is under the control of a hag known as Jenny Greenteeth. She sent out war bands of witch hags, goblins, and other creatures called the Black Coven to hunt down children and bring them to her underground lair where she devoured their life force in a bid to become so powerful she can rule the north of England.

GM Introduction

Catacombs of the Black Coven is an adventure for 3-5 players with up to 30 combat adds. The PCs are members of a Leeds village, trying to make their way in life while defending their community from the Black Coven and other creatures. So far they have managed to fight off the evil in their midst but there is something changing. Creatures are getting stronger and word is spreading that more children are being kidnapped in the night in neighboring villages. In actuality, Jenny Greenteeth is a lesser-god and therefore a funnel for magic. Just like Cernunnos was able to funnel a massive amount of magic into the world,

Jenny Greenteeth can bring forth magic to a smaller degree the more she consumes. More magic leads to more and stronger creatures. If she is not stopped, her army could become so powerful that all surviving humans in Leeds and the entire north of England will be slaughtered.

One night, a hag places a sleep spell on the characters' village. While everyone is in a magical slumber, all 20 children in the village are taken to Jenny Greenteeth's lair. The characters wake up to discover the children are missing and, as nominated protectors of the village, set out on a quest to bring them back. They do not know where her lair is and they must head out into the dangerous wildlands to try and discover its location.

Note: The players should create characters and integrate a background as to how they came about being in a village in England during the apocalypse. A player could be a native of the area or a stranded tourist who has had to adjust to not only the new apocalypse, but living among strangers for the past three years. Starting weapons for the character should be very restricted, especially regarding firearms considering England's gun laws prior to the events in this adventure. A character with police or military background may have a firearm with limited ammunition at the GM's discretion.

Encourage the players to identify where they live in the village. Some options could be in the church's bell tower, a room in a large house that is shared by multiple families, or in a tent somewhere in the village. Also, ask each PC to determine if they have any family members in the village and who they may be.

Part 1: The Kidnapping

The characters wake up in the morning to screams. When they investigate they discover that children have vanished from the village. After a thorough search it appears that every child has gone. The PCs will likely start to investigate what has happened to the children. Most people are blaming monsters, however they are unsure as to how they managed to get into the village and take the children from under their noses without being roused. Should the PCs investigate the borders of the village they will find thirteen poultices on the ground in a perfect circle surrounding the village. These are small cloth pouches containing herbs, animal bones and human remains. Any character approaching a poultice that may still be smoking would require a *Level 1 Saving Roll versus CON* to avoid passing out. A successful *Level 2 Saving Roll versus INT* would

reveal that these are indeed magical poultices that were likely used to cast a spell on the entire village.

If they investigate any of the houses that were broken into they find in one of the houses a long black fingernail on the floor. It looks like it must have been caught on a piece of furniture and ripped off. Characters will immediately recognize this as a hag's claw. They do not know anything about Jenny Greenteeth or the Black Coven, but they do know that surrounding villages have been attacked by hags fairly frequently. They also know that they have never been able to use poultice magic before and this could be a sign that they are getting stronger.

Once the characters figure out that it was a hag that kidnapped the children, the villagers plead with them to return them safely. The village elder, John Fellows, tells them that hags are said to live below ground, but nobody is sure whereabouts. However, he has heard of a group of hags that meet in the forest a few miles away on a full moon - the next one being tonight. John tells them that he witnessed them sacrificing a fox before devouring it within a stone circle deep within the forest. He gives directions to the forest and tells them it is probably the best place to find a lead. He hands one of them a modern revolver (6d6 + 4) with 3 bullets, apologizing he doesn't have more.

The characters have two ways to travel to the forest: via The Estate or Black Shuck's Field.



1a: The Estate

The forest lies three miles east of the village. The characters must cross mostly field and old footpaths to get there, however there is a decrepit residential area that they must traverse in order to reach their destination. The houses here have been inhabited by wights, bloodthirsty spirits of the long dead. As soon as they enter the area, have all the characters make a *Level 2 Saving Roll versus INT*. If they are successful, they realize that this is the old Manston estates that has been said to be now inhabited by wights.

Wight

Monster Rating (MR): 30

Combat Dice: 4d6 +15

Armor: Nil

Special Abilities: *Drain Life (CHA)*

Special Damage: 2/*Sharp Claws*

Special Defense: *Incorporeal (50%)*

Drain Life (CHA): Anytime a character takes physical damage from this creature, reduce their CHA by 1d6 points for every 10 damage taken (2d6 if 11-20 damage). If reduced to zero CHA, the individual has been killed and will become a wight. The reanimation and transformation will take between 10 and 60 minutes (1d6). The body can be burned to prevent this from occurring.



Sharp Claws: The creature's long claws are able to penetrate most light armors and can find flesh to rend where it is exposed. When two sixes are rolled in a combat turn, roll 1d6 and apply directly to a single target as spite damage bypassing any armor and regardless of which side wins the combat turn.

Incorporeal (50%): An incorporeal being does not exist in the current plane or realm being occupied by the characters either totally (like a ghost) or partially (like other types of undead). The percentage listed is the amount of damage applied from any attacks made against this creature.

Three wights will appear and attack as soon as the PCs are in a central location of the estates. If it is a bright and sunny day (you may determine randomly), the wights will not venture out of their hiding places in the various homes. Sunlight does not harm the wights in any way; they are more averse to it than actually affected by it physically.

There are 10 houses in the estate. If any are explored, roll on the below table to see what the PCs encounter and any treasure/items that will be found or scavenged. The GM is encouraged to add more items if desired.

d6	ENCOUNTER	TREASURE
1	Empty/uninhabited	Kitchen Knife (1d6)
2	A single <u>Wight</u> is devouring a recent victim in a 1st Floor bedroom. If characters are purposefully quiet (low level SR versus INT), they will hear the disgusting sounds before alerting the creature.	Victim's sack is filled with some canned goods and three road flares.
3	A group of <u>Wights</u> (3) set to ambush any characters who enter from a double sided open staircase to a 2nd floor. Ask any characters entering to make a <i>Level 2 Saving Roll versus INT</i> to avoid being surprised for the first combat turn (no combat adds included for those that fail).	House is mostly looted, but a long heavy coat (1 Hit) is found in a closet among other worn clothing.
4	A single insane <u>Goblin</u> (MR 24, 4d6 +12) occupies a house and defends it from any intruders wielding a ornate spear. Even the wights have decided to leave this one be.	The spear (4d6) is an authentic and well crafted relic from one of the many raided museums .
5	A crazed and paranoid <u>Human</u> (MR 10) wearing the remnants of a police uniform will be spotted hiding from or trying to run away from any group that enters the home. Will fight only if cornered.	The man is still wearing a utility belt that has a police baton (3d6), handcuffs, and some standard handgun bullets (2d6). He will also have a stash of canned goods.
6	A group of <u>Wights</u> (1d6) led by a <u>Wight King</u> have made this large home their base. Some will act as guards stationed in random places. A <i>Level 2 Saving Roll versus INT</i> is needed to spot these guards.	More than a few items could be found amongst the debris of the wights' victims (guns, ammo). The Wight King will be wearing a crown (see Wight King).

Wight King

Monster Rating (MR): 60

Combat Dice: 7d6 +60

Armor: Nil

Special Abilities: *Drain Life (CHA)*, *Wight Crown*

Special Damage: 2/*Sharp Claws*

Special Defense: *Incorporeal (50%)*

Wight Crown: Whoever wears the crown will slowly become the Wight King or Queen. The crown grants the wearer invulnerability to magic (discover this on a *Level 2 Saving Roll versus INT*), but also diminishes the wearer's humanity (discover this on a *Level 3 Saving Roll versus INT*). Once worn, they feel a great sense of power. If they want to remove the crown it takes a *Level 3 Saving Roll versus CHA*. If someone else removes it, the wearer must successfully make a *Level 3 Saving Roll versus CHA* or attack the person who took the crown until either of them is dead. If the wearer keeps the crown on for 3d6 consecutive hours they take on a pale form and their eyes blacken. They become a wight and are able to order other wights to do their bidding. They remain able to think and act like their old self, but they can also be controlled by Jenny Greenteeth or any lesser or elder god.

1b: Black Shuck's Field

The PCs must cross a mile of field to get to the forest. The field is littered with hedges, country gates and copses of trees (meaning it is not just a flat featureless place). This field is also the regular haunt of the hell hound Black Shuck. Any characters that are from the area or have been living in this area for more than a few weeks will have heard secondhand stories about the beast. A successful *Level 2 Saving Roll versus LK* for any that inquire will yield a relevant fact about the beast. A failed roll will result a story or ability that Black Shuck does not possess.

If the PCs travel during the day then the chances of coming across Black Shuck are 1/2 while at night the chances are 5/6. Black Shuck is a silent hunter and will not be heard when approaching. It could be possible for characters to notice the beast moving through the high grass if specifically looking for such movement. Require a *Level 3 Saving Roll versus INT* to notice this type of movement if the beast is actually in the area and getting ready to pounce.

He will attack the seemingly strongest character first, who must make a *Level 2 Saving Roll versus DEX* to dive out of the way of a surprise ambush. If they fail, have this character make a *Level 1 Saving Roll versus LK*. A success results in a single swiping attack with a talon filled paw (2d6). A failed saving roll results in a double paw attack (4d6). A critical failure results in a bite attack (6d6). All of these attacks would be affected by any armor worn for damage reduction.

Black Shuck (Hell Hound)

Monster Rating (MR): 130

Combat Dice: 14d6 +65

Armor: Nil

Special Abilities: *Cateyes*, *Fiery Blast*, *Silent Stalker*

Special Damage: 2/*Fiery Breath*

Special Defense: *Fiery Immunity*

Cateyes: As the 2nd Level Spell, gives the creature night vision. Does not grant vision in complete darkness and range of good vision is 40' which fades out completely by 60'.

Fiery Blast: Similar to the 3rd level spell 'Blasting Power', the creature can emit a stream of magical fire from its mouth up to 30 feet in a cone and expanding to 15 feet in width. The attack deals 2d6 +10 damage, armor applicable, to any characters in the path of the magical fire. Each character affected can attempt a *Level 2 Saving Roll versus SPD* to reduce this damage to half.

Silent Stalker: The creature is agile and very nimble making it nearly impossible to hear when it is moving and actively trying to stay silent. A critical fail on a straight roll will negate.



Fire Immunity: Any form of fire, natural or magical, has no damaging affect on the creature.

Black Shuck is an imposing foe. He is as large as a grizzly bear on all fours, about four feet at the shoulders and ten feet in length. He is large enough to drag away prey larger than man sized. Each character should make a *Level 1 Saving Roll versus GUTS* upon seeing the beast. Any characters that fail either freeze for the first combat turn or turn and run, the GM's choice.

His goal is not to kill the entire party, but get his meal for the night. If the beast loses half of its life (MR), it will attempt to flee, quickly separating from the melee and launching a Fiery Blast to cover his escape. Tracking the wounded beast back to its lair could be an added encounter if the GM is up to it.

If Black Shuck is killed, he leaves behind a beating black heart as the rest of his body fades away. If shown to a hag, the heart causes them to recoil in horror, giving them half MR in combat.

Part 2: The Hag Forest

The forest is dark and foreboding, with only the odd cry of a raven to pierce the silence within. There are multiple areas of the forest and numerous routes through. The GM can decide at which point to start the characters at.

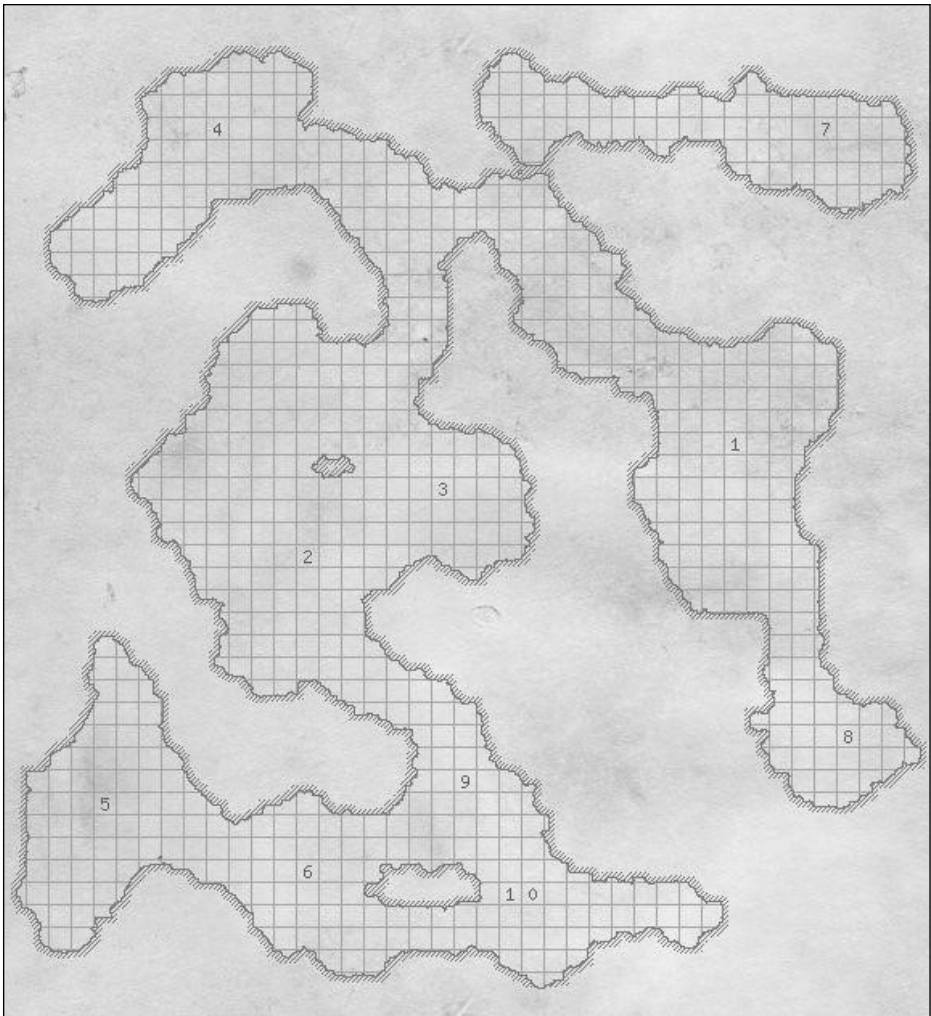
1. Fairy Swarm: The PCs are attacked by a swarm of 2d6 fairies (MR 10, 2d6 +5) and a Queen Fairy (MR 20, 3d6 +10). If the Queen Fairy rolls a six on her combat dice, she casts "Take That You Fiend" with a power of 4 which bypasses armor. Randomly determine a target character for this spite attack.

2. Animal traps: This area is riddled with hidden animal traps. If anyone is looking, have them roll a *Level 2 Saving Roll versus INT* to spot several animal traps on the ground. If the characters walk through the area without checking, each has a 50% chance of setting one off, doing 1d6 damage.

3. The Hanging Men: There are four men strung up on trees, dangling in the breeze. These have been captured by a local giant in area 8 who has strung them up to drain their blood. Any character that is a long time local of the area should make a *Level 1 Saving Roll versus LK* to determine if any of the victims are recognized. If so, the person could be from a neighboring village or even someone from the characters' village.

4. Burnt Out Car: A completely burnt out car is here. If investigated the characters find a crowbar (2d6+1) and a box of tools containing a screwdriver, a saw, a wrench, and a hammer. Any characters searching can make a Level 2 *Saving Roll versus LK* to find additional items the GM would like to add if desired (weapons, candy bars).

5. The Hag Stones: There is a small circle of eight standing stone here. If the PCs arrive at midnight on a full moon they will find three hags here uttering incantations and slaughtering a fox with a dagger. A *Level 2 Saving Roll versus INT* deduces this ritual gives a small amount of magical power to their god, unknown to the PCs being Jenny Greenteeth. If they see the PCs they will attack.



Forest Hag

Monster Rating (MR): 40

Combat Dice: 5d6 +20

Armor: Nil

Special Abilities: *Veiled Disguise, Wards and Enchantments*

Special Damage: 2/*Sharp Claws*, 3/*Disfigurement Curse*

Special Defense: *Coven*

Veiled Disguise: The creature can magically shape change into another humanoid form at will.

Wards and Enchantments: These creatures are able to create many types of magical effects with the power they derive from their ceremonies/sacrifices.

Sharp Claws: The creature's long claws are able to penetrate most light armors and can find flesh to rend where it is exposed. When two sixes are rolled in a combat turn, roll 1d6 and apply directly to a single target as spite damage bypassing any armor and regardless of which side wins the turn.

Disfigurement Curse: The target becomes the victim of a vile curse. They will become hideous to look at, reducing their CHA by 2d6. Some afflictions will include blackened teeth, moles, warts, and goiters.



Coven: The creatures derive power and protection from their group. Increase the MR for each by 10 (adding 1d6/+5 for combat dice) in the immediate group. Once a single member of the coven is defeated, the bonuses retroactively disappear for the rest. *This means that their MR/CON is reduced by 10 which could cause that individual to be in turn defeated. A visible arcane wave of magic will be seen when this coven is broken.*

The hags are members of the Black Coven and attack with mystical and unnatural strength using their clawed hands. Hags have the ability to shape change at will, normally in the form of a beautiful woman to fool their victims. In this scenario, the hags are in the true form resembling old, wrinkled, and hunched older women with white hair, warts, and blackened teeth. Others may be just as hideous in appearance but with younger features and raven black hair.

If one or more are kept alive to question, a *Level 1 Saving Roll versus CHA* will allow the characters to interrogate them successfully. They will explain that their ritual provides magical sustenance to Jenny Greenteeth, but she also requires more than that. She feeds on children to gain more power. In turn her Black Coven becomes more powerful. They say that Jenny lives in the catacombs beneath the Town Hall in the center of the city. If they die before they can be asked any questions, the characters will find a map of Leeds on one of them with the Town Hall circled with the word 'catacombs' written on it.

Removing a Hag's Eye while seemingly gruesome will yield a magical artifact. By holding the eye, one is able to use it to look around corners or other similar types of actions. The character must first succeed on a *Level 1 Saving Roll versus GUTS* to perform this procedure.

6. Empty

7. Hidden Clearing: *Level 2 Saving Roll versus INT or LK* to spot the entrance to this clearing. In the center is a pond surrounded by toadstools. Anyone who looks at their reflection in the water gains +3 Cha permanently. This only works once per person. The water is also fresh and healthy to drink from.

8. The Giant's Den: A large den made of cloth, branches and rocks sits here. Inside is a giant, munching on a child who managed to escape the hags. Characters can hear a crunching coming from within. If roused, the giant will attack the characters. If the giant is defeated, all forms of items could be found in the den that have been collected by the giant from its victims. This would be a good opportunity to provide the characters with any equipment that may be needed that the GM determines they may be lacking (guns, ammunition, melee weapons, binoculars). A brace of Wolf's Bane (5 doses) is also found when searching the lair. It can be used to keep spirits at bay. If applied to a weapon or otherwise enters a wound of any undead, it does an extra 1d6 damage. This damage bypasses armor and is not reduced by being *Incorporeal*.

Giant

Monster Rating (MR): 160

Combat Dice: 17d6 +80

Armor: 6 (Thick Skin)

Special Abilities: *Rock Hurling*

Special Damage: 6/*Squished*

Rock Hurling: Large rocks may be used as missile attacks that can target one or more individuals based on their proximity to each other. Damage is equal to the creatures combat dice without any adds. Armor reduction is halved for any targets less than 8 feet tall. Targets can make *Saving Roll versus SPD* by attempting to evade; a Level 2 success would half the damage while a Level 3 success would result in no damage sustained.



Squished: Large creatures use large weapons and have large appendages. The squishing effect would replace any damage normally applied if the creature had won the combat turn and still occurs if the creature loses the combat turn. Who gets squished could be determined randomly or chosen by the party like any other damage being dealt to a group. A high level saving roll versus SPD could be offered to the unfortunate victim. Success could mean that the character has been left alive but with only 1 point of CON.

9. Empty

10. Wights: A group of three wights have made this area their own. See page 27 for all the needed statistics. This area is well canopied and dark so the wights will attack when they see the characters. Another opportunity here to provide any needed equipment the characters may need if the wights are defeated and their lair is searched.

Part 3: The Way Through Leeds

The characters know that the city center where the Town Hall is located is a deathtrap riddled with creatures. It takes four hours to walk there over fields, walkways, and across the motorway. There are a few encounters along the way to hinder their progress: The Motorway Ogre, Isabelle's Farm, and The City Streets.

3a: The Motorway Ogre

The motorway is a graveyard of automobiles. Hundreds of wrecked cars and trucks litter the wide road, most containing the skeletal remains of drivers and passengers. Picking through the vehicles is a group of bandits dressed in leather garb, their faces covered in tribal paint in an effort to strike fear into the hearts of their opponents. They are wrenching out car parts for scrap metal and stealing whatever they can find. Suddenly a huge hulking ogre (about 12 feet in height) comes into view, flipping over cars and letting out bloodcurdling cries. It has a young woman in his meaty hand and it looks like she's still alive. The bandits turn their attention on the ogre. Each has a CON of 20, 10 combat adds, and will be using standard melee weapons like machetes (3d6 +1), spears (4d6) or tire irons (2d6 +2). One may also have a shotgun that may or may not be loaded.

The ogre is wearing a necklace with an emerald skull charm that is etched with some runes pulsing with a soft glow (granting its owner +3 to STR) and piece-meal armor. He has a large war axe strapped to his back which he will use in combat after setting his captive aside. If the characters aid the bandits in the fight against the ogre, there will be an uneasy tension between the groups. If the ogre is slain, the bandits will turn their attention to the characters and the fate of the woman. If the bandits have not lost any of their number in the fight, they may be more apt to stand off against the characters.

Ogre

Monster Rating (MR): 90

Combat Dice: 10d6 +48

Armor: 6 (Piecemeal Leather and Scale)

Special Damage: 4/*Cleaved*

Cleaved: A large edged weapon can be wielded against smaller creatures with frightening results. Each opponent must make a *Level 4 Saving Roll versus SPD* or suffer 4 points of spite damage (bypassing armor). Whether the saving roll is successful or not, the target's armor also loses 2 hits until repaired.



Their intent will be to take the woman with them. If the characters decide to get involved and prevent this, there could be another fight unless they are successful with a *Level 2 Saving Roll versus CHA* to intimidate the bandits. This should be a Level 1 saving roll if the characters outnumber the bandits.

The woman's name is Isabelle and she was taken from her farm by the ogre two days ago. He has been dragging her around ever since. She asks whether they could take her back to her farm, which is an hour away. If they agree, then the number of children left alive in room 3 of the catacombs is reduced to ten. The GM could ask one member of the group to make a *Level 3 Saving Roll versus LK* with success meaning the number of children is not affected by this delay.

3b: Isabelle’s Farm (Side Quest)

Isabelle will direct the PCs to her farmstead, which lies an hour away from the motorway. Roll on the table below for a random encounter on the way.

d6	ENCOUNTER	TREASURE
1-3	None	None
4	A group of <u>Goblins</u> (4, MR 24 each), equipped with hatchets (3d6 +12) and slings (2d6 +12). Whoever is leading the characters’ group should make a <i>Level 2 Saving Roll versus INT</i> to see the goblins before they see the characters.	Other than the weapons, they have a bag filled with freshly killed and dressed small game (rabbits and squirrels).
5	A crazed male <u>Human</u> (MR 10) is running naked down the road towards the characters carrying a handgun. He will point the gun at the characters and pull the trigger, but there is no ammunition loaded.	Other than the handgun, nothing of any use.
6	A group of <u>Bugbears</u> (3, MR 48 each), equipped with spears (4d6 +24) are seen watching Isabelle’s farm house. They appear to be arguing softly in a goblin tongue (about how best to attack the farm).	In addition to the spears, one is also carrying a Broad Axe (4d6 +2). This one could throw his spear (DEX 18) before using the Axe in melee (4d6 +26).

Once they reach the farm, they will see some of her younger brothers working on the farm; a few are repairing broken fences and one (about 15 years old) is standing guard holding a long sword and a shield. Isabelle's father thanks them and offers them the following items: a brace of Wolf's Bane (3 uses, see page 34), an old WWI British military helmet (3 hits), and 6 handgun bullets. If pressed by the characters, he would also offer the long sword and shield that his son possesses, but this would more than likely leave the family almost totally defenseless. Each character should be awarded 200 APs for returning Isabelle safely to her home.

3c: The City Streets

The city is in ruins. Towering buildings stand silent against the grey sky and the occasional body can be seen on the ground. Overturned buses, cars and trucks are spread across the road. Most buildings still standing have smashed or boarded up windows and doors and extensive fire damage. Characters could come across two different meandering monsters on the way to the Town Hall.

The first is a squad of Hobgoblin Soldiers (4) that are roaming the streets scavenging for food. If the characters are purposefully being careful by sticking to the ruins and trying to stay out of view, they may see the hobgoblins first. Pick one character that is actively searching for possible danger to make a *Level 1 Saving Roll versus INT*. If successful, the hobgoblins are seen first and the characters can either choose to set an ambush or try to hide. If unsuccessful or not actively on guard, the two groups see each other at the same time, maybe both turning a corner or making their way through some ruins.

Hobgoblin Soldiers

Monster Rating (MR): 38

Combat Dice: 4d6 +19 (Spear) or 3d6 +23 (Rapier)

A armor: 5 (Soft Leather)

Special Damage: 4*/Group Tactics

Group Tactics: Trained to fight as a unit, each member of the group that is still fighting rolls another d6 to add to the combat total (further sixes are ignored for spite).

** This affect is triggered by combining the sixes rolled for the members of the unit in the melee. If the threshold is not met, handle spite normally.*

They will fight as a unit and will not retreat or surrender. If defeated, the hobgoblins can be searched to find flint and steel, some dried meats (enough for 8 meals), a satchel filled with herbs, 6 lengths of rope, and a Hag's Eye (see page 34). If the characters are forced to surrender, they will be tied with the rope and taken to the Town Hall as prisoners. If they are unable to come up with some form of plan to escape, they will be forced to watch the sacrifices before they themselves will be put to the sword.

The second meandering monster is a Drake that will be seen flying in the sky above some distance away. Drakes appear to be smaller versions of the traditional dragon measuring about 20 to 30 feet in length. They have long tails and do not have front legs (2 wings and 2 rear legs). There is a 33% chance (1 or 2 on a d6) that the creature flies in the direction of the characters. If the characters do not try to hide, the drake will see them and attack. If they try to hide, each character will need to make a successful *Level 1 Saving Roll versus INT* to not be spotted and attacked.

Drake

Monster Rating (MR): 60

Combat Dice: 7d6 +30

Aarmor: 6/Scales

Special Abilities: *Fly Me*

Special Damage: *2/Dive Bomb*

Fly Me: The creature can fly at will, provided their wings are not damaged or they are otherwise fatigued.

Dive Bomb: The creature uses its mobility to its advantage making sweeping attacks and returning to the air. When the Drake rolls 2 sixes, instead of applying as spite damage, reduce each character's combat adds by half when determining the combat totals for the turn.

The drake's scales can be used to forge into a suit of scale mail armor. Most characters will more than likely not have a very good understanding of how to harvest the scales from the creature's body. Ask any character that would attempt the effort for a *Level 3 Saving Roll versus INT* followed by a *Level 2 Saving Roll versus DEX*. Success on both rolls would yield enough scales for the character to potentially have a suit of scale armor created (6 Hits) provided he or she can find someone to craft it.

Part 4: The Catacombs Under the Hall

Once the characters reach the Town Hall, a set of double doors is the main entrance into the building. There is a rear entrance that leads into the kitchen that is accessible via a narrow alley that runs along the east side of the building. An old dumpster has been placed in front of this rear door so any attempt to move it would be loud enough to alert anything that may be in that room.

A long entry hallway past the front doors shows signs of the building's former glory with paintings and flags that adorn the walls now ripped, shredded, or soiled. Along this main hallway are rooms with glass paned doors that are now mostly left ajar or broken, leading to the former office rooms for the local legislators. The last rooms on either side are a supply room and larger office with an old sign still visible identifying it as the Mayoral Office. At the end of the hallway is a large meeting room centered by a large table. Attached to this room is a kitchen and pantry where there is a stairway that leads down to the entrance of the catacombs.

Offices: These rooms are littered with old computers, fax machines, printers, and other office furniture and belongings. Most anything of any value has already been raided from these rooms. There is also plenty of goblin dung strewn throughout the room (identifiable on a *Level 1 Saving Roll versus INT*). On the walls of one of the offices are the words "Hail Jenny Greenteeth" written in blood.

Mayoral Office: A ruined office with paperwork all over the floor and a trashed computer on the desk. The skeletal remains of the mayor still sit behind the desk in full mayoral regalia - large golden medallions and a long red robe.

Storage Room: This small room contains the spears, swords, shields and armor of the Black Coven. The following can be found here: two Spears (4d6), a Rapier (3d6 +4), two Daggers (2d6), a Helmet (1 Hit), a Small Shield (2 Hits), and a rusty suit of Mail Armor (3 Hits).

Meeting Room: The door leading into the meeting room is trapped. A spear is mounted onto the table and attached to a large crossbow. The door handle is attached to a piece of wire which is tied to the trigger mechanisms. When the door opens, the person at the door must make a *Level 2 Saving Roll on DEX* or take 2d6 damage (armor applicable). There are five goblins here, who will fight

intruders. They each are MR 24 and equipped with hatchets (3d6 +12). In one corner of the room will be the collected wealth of this goblin group: a couple hundred British pounds in paper and coin among other trinkets like hair brushes and tourist souvenirs.

Kitchen: The door to the kitchen is locked. It can be busted down with a *Level 4 Saving Roll versus STR* (2 characters can combine their efforts) or the lock can be picked (*Level 2 Saving Roll versus DEX*). If the characters search around they will find blood on the floor leading to the pantry door on the north wall and a child's sock on the floor, which belongs to one of the kidnapped children. The pantry door has stairs leading down to the catacombs which is Area 5 on the map.

The Catacombs

Be sure to read all the entries before running this section.

1. Goblin feeding cavern: This section of the catacombs is filled with rotting meat. If it is disturbed, a swarm of flies erupts out of the meat and attacks the characters. The swarm has MR 30 and if it rolls two sixes it passes on a disease to a random character. The infected begins vomiting and falls violently ill for 1d6 hours. In this time the characters only gains half their combat adds.

2. Goblin drinking party: Five goblins are here getting drunk. They each have MR 24 and equipped with hatchets (3d6 +12,) but each time they attack they must roll 1d6. On a 1 they are unable to attack because they are so inebriated.

3. Jenny Greenteeth: This large cavern echoes with the cackles of hags and the sobbing of children. There are four hags here surrounding a larger, green-skinned hag with one pearl white eye and a hideous smile. The hags are chanting "All hail Jenny Greenteeth". In front of Jenny Greenteeth is a small pile of corpses, three dead children. There are fifteen children locked in a cage on the north-east wall. A hag unlocks the cage and drags out one of the screaming children, a young girl one of the characters will recognise as Jade from the village. She is thrown in front of Jenny Greenteeth, who rises from her rocky throne and lifts the child's chin with her spindly finger.

"You are full of power, little one," she croaks. "You shall feed me, feed my magic and aid me in my conquest of these northern lands. You are dying for a great cause, just like your friends. There is no need to be afraid, little one."

It will all be over soon.” If the PCs choose to do nothing, Jenny opens her mouth and sucks the life-force from Jade, leaving her to collapse dead on the floor. She will continue doing this until she runs out of children, in which case she orders her hags to go and retrieve more.

Catacomb Hag

Monster Rating (MR): 50

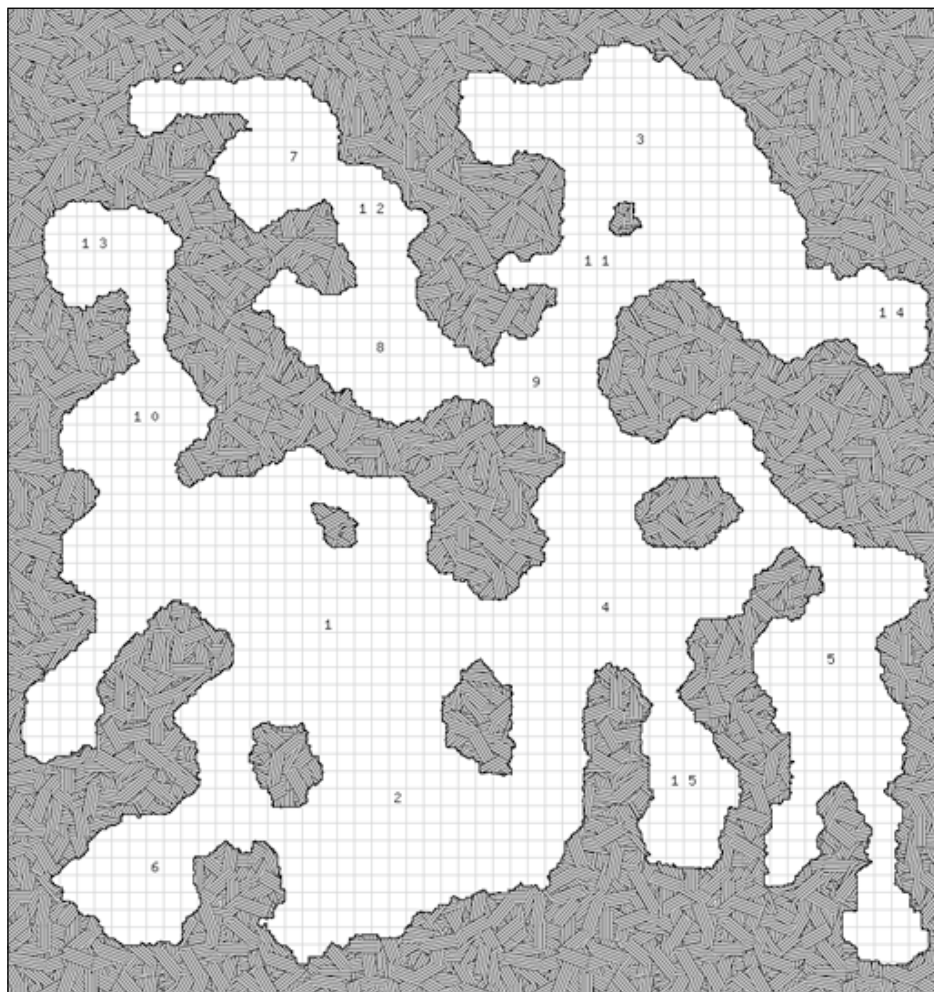
Combat Dice: 6d6 +25

Armor: Nil

Special Abilities: *Veiled Disguise, Wards and Enchantments*

Special Damage: *2/Sharp Claws, 3/Stupidity Curse*

Special Defense: *Jenny's Coven*



Jenny Greenteeth

Monster Rating (MR): 100

Combat Dice: 11d6 +50

Armor: Nil

Special Abilities: *Veiled Disguise, Wards and Enchantments*

Special Damage: *2/Sharp Claws, 3/Psychic Throw*

Special Defense: *Jenny's Coven*

Veiled Disguise, Wards and Enchantments, Sharp Claws: See page 33

Stupidity Curse: The target becomes the victim of a vile curse. They will become more unintelligent, reducing their INT by 2d6.

Psychic Throw: The creature targets an enemy within view, picking her up and throwing her through the air via telekinesis. Determine this target randomly or choose based on proximity or threat to the creature. The target must make a *Level 2 Saving Roll versus STR* or be thrown 1d6 x10 feet, taking 1d6 if thrown up to 30 feet; 2d6 damage if thrown 40 or more feet. Add another 1d6 if target is thrown into a wall or other hard surface/object. Armor does not hinder this damage.

Jenny's Coven: The hags that are members of Jenny's Coven are already more powerful than others of their kind and are not weakened when members of the coven are defeated other than Jenny. If Jenny Greenteeth is killed and any hags remain, the hags under her control explode in a cloud of gore.

4. Stone Circle: There is a mysterious circle of stones in the center of this cavern. In the middle are some half-melted candles and a large pile of a white powdery substance. This is Hag's Salt and is used to keep other creatures away. If thrown at magical creatures it will do 1d6 damage. About seven doses/handfuls of the substance is present.

5. Entrance to the Catacombs: The catacombs are a series of winding passages underneath Leeds. Skulls are set into the walls - skulls of Jenny Greenteeth's child victims (*Level 1 Saving Roll versus INT* reveals they are child-sized skulls). There is a horrid stench of rotten meat wafting throughout the cavern.

6. Goblin Sleeping Chambers: Excrement and small straw beds litter the ground here. The area is otherwise empty. Albeit a disgusting endeavor, any

characters that decide to search the area more closely will find a small wooden box on a successful *Level 3 Saving Roll versus LK*. The small box contains 5 shotgun shells and 10 handgun rounds.

7. Underground Lake: Dripping can be heard from within this cavern as water falls from rocks into a deep underground lake. Floating in the water is the body of a child, an arrow stuck in his back. Four goblins are waiting to ambush the characters as they walk in and are the same as the goblins in Area 2 except these are perfectly sober. One carries a bow (DEX 14, 4d6 +12), which is obviously the one who killed the escaping child. Upon entering the area, ask each character to make a *Level 3 Saving Roll versus SPD*. Any who are successful may add their combat adds to their rolls in the first combat turn as normal and may use missile weapons. Any that fail should not add combat adds to their damage rolls and cannot use missile weapons in the first combat turn.



8. Empty Cavern

9. Intersection: A successful *Level 2 Saving Roll versus INT* will allow any character to hear crying coming from Area 3. It appears to be the sobbing of multiple children.

10. Empty Cavern

11. Empty Cavern: Anyone here can hear chanting coming from Area 3 and louder crying from the children.

12. Child On The Run: A small girl is here cowering behind a mossy rock. She is muffling her tears but can quite obviously be heard. She has escaped from the hags in Area 3 and has become lost trying to find her way out. A *Level 1 Saving Roll versus CHA* will comfort her and keep her quiet. She says that her friend Roger ran ahead of her into Area 7 to make sure the coast was clear, but he hasn't returned after ten minutes.

13. Hags: There are two catacomb hags here. They may join in the fight if they hear the characters battling the goblins in Area 2. On a roll of 1-3 on a d6, they join the drunken goblins in the fray. They have the same statistics as the hags in Area 3.

14. Secret Exit: There are stairs here that lead to the basement of a burned out building. Another stairway up leads to the city streets above.

15. More Hags: Two catacomb hags are here, eating badger entrails. Which ever character is leading the group into this area should make a *Level 2 Saving Roll versus SPD*. If successful, the characters have the drop on the hags and may make an ambush attack (the hags would not get their combat adds in the first combat turn). Otherwise, the hags are able to ambush the characters in which the characters would lose their combat adds in the first combat turn. They have the same statistics as the hags in Area 3.

Concluding the Adventure

If the characters return with most of the children, they are thanked by the villagers and a celebration is held for the decimation of the Black Coven, with mourning and funerals for the departed children. If they return with fewer than 8 children, they are told they have not fulfilled the task and are banished from the village, left to wander alone. For each child that is returned to the village, each character can be awarded 50 APs.

VENICE BOARDWALK

VENICE BEACH, LOS ANGELES, CALIFORNIA, USA

BY DAVID MOSKOWITZ

Character creation notes:

Use the standard Stay Alive! character creation rules with three notes:

1. Players are out for a day at the beach, sunning themselves, swimming, relaxing. Their belongings should represent that. Cops will not have guns, medical professionals will have no more than perhaps a small first aid kit (local water is safer than one might expect, but bandages and antibiotic cream are not out of the question). If they have surfboards, limit other items - everything they have, they should be able to carry.
2. Players will need to establish the nature of any tattoos and piercings. Be they faux-tribal, religious, in memorium, cartoon characters; all might have an effect.
3. Players should decide their level of familiarity with the boardwalk.
 - a. Negligible: First time visitors or close to it.
 - b. Somewhat: Maybe beach visitors who view the boardwalk as some thing to pass through.
 - c. Very: Locals who visit regularly.



GM's may use these ratings if he or she wishes to help inform players in encounters (i.e. give hints, call attention to certain aspects). The more familiar a player is with how things were before, the more unnerving they may be now (Example: big hint = big penalty on the next GUTS Saving Roll).

Zombies and Boardwalk Denizens (referred to hereafter as ZBDs):

Unless otherwise noted, ZBD's include everyone but the players. As they were not protected when the magic wave hit (see Setup and Setting below), all are:

- 1. Subject to laws of boundaries (defined below).
- 2. Immune to the negative effects of the sand and water, but not the bike paths.

Zombie Behavior

1. Families and singletons: Zombies will travel the boardwalk in groups of 1-6. If there are more than 3+ zombies, there is a 50% chance the group is a family, with numbers 3 & 4 each having a MR of 20 (3d6 +10), the 5th having a MR of 15 (2d6 +7), and the 6th having a MR of 5 (1d6 +2).

2. Zombies before, zombies afterwards: Because the zombies were either tourists or locals, strolling from one end of the boardwalk to the other, there's little reason that a desire for human flesh (hearts, not brains—protein trumps fat in Venice) should change that. As such, if there is not a reason for the zombie to notice the player—because of player behavior or marking (see Zombie Rage & Respect below), there is only a 50% chance it will attack.

3. Zombie Rage & Respect: If players have a visible marking or label (tattoo, jewelry, t-shirt) roll two dice to see if there's a potential response based on said marking (roll once, 2d6, for the entire zombie group):

MARKING	RAGE	RESPECT
Religious	2-3	11-12
Sports team	2-4	11-12
Gang related	2-5	10-12
Military	2-3	9-12

Rage attacks will gain an extra 1d6 until the creature is killed. Enraged zombies are also not subject to cash distractions. If **Respect** is the result, not only will the zombie not attack, but said player stands a 50% chance of gaining +1 STABILITY. If the roll is neither respect nor rage, there is a 50% chance of the zombie(s) attacking as per above.

4. Money makes the world go around: Zombies cannot add or subtract, but they do remember the importance of currency. They also cannot tell the difference in denominations; U.S. bills are all the same size, but players should have to discover this for themselves. Unless a zombie has already tasted fresh blood, it will stop to pick up money. Amount carried per ZBD (unless otherwise noted) can be determined in the following table. The number of bills can be determined by rolling 2d6 - 5.

ROLL (3d6)	VALUE
3-8	\$1
9-12	\$5
13	\$10
14-17	\$20
18	\$100

5. Regarding boundaries: Turf matters, and the sweat, lies, sacrifices, cash, drugs and sexual favors required to secure a performer's/vendor's boardwalk stall or shop carry weight even after the catastrophe.

As such, no ZBD can cross any border (marked in gray and black lines on the map) unless one of the following occurs:

- A. The players initiate an act of violence or theft against the owner of said territory.
- B. The players attempt to usurp said location by blatantly calling attention to themselves (at which point the owner will immediately attack with twice the number of combat adds).
- C. The territory owner crosses the boundary or is "killed".

If any of these things happen, the spell broken, and it is open season on the spot and the contents (if this happens in a shop, here come the zombie loot-ers.)

6. Conversion/infection: One rule: Eat a zombie heart, get an extra twelve hours of “human” status.

The Setup & Setting

It's a near-perfect summer day at the beach. The water is safe and warm, surf is up. As afternoon approaches, it is time for a nap and some sunbathing. The only things that are less than beautiful is are the blanket one of the party has brought, with all of its concentric circles, and an odd, almost perfectly spherical black cloud moving over the sun...

While players slept, there was a tidal wave, not of water, but of Elder Magic. When they awake it is night, but more than a few hours have passed. Has it been days? Weeks?

What they discover is that the boardwalk is sealed off with barbed wire, concrete and soldiers. Any attempt to get close to soldiers to talk is met with first fire hoses, then tear gas. Apparently, something is keeping the outside authorities from mopping up what's inside, and as what's inside is not attempting to leave. Said authorities are focused on containment.



The adventure runs from the barricades just south of muscle beach to the recovery center to the north. Here is a guide to geographical features:

1. The Water is much cleaner than any of the players will have recollection of. It will however, burn anything but zombified flesh. (1 CON point per 5 seconds of exposure and the damage will not heal.)
2. The Sand may shift with time, but it remembers all of the psychic trauma ever played out on the beach. For every turn the players are on it, they must make a *Level 1 Saving Roll* on a random attribute. Failure results in that attribute getting docked by the number the roll was missed by for one hour and a -1 (cumulative) penalty on all Saving Rolls during that time.
3. The Bike Paths are littered with shoes, pieces of bike tires, skates—with severed feet in them or corpses, their feet still attached. The Ferris Wheel on the Santa Monica Pier, which is north of the main play area, still seems to be operating, and provides guidance to the path's behavior.

When the wheel is not moving, anything coming in contact with the cement is fused to it. The wheel will flash four times and then begin turning. Any object on the path will be affected as if the attached parts are suddenly moving at 100MPH even though they're not going anywhere (imagine whiplash standing still).

GM's should determine the severity of broken legs according to player stances, LK and DEX rolls. After three rotations, the wheel will stop, flash four times, and then the whiplash will happen in the other direction, again for three rotations. After that, the wheel will stop and players can get off the path. If someone steps on the path while the wheel is turning, the first part to make contact with the cement is fused and "hurled in place."

4. The Boardwalk is where all of the action will take place. The fog is so thick that that visibility is limited to 10 feet. It's a magical fog as well, absorbing all sounds at that range as well. The lighting, refracting from the street lamps (still working—though it's unclear why) and the fog's own slightly jaundiced yellow glow provide enough illumination not to result in any combat penalties.

On the lampposts, there are skeletons of police (no guns) and horses, hanging like scarecrows where applicable.

Major Locations

I. Muscle Beach

Short form: Instead of three witches with one eye, we have three insane, paralyzed bodybuilders with one bottle of sports drink. They supply information, healing. They need death.

Soundtrack: "Do you want to touch me?", Joan Jett

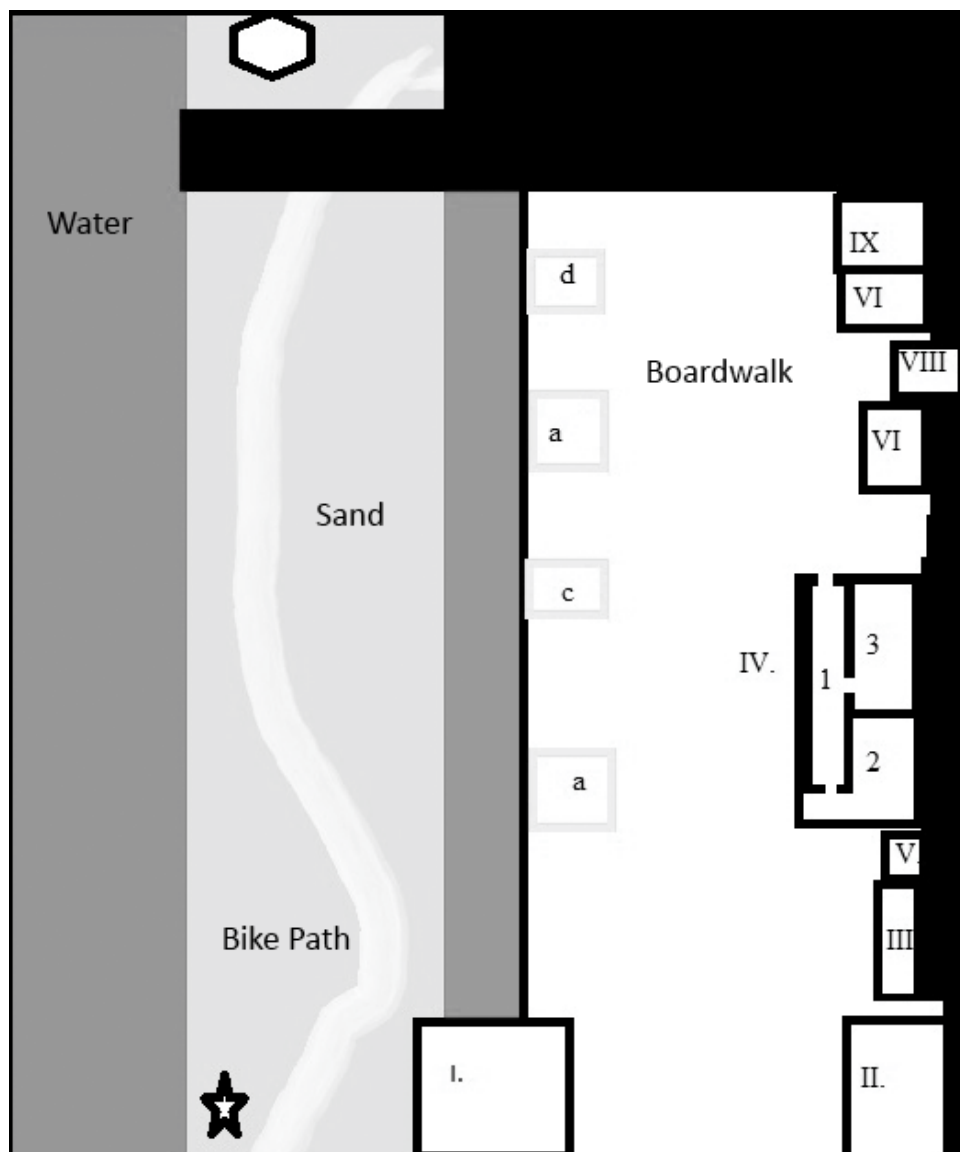
The bleachers, the posing stand, acrobatic equipment are all empty. Much of the equipment is still present, including a toolbox next one of the cable machines, which players can disassemble, retrieving 15 feet of steel cable. There are also numerous steel bars, dumbbells, barbells and weight disks players may take. How well they function as weapons is up to the GM.

The weight lifting "pit" contains three living individuals: a fitness model (woman built like a gymnast), a bodybuilder (male, bulky, but without body fat), and a powerlifter (male bigger than the bodybuilder, less defined). Their hands have merged with the appropriate bars and handles, making it impossible for them to leave where they are.

One is on the bench press, one on the military press, and one on the dip rack. However, if players go away and return, they will have rotated positions, no indication of how it happened.

Equidistant from all three, in the center of the weight pit, is a stool on which rests a half-full sports drink bottle. Its contents are sludgy, green, and toxic. A single swallow (10+2d6 left in the bottle) will heal all lost CON for a ZBD. It will kill (no Saving Roll) any uninfected player who drinks it, requiring a successful *Level 3 Saving Roll versus GUTS* to even get it down. An infected, but still living player who drinks it will have the transformation from human to zombie arrested in an in-between state. Players in this state must make a successful *Level 1 Saving Roll versus GUTS/LK* (an average of the two) or succumb to the desire to eat comrades' flesh, sated only when they've done 2d6 damage or have taken the same amount (GMs should not let players pass on the role-playing possibilities).

The three are still somewhat--almost disturbingly--sane, only losing their composure if the players start to leave. They will then beg to stay or kill them.



I. Muscle Beach

II. T-Shirt Shop

III. Gelato Shop

IV. Boardwalk Café and Bookstore

1. Restaurant

2. Bookstore

3. Bar

V. Dispensary

VI. Piercing and Tattoo Parlor

VII. The Sex Shop

VIII. Smith's Real Estate

IX. New Hope Halfway House (and endgame)

a. The One-Man Band

b. Hack, the chainsaw, machete & torch juggler

c. Everyone lies/dies pamphleteer stands

d. Fortune Teller

(Star) Starting Point

(Hexagon) Ferris Wheel

(Black) Police Cordoned Areas

The three are being preyed upon by Nature Boy (see below), who once a day will carve the heart out of one of the three for his dinner, and then provide a swallow of the drink to heal his victim. In conversation, they still can't help but mock him, even though he has all of the power. As is, he will not arrive for 2d6 hours. The fact that Muscle Beach is unattended, unguarded is another sign of how long players were unconscious—Nature Boy has nothing to fear.

In spite of a physique too thin to compete even in natural competitions, Nature Boy would proselytize his supplement-free, vegan raw diet to the other lifters, making him the object of much ridicule and a nasty Internet Photoshop prank by the three trapped in the pit. He now survives in the fringes of the boardwalk, his body odor repelling even zombies. In appearance, he looks much like Tolkien's Gollum, but covered with a thin layer of moss and mold.

Nature Boy

Monster Rating (MR): 40 (30 CON)

Combat Dice: 3d6 +27

Nature Boy is armed with a knife in each hand, one steel (1d6 +4) and one ceramic (2d6 +3). If a player uses the ceramic knife, there is a 1 in 6 chance of it breaking on any roll of 10 damage and above. If attacking the players away from the weight pit, he will carry the "healing" fluid with him, taking swigs whenever damaged. He will stalk the players, making himself known and attacking if and when it seems he is guaranteed success, or if players keep him away from his dinner.

II. The t-shirt and souvenir shop

Short form: A source of moderate protection, and pint-sized wardens with no tolerance for shoplifters.

Soundtrack: "Little Robbers", The Motels

The shop's goods are in perfect order, no sign of chaos. The t-shirts are folded in piles on long tables (five of them, in parallel), or hang from the walls, the open iron gate at the store's entrance.

Until they enter the premises, players can see eight children (each with a CON of 8, Combat Dice: 1d6 +1) roaming around the store continually neatening and refolding the merchandise.

The proprietor (GM's feel free to assign gender, race, and age) sits behind the counter, opposite the entrance, pale, drawn, clearly dead. When players get closer, they will see that everything about him or her below the counter has been chewed away.

The swarming kids do not speak, but when in the same aisle as a player will approach longingly. It is only at this close range that players can see that their faces are those of Justin Bieber, Selina Gomez, and other American teen heartthrobs. The kids will take any item the players give them and bring it to the counter, putting cash at the register, everything else at the dead proprietor's feet. They will happily take everything the players have, and will stick their hands in players' pockets, try to tug on clothes, held objects, etc.

If players resist, the kids will attempt to bite them (a successful *Level 1 Saving Roll versus DEX* needed to avoid 1 CON damage). If players attack, do damage, they momentarily will revert to normal human state (with their non-celebrity faces) and cry piteously (think of the penultimate scene in *The Omen*). If this happens, players must make a successful *Level 1 Saving Roll versus GUTS* to avoid being helpless the next combat round. Players who fail this saving roll once need not make it again.

If killed, their appearance reverts to normal. And whether players leave some alive or kill them all, they will need to make a successful *Level 2 Saving Roll versus GUTS* or face a double-STABILITY penalty.

The kids will not follow players out of the store proper, but if players leave, they will revert to normal children crying, begging not to be abandoned--and will attack if players return.

The cash register contains three \$20 bills, six \$10 bills, twelve \$5 bills, and sixty-six \$1 bills. Players can gain up to three points (Hits) of armor by layering t-shirts, sweat pants, other clothes.

III. The Gelato and Espresso shop

Short form: A place of safety, food. Nothing unnatural going on—and that in itself should disturb players.

Soundtrack: "Ice Cream Man", Van Halen

Zombies don't enter, and the power is somehow still on, keeping the ice cream fresh. Players who make a successful *Level 2 Saving Roll versus INT*, modified by STABILITY, will notice a similarity in the painted patterns on the wall to that of their beach blanket.

This would potentially give the players a clue that they were protected from the magical wave affecting the beach and its denizens. Award bonus APs to players that make this connection.

Eating the ice cream and other confections will give the players some needed strength and allow them to recover 1d6 points of CON. This would also be a safe place for the characters to rest for any extended period of time.

IV. The Sidewalk Café:

This location is divided into three parts. The restaurant that is adjacent to the boardwalk, and two interior rooms are attached: a bar and a bookstore.

1. The Restaurant

Short form: "Your waiter will be with you—never"

Soundtrack: "Soul Kitchen", The Doors

All of the seats are full, sort of. Those who were in the seats when the magic wave struck are stuck there. The resulting zombies are eating each other; either reaching across the table, or chomping on the zombie in the next seat over effectively forming an undead ouroboros. As this has been going on for days, the bodies are about 70% gone and only semi functional jaws and a few intact ligaments are left leaving the corpses animated but harmless.

If a player sits down, he or she must make a successful *Level 2 Saving Roll versus GUTS* to avoid ravenous hunger resulting in eating anything within reach (other zombies). Every turn said player must make this *Level 2 Saving Roll* or else continue eating. For every turn the player eats, a successful *Level 1 Saving Roll versus CON* is needed to keep from losing an amount of CON equal to the difference needed from the missed roll by CON. Dropping to zero or lower will render the player unconscious. Once unconscious, other players will be able to remove the character from the chair. Upon regaining consciousness, he or she will vomit all of the disgusting contents ingested (-2 CON).

2. The Bookstore

Short form: The store mascot did understand where its next meal was coming from.

Soundtrack: "Words", Missing Persons

Near the door there is a pile of independent newspapers. In the back corner there is a section devoted to Los Angeles authors and works set in the city--roughly equal numbers of mysteries and poetry books. The rest of the store contains a mix of best-sellers. All books have price stickers on them, set for MSRP. On the door entering the shop there is a sign, "Thank You for Supporting Independent Bookstores."

There are no zombies here, but there are skeletons, lots of them, all thoroughly gnawed. Admiral Puss-Puss, the store cat, is a white Persian the size of a full-grown panther. He is resting on one of the free-standing bookshelves in the middle of the store when the players arrive. Docile at first, even friendly, but the longer players stay without buying anything, the angrier he becomes. Every game turn the players spend browsing, the one with the greatest amount of cash should be asked to make a saving roll on LK where the Level is equal to the number of turns in the shop. If he or she fails, the cat attacks that individual immediately. Anyone attempting to leave with a book and not paying for it nor paying the full price will also be attacked. Unlike other ZBD's, the cat is not restricted by boundary magics--it chooses to go where it wishes, and will pursue any player owing the store money out onto the boardwalk.

Admiral Puss-Puss

Monster Rating (MR): 98

Combat Dice: 10d6 +49

Special Damage/Hindrance: *Focused Attack*

Focused Attack: The creature singles out one character to focus its attack. In the case of Admiral Puss-Puss, he is targeting any character that has stolen or not properly paid for a book. Spite damage is generated on rolls of 1-3 instead of a 6 and this spite damage is only assigned to that target. Anyone else that is fighting against the creature should double their combat adds in the combat total. If the creature is attacked first or the target is defeated, combat would revert or proceed as normal with standard spite damage rules (sixes only).

3. The Bar

Short form: A different type of zombie behavior.

Soundtrack: "Stop!", Jane's Addiction

Every seat (20 stools, 30 at small tables) is filled, all denizens fixed on the television. They look peaked, hungry, grief-stricken. The smell in here is not of decay, but of people who have not left their stools for days--to, among other things, go to the bathroom. The people here are a bit more coherent, their behavior alone suggesting they've been hit by the magic wave.

On the screen there is a slow-speed chase of a white Ford Bronco on the 405 freeway. In fact, it is slowed down to one frame per every three seconds and effectively looks like a still photo. At this rate, the transfixed patrons will be long dead of starvation before an arrest is made.



If the players disturb any of the watchers, the acting individual must make a successful *Level 1 Saving Roll versus LK* or else the watcher will get off the stool and instantly transform into an enraged zombie. Turning off the television will result in all patrons becoming zombies, but the transformation takes one turn, during which players have a chance to run or turn the set back on. Raged zombies attack with combat dice of $4d6 + 10$ (MR 20), see pages 48-49.

V. The Dispensary

Short form: Rabid doctor trying to inflict whatever damage he can to sign people up for cannabis prescriptions.

Soundtrack: "Dr. Feelgood", (Motley Crue)

The doctor stands outside this former dispensary, encouraging all to come in. He is a thickset man, seemingly perfectly healthy. Whatever ails you, he cries

out, he can help. Inside, it looks like a standard dispensary—no actual pot, but plenty of brownies, space cakes and other consumables.

The good doctor will ask a few token questions (“Ever sore? Depressed?”) and then for \$30 will write a prescription. After that, players can buy the goods, \$10 per serving (15 left in the cases). They all taste a bit funny, but will cure 1d6 points of CON. However, the player must make a successful *Level 3 Saving Roll versus CON* or else become infected (RESISTANCE bonuses applied). As soon as one is infected, the price for all goods goes up to \$100 per serving as the doctor explains that each will still cure any damage, and also prevent full transformation for another six hours.

If any of the players are infected upon meeting the doctor, the prices will start at \$100 and the doctor will sell them based on their delaying properties. The doctor has a CON of 10 and not even basic combat skills. All money he takes in, he swallows.

[Cannabis-free version: The doctor is a chiropractor and instead of pot brownies, et. al, he sells salves, special sports creams.]

VI. The Piercing and Tattooing Parlor

Short form: A fleshy blank canvas of a human being provides very painful, yet effective adjustments.

Soundtrack: “Who do you want to be today?”, Oingo Boingo

The light and sound absorbing properties of the fog become especially evident as players outside the store will be shocked by its neon sign “The Body is Art” and heavy metal music played at piercingly (pun intended) loud volume pouring from the inside. They cannot look inside: all they see is smoke from a mixture of substances thicker than even the boardwalk fog. Players crossing the threshold will find themselves in well and warmly lit studio, with clean, fresh air, and an absolute absence of odors and sound. In fact, they will speak and feel the vibrations in their mouths and throats, but hear nothing.

The shop is complete with art books, equipment, ink, and bandages; and it looks clean, almost respectable, and professional. There are two individuals within, of equivalent height and weight. Genders, are initially unknown, and only revealed through their telepathic communication with the players.

One (the male) is so heavily covered with piercings and ink that players would not even be sure which way he was facing were it not for his feet and positioning of the arms. The female is hairless, seemingly devoid of all identifying features (including nipples, etc.) due to a layer of skin that hangs as loosely as it is taut on her companion.

They will add or remove any tattoo, skillfully and within a normal time frame, performing the procedure without discussing cost. Afterwards, or if the player broaches the subject beforehand, they will ask (telepathically): “Why do/did you want this?” which will provide GM’s of the price, which must be something of equal importance. If it is about survival, the parlor staff will demand what has been the most valuable item (weapon, tool) to the players so far. Any delays, any hints at obfuscation will cause them to attack, “reclaiming” their work with an assortment of blades.

As soon as a fight begins, the security gate comes crashing down, locking the players inside as the music and smoke return. Players attempting to fight lose all combat adds.

Both have an MR of 45 (5d6 +22) fighting and moving with remarkable speed for their size and shape. The male’s worked on, worked over, and heavily metalized flesh absorbs four hits of damage. The female regenerates four damage points per combat turn. There is no cash in the shop.

VII. The Sex Shop

Short form: For those who need a little less sensitivity in trying times.

Soundtrack: “Sex”, Berlin

It is empty of all individuals, only products--lingerie, leather--in pieces far too small to be considered effective armor. If players touch any of the products, they will notice that they do not feel the contact, and if they are in anyway injured, donning an article will reduce the pain. Players will find their own clothes annoying, itching.

Anyone wearing nothing but sex shop products will feel nothing: no pain, no heat, no cold. In combat, where damage, injury become afterthoughts, this will give him or her an extra 1d6+4 combat adds. However, such individuals also receive double spite damage and for any normal damage, the GM should make

a secret *Level 1 Saving Roll versus INT*. Failure means the player only knows about half of the damage actually being applied. (This could lead to seemingly healthy, confident players--I feel fine--suddenly being knocked out of action at an inopportune moment.)

[Celibates alternative: A New Age Yoga and Meditation Studio, saris and wraps having the same effect as the lingerie.]

VIII. Smith's Real Estate

Short form: The "boss", a bit confused, but not worried.

Soundtrack: "Blue Spark", X

This is a small real estate office. The windows are filled with fliers detailing available apartments, condominiums mixed use dwellings. The lights are on, the doors open. The space inside is cramped, a man at a desk with multiple computer monitors displaying security camera shots of all encounter areas in the game.

John Smith is big, but not monstrously so. There's clearly muscle under his layers of fat and four bulges just under his skin: one on each shoulder, and one on the front of each thigh. Each of these is a heart, still beating.

Four zombies with respective cavities in their chests where those hearts came from stand close to Smith. They are his bodyguards, and must maintain proximity (36 inches—further adding to the feeling of claustrophobia) to the hearts to maintain their own lives. *Players who extract a heart attach it to their own body will have their own pet zombie bodyguard.* Smith's expression and tone is a mix of surprise, confidence, disinterest, and discomfort as he waits for the players to speak, act.

"I wondered what was holding things up", he says. "Must be you. Still alive. Damn. But then I probably should have done my homework more....Will you look at these things?" He adds, gesturing to the hearts. "Hardly what I expected. So?"

Players turn to talk: If they ask if he's responsible for all of this, he'll say that he takes direct responsibility for the four zombies surrounding him. "Beyond that, it's a matter of market forces. I'd explain, but it would probably bore you to

death—poor choice of words admittedly. The ceremony was easy: the mountains of paperwork was a life's work. New Orleans? F&*ing amateur hour...This is all mine.”

With questioning, prodding, hints, and if need be, a “Bond” villain-style monologue, players will learn what has happened is simply a scheme to secure property rights by taking advantage of the destruction and sudden decrease in value.

If players don't attack Smith and don't touch anything he'll be quite happy to let them stay. Otherwise, he will sic the zombies on them (MR 20, 3d6 +10).

In such cramped quarters, fighting is difficult. Players will lose their DEX adds, and those fighting with weapons over a foot in length must decide whether to look out for allies or not as they fight. If they are cautious, they have their pre-adds dice roll cut in half. If not, every round they must make a *Level 2 Saving Roll versus DEX*. Failure applies spite damage to their allies.

If it looks like the players stand any chance against the zombies, Smith will join the fray, armed with an electric cattle prod and a two-foot long skewer used for oversized grills. Any player taking regular or spite damage must make a *Level 1 Saving Roll on his or her current CON or GUTS*, whichever is lower, or else have the next turn's attack total cut in half.

John Smith, Real Estate Developer

STR: 20, CON: 25, DEX: 12, SPD: 13, INT: 17, GUTS: 30, LK: 16, CHA: 16

Combat Adds: 13

Weapons: Cattle Prod (2d6), Skewer (1d6 +4)

The Cattle Prod can be used as a club in standard combat doing damage like a weighted stick/baton for 2d6 damage. Wielder may attempt to use the electrical charge instead replacing all other attacks and requiring a successful *Level X Saving Roll versus DEX*, where the Level required is equal to the number of targets attempting to 'shock'. If the roll is successful, each target takes 2d6 electrical damage that bypasses armor and then must make a *Level 1 Saving Roll versus CON*. Failing this results in the target losing all attacks that turn. Damage caused by this is temporary and if target is reduced to Zero CON, he or she is rendered unconscious. If the saving roll versus DEX fails, the attack misses and John would contribute no damage to the combat turn.

Players may try targeting the hearts using stunts at the GM's discretion. If each takes 10 pts of damage or more in a single turn, a corresponding zombie explodes, doing 2d6 damage to everyone in the room, 1d6 for those who make Level 1 *Saving Roll versus SPD*. If all four zombies are killed before Smith, he will explode, doing damage as above.

If they kill Smith before the zombies, the remaining ones will seize the hearts, rejuvenate all lost damage and press their attack.

The zombie hearts are otherwise impervious to harm and essential to one possible escape (see New Hope Halfway House). If anyone takes one out onto the boardwalk, all zombies encountered will immediately attack, enraged.

IX. New Hope Halfway House

Short form: The exit (or means to get out.)

Soundtrack: "Mr. Brownstone", Guns and Roses

This was a recovery center, originally financed (to his regret) by John Smith as a tax write-off as he picked up all operating expenses, with residents coming from other parts of the city (lest the house becomes a target for local dealers facing lost income or uncollected debt.) Twelve residents survived the magic wave. The rest died or became zombies.

They now see themselves as protectors of the outside world, and are in contact with the authorities, promising to keep everyone within the quarantine. Only six of the survivors are left, the other six serving as examples of what happens if they go out on to the boardwalk (instant zombification) or into the alley, outside of the range of magic (total immolation).

The six will not let the players escape: not while the magic is active. They will, however, let players know that the triggering event was John Smith consuming the hearts of his four zombies, former boardwalk denizens. The magic, the catastrophe will end—they think—when all normal people are dead, or when the four hearts are cast into the ocean (a two turn walk from the boardwalk). How do they know this? Best not to ask.

The "exit" is simply a door into a back courtyard which is still enclosed by the military barricades. If the players have broken the spell, they will be taken into

custody and perhaps released eventually—after all, the tapes of John Smith still exist, and if they’ve killed a non-zombie ZBD, they could be going from one cell (quarantine) to another.

Endgame Effects: If players break the curse, the fog will clear, all of the zombies will turn to ash, and other Boardwalk Denizens will die. Infected players must make a *Level 1 Saving Roll versus GUTS*. If they make it, they survive, with a permanent +2 CON, +3 GUTS. If they fail, they must make a *Level 1 Saving Roll versus CON*. If they fail that one, they die. If they make it, they are cured, but with a permanent 25% loss of CON and STR.

Boardwalk Denizens

Unlike the major locations, these can be placed anywhere on the map in their own 5’x5’ boundary. The map locations are only suggestions.

1. The One-Man Band

Short form: he plays and players pay, and pay and pay.

Before this encounter begins, the GM should have a good idea of roughly how much money the players are carrying in total. This gross total will determine the 10% increments discussed below.

How our musician has survived, what condition he's in, is unclear. He will not move from his space (if knocked out, he will do everything in his power to hurry back as soon as regaining consciousness) and is effectively useless in combat (MR: 9).

When players first approach, he will be playing simple two or three note sequences on his bass drum and cymbal (both controlled by his feet) and a maraca. He will not speak--ever--but will make eye contact with the players, and direct their glance toward the empty hat in front of him. If players start tossing any money into the hat, he will begin playing a song--abandoning his maracas for a saxophone.

He is quite good, his music rejuvenating. For every combat turn the players stay and listen, they stand a 50% chance of one STABILITY demerit being removed. However, every turn there is also a 50% chance of attracting a zombie group who will stand behind the players listening as well, and unless players

purposely position a player to keep watch, a random player representative must make a *Level 2 Saving Roll versus INT* to even notice this. If there is an assigned lookout, he or she must make a *Level 1 Saving Roll versus GUTS* to avoid succumbing to the music and turning around to watch and listen.

After one turn, the musician will look longingly at the players. Any time the players do not contribute any more money, the musician will end the song on the following turn. If they add less than a 10% increment to the hat, he will continue to play, but there will be an almost imperceptible edge (*Level 3 Saving Roll versus GUTS* rolled by random player representative to notice) which will agitate the zombies. More than 10% will tranquilize them. GM's should keep track of the +/- total and when players face the zombies at the end of the song, use that total *10% to modify the potential for attack.

2. Hack, the chainsaw, machete and torch juggler

Short form: Gain weapons...and lose humanity?

Hack has been in the same spot since the wave occurred. Unable to leave his performance square, he nevertheless takes advantage of the range of his weapons to attack nearby zombies and has survived by provoking those walking by, killing them for now rotting pizza, or hopefully, energy bars and drinks tucked into fanny packs. There will be a sizeable pile of dead zombie bodies surrounding his area.

GM's should play him as close to a normal human in these extreme circumstances as any ZBD. He does not understand what is keeping him in his space any more than he knows what has happened. For large amounts of food, some gasoline, he may be willing to part with his gear. He is also susceptible to alcohol and any other intoxicants the players may find. However, if they remove any of his items unwillingly (say by getting him drunk), the spell is broken and the zombies can attack.

He is far too weak to juggle the chainsaws or fight, unless of course somebody tries to take them from him at which point he will summon his remaining strength. He carries three machetes (3d6 +1) and two chainsaws (6d6 +1) of which only one has gas, enough to run for 1d6 combat turns. His CON is down to about 10 currently (from a base of 30) and he has 20 combat adds. He would either fight with 2 machetes or the chainsaw..

Chainsaw: Dealing 6d6 +1 damage, a *Level 1 Saving Roll versus LK* is required to get the chainsaw started for the combat turn if not already running. If using a chainsaw for successive rounds of combat, a *Level 2 Saving Roll vs. STR* is required to maintain control. Failure on this saving roll would result in the weapon being dropped, stalled, stuck, or a kick back that damages the operator. (see below)

Failure: roll d6

1-2, Lose control and drop

3-4, Stalled, can be restarted

5-6, Weapon is jammed/inoperative, needs to be cleared or fixed

Critical Failure: roll d6

1-4, Kick back, half damage applied to operator

5-6, Kick back, full damage applied to operator

(For either result , roll for hit location; do not include personal combat adds.)

3. Everyone lies, everyone dies pamphleteers

Short form: Two repositories of modern “magic” scrolls.

These are two tables, in adjacent territorial squares. Each is covered in signs, professional and handmade of everyone from Mother Theresa, to Barack Obama, to Hitler with a Hitler moustache (the latter has one drawn in on top the original). These same figures and more are on crosses, in Joker makeup. Flags include U.S., Red China, Mexico, Japan---all shredded then woven together. Slogans of religion(s) as salvation and evil. Meat is murder. Military recruitment. Who are the real Christians/Jews/Muslims/Americans? Pagan power.

It is impossible to derive any consistent theory or philosophy from either installation, only that on any given topic, they believed the polar opposite.

The two former proprietors lie dead in front of their respective tables. Both are naked, their corpses covered with tattoos reflecting their mishmash of beliefs (think NASCAR). Said skins are loose, hollow, as if shed but in actuality all of the muscle, bones, internal organs etc. have migrated up to their heads, spilled out of the mouth and ears.

The bodies remain dead, but serve as a potential caution.

The pamphlets themselves serve as scrolls. (GMs are encouraged to let players improvise or if need be, scour the message boards of random political sites for anything that would even offend a troll.)

Reading one aloud will have the following effect (1d6): (+1 for extremely loud voice, +1 for getting into the zombie's face).

1-2: Zombie agrees: Respect reaction

3-4: Zombie repulsed: 50% it flees, 50% it attacks

5+: Zombie enraged: attacks, enraged

4. Fortune Teller

Short form: She knows, she always knows.

She sits at her stand, presumably unperturbed by everything going around her, or her clear lack of vision (she wears dark glasses that fit loosely enough so that from the proper angle, players can see her opaque eyeballs beneath). At her feet are two large pit bulls (each MR: 35, 4d6 +17), ready to defend her.

"Come," she says, "tell me of what was your future."

There is one seat and if the player sits down, the woman will ask for her hands, extending her own (which should ease player concerns that she isn't concealing a machete because she intends to take the player's hands, detached from the rest of the body). However, the grip is solid, unbreakable. Ask the characters for a *Level 1 Saving Roll versus GUTS*. Failure results in the character being a bit intimidated with a desire to tell the truth.

The fortune teller will begin asking player questions about events in the game so far. The first few are easy, covering recent events with no risk of embarrassment for the players (Did the zombie try to kill you?). From there they get progressively more difficult—either forcing players to remember small details and/or deal with uncomfortable subjects. Describe the cat? Did you kill those children? Whose heart did you eat?

What matters most is that the player be confident, forthright, giving an answer. Lies made without hesitation have a 50% chance of being detected. Otherwise she will know immediately. All detected lies, wrong answers, or 1/3 of answers that smell of obfuscation, hesitancy (A 1-2 roll on a d6, rolled in secret) will get the appropriate response: "Liar!", "Wrong!", "Tell me!", etc.

With each such response, the woman tightens her grip:

- First, second instances: Pain, nothing more.
- Third and fourth: *Level 1 Saving Roll versus LK* to avoid pain that remains for 1d6 hours. During that time, players can do nothing that demands manual dexterity and have attack dice and adds cut in half if they're using manual weapons.
- Fifth: *Level 3 Saving Roll versus LK* to avoid broken bones in each hand. As above, but dice and adds are cut to 1/4 their value, rounding down. A proper splint will reduce the penalty to that of the previous category. If the player makes the saving roll, the damage as above.
- Sixth: Hands are crushed, completely useless. Player also suffers a -4 on all GUTS rolls until the pain is somehow dealt with, at which time it becomes a -2.

If another player attempts to answer, the dogs will growl. The third time this happens, they will attack whoever is butting in. Note that player must make a *Level 2 Saving Roll versus GUTS* to avoid losing all combat adds and being the sole recipient of any damage for the first round, spite and otherwise.

After she has crushed the player's hands or the player has answered about 10 questions, depending on how much has happened and how comfortable the GM is going back in time. (Hidden die rolls--Let's see if there's anything else she wants to ask...--are wonderful ways to keep the players off-balance.) The fortune-teller has \$150, all in tens, and once the session is complete, she will give the player one for every satisfactory answer.

5. The Sand Sculptor

Short form: Art gone awry.

The artist is gone and all that remains is a life-sized sand sculpture of a wyrm-maid: beautiful woman on top, dragon on bottom. There a sign in front that says "Take a picture, give a donation. Thank you."

In its current state, the wet sand is more like dry cement: poking and prodding it will not do anything. Pulling out a camera or camera phone will cause it to come to life, attack--regardless of how much money players throw at it.

The creature is animated wet sand. If they defeat it, players will find that inside is the shriveled corpse of what they can assume was the sculptor (he has a few tools in his belt). No other loot.

Sand-Monster

Monster Rating (MR): 60

Combat Dice: 7d6 +30

Special Abilities: *Reform*

Special Hindrance: *Powering Down*

Reform: Once the MR reaches 1/2 its previous maximum (30), all sand within the boundaries will rejoin the creature. So effectively, players will need to assign at least one party member to shovel/sweep/disperse while the others fight.

Powering Down: Damaging it will cause a reduction in both dice and adds as sand piles upon the ground. This means that as damage is applied to the monster's MR, not only do the combat adds reduce (1 for every 2 points taken), the attack dice reduce by one for every 10 points taken.



APOCALYPSE KINDA NOW

TOLEDO, OHIO, USA

BY JERRY TELEHA

This is the first Stay Alive! adventure that I wrote and ran at the local game convention in Toledo, Ohio in February of 2012. I have tried to keep this version of the adventure as close to how I originally designed it as possible. There are a few additional items I have added reflecting some rules changes we have since developed that will hopefully make the game experience a bit better.

Background

Over the course of the previous weeks, there have been outbreaks of a new flu virus and the government has been stressing the importance of getting a flu shot for the season. This flu shot is actually causing the recipients to become very ill. The resulting illness for most people will kill the victim and then the virus will reanimate the body as a zombie. These zombies will have a strong desire to consume the flesh of the living. The virus can be transferred to other living humans by bite. This is how the virus has spread so quickly. On a college campus, the dorms become very dangerous places as the infected find easy picking among the congested halls of the buildings.

The players are attending a local game convention in Toledo, Ohio on the campus of Toledo University. They know about odd stories that have been reported in the news about some random attacks in neighborhoods where someone has bitten another, but for the most part, the players would not think anything is especially amiss. The scenario will take place in the auditorium of the Student Union building where the outbreak is beginning to take a turn for the worse all around them.



Character Creation

Each player will be creating a character based on themselves. Ask everyone to describe their occupation and any special skills that they have (military, paramedic, etc.). See the Lite Edition rules included in this book (page 123) for more details on character creation (pages 127 – 133). It is recommended to use the ‘Playing Yourself’ method to assign each character’s attributes. Of course, you may run the game how you wish and characters can likewise be created without any connection to the players.

Equipment

The characters have what they have. If they have some items in their car, they may decide to outside to get them at some point in the scenario. There is also an exhibit hall in the convention with at least one vender selling weapons. These weapons will be swords, katana blades, battle axes (no missile weapons) and are more than likely replicas. They will do the listed damage from a T&T rulebook minus 1d6 for any edged weapon because there is no sharpened edge. When using a replica weapon, a *Level 1 Saving Roll versus LK* is required after each combat turn or the weapon will break.

In the evening, the vendors area of the hall on Level 3 is closed for the night. The area will be closed off with some pipe and drape with at least one student volunteer standing in the general area serving as a guard to make sure no one wanders in.

The convention takes place in a university student union building. There is a cafeteria, a Mediterranean restaurant, and a coffee shop in the building. See the maps for more information on all the areas in the building that could be sources for scavenging supplies and weapons.

Staffing

The convention is organized and managed by a campus gaming club, so most of the staff encountered will be 18-22 year old young adults. They will have varying degrees of investment (from over exuberant to “meh”) and varying degrees of energy (from bouncing off the walls from a caffeine high to falling asleep in a chair). Whether it is day or evening, there will be about 8-10 staff members in or around the general area.

Security

There is one off duty police officer that is always on site for security. He or she will be in the main hallway near the check-in tables on Level 3 during daylight hours. In the evening, this person will be in the main convention hall. This officer will have a full duty belt and keys to a patrol car parked nearby.

Officer Mickey

STR: 13, CON: 15, DEX: 17, SPD: 16, INT: 12, GUTS: 13, LK: 15, CHA: 13

Combat Adds: 13

Missile Adds: 8

Equipment: Glock 22 Handgun (4d6 + 1); **Duty Belt:** Radio, handcuffs & key, Taser, 3 extra magazines (15), Flashlight, Pepper Spray, Leather Gloves, Police Baton (3d6); Keys to patrol car.

Taser: An electroshock weapon that conducts electricity via electrodes that are shot into the target. A Saving Roll is required to make a successful hit with the electrodes. The maximum effective range of a Taser is 25 feet. Wearing armor that would prevent these electrodes from connecting to flesh or clothing may negate the attack (the GM's discretion). Once connected, the wielder can apply 4d6 (no combat adds) worth of electrical damage (non-fatal) per combat turn. When reduced to zero CON, the target is knocked out or otherwise incapacitated for at least 2 combat turns.

The Building

The Student Union building is open until midnight every day. All the exterior doors that serve as main entrances will be unlocked. Some exterior doors may be fire exits and will be locked. Interior doors that lead to general areas like food courts, cafeterias, and lounge areas will be propped open or unlocked. The maps on the following pages will provide additional information.

One of the staff will be the event coordinator and will have keys to all the internal rooms being used for the convention. There will be a building staff member (janitor for lack of a more politically correct word to use), that would normally lock all the external doors at midnight before leaving for the night. The security guard would normally help the student staff make sure people leave the building, but this will not be a normal night.

Encounters

Players will either be walking around the building visiting the different areas of the convention or more than likely in the main hall playing a game. Preferably, they will all be at the same table playing the same game.

Television #1: If the characters go to the TV Room (Level 2 of the Student Union), or watch the news on their computer/phone, they will see some increased coverage of situations in larger cities where states of emergency are being considered. Residents are asked to stay in their homes.

- Scenes with police lines containing rioters or looters
- Scenes of people being interviewed talking about police brutality or government cover-ups

Television #2: Another news story would be regarding an outbreak of the feared flu virus that seems to be gripping the country and other parts of the world. Residents are encouraged to only take loved ones to the hospital if it is an absolute emergency.

- Scenes from a hospital with a over-full ER waiting room
- Scenes cutting to a traffic report that many roadways are backed-up due to large numbers of accidents

Cell Phone #1: Players that are out of town may receive phone calls from their spouses asking if they are OK. They have seen a news report that Toledo is one of the cities that has reported an attack at a local hospital where people started to panic because they had to wait too long to get treated. Player should make a *Level 1 Saving Roll versus LK* to avoid having the call be disconnected.

Cell Phone #2: There will be a periodic loss of service for the cell phone. In the early phases of the adventure, any playing attempting to connect to the internet or call someone should make a *Level 1 Saving Roll versus LK*. Each subsequent attempt, even after a success, make it a *Level 2 Saving Roll* (for all players), and so forth until cell towers or service is basically gone.

- If an older player should think of it, there are still some remnants of old pay phones in the building, but the phones have long since been removed.
- There would be land lines in offices, including the Game Club's office on the other side of Level 3. Ask for a *Level 2 Saving Roll versus CHA* if the story is good enough to convince a staffer to take the character to use it.

Convention #1: One player at the characters' table was not feeling well and he decided to leave early. If asked, he did recently get the flu shot. You may extend this by having a scene with this person passing out and being aided by staff and taken to the hallway to get further assessed.

- If any characters have medical experience or try to help, they will notice this person is 'burning up' as his temperature increases rapidly which is not normal. There is a basic First Aid kit in the hallway with standard contents.
- Once he starts coughing up blood, staff members call for an ambulance. If present for this, characters will hear that one is on its way, but traffic is getting really bad and resources are stretched. It could take some time.

Convention #2: Overheard conversation of a volunteer that was not feeling well and went to the Game Club's office to rest (Level 3 of the Student Union).

Security Guard #1: The police officer actually turns her radio down at one point in the day. She is getting numerous reports of incidents across the city.

- If approached, she will act like nothing that is happening is anything to worry too much about; just a bad night.
- If the character is a member of law enforcement or a paramedic (can speak the trade language), she will confide that things are looking quite bad and she may need to leave soon to help respond to reported incidents.

Internet #1: Home movie on YouTube where an old man is walking down the street covered in blood as an ambulance pulls up. One of the paramedics is bitten by the man. She and her partner are able to subdue the man with the help of some other pedestrians and get him tied down on a gurney. The cameraman zooms in on the face of the old man – filled with rage as he is put in the back of the cab.

Internet #2: Similar incident where police are on the scene and they use a taser on a person resisting, only to repeatedly try to get back up. They end up handcuffing and placing him in a squad car as he continues to snap at the officers, in what appears to be biting motions.

Feel free to add more encounters as you see fit. The general mood should be that of order starting to unravel. Encourage players to understand their current situation. They are away from home with access to very little in way of actual weapons and resources.

The Crap Hits the Fan

Just after 10pm, people will begin leaving the convention as it begins shutting down for the night. The players' game is going to run close to midnight. Around 11:00pm, there will be announcements over the loud speaker that the convention will be closing at midnight and these will annoyingly persist every 10 minutes. The security guard is talking to a few convention volunteers/staffers and waiting for everyone to clear the room.

There is one table where a man has been sitting with his head down for some time. In the room is the security guard (Mickey), one volunteer guarding the vendor's hall (Robbie), the event coordinator with the keys (Maggie) and one other worker (Tonya). As the group begins to leave, Tonya walks up to wake up the sleeping man. The man lashes out and bites her on the arm. She starts to scream and runs away. Mickey will then approach the attacker. The following events occur in rapid order. Consider the characters being about 30 feet from the incident. You may ask them to take or declare any action in between each numbered step. Likewise, they may just sit back and watch the scene. Some may even bring out their phones and start filming. Regarding the saving rolls for the NPC's, you may also opt to choose the result that you would prefer to happen.

1. Make a *Level 1 Saving Roll versus GUTS* roll for Mickey.
 - Success: She pulls out her taser, ordering the man to get on the ground; calmly and with authority, stepping towards him.
 - Failure: She pulls out her sidearm, ordering the man to get on the ground; frantically and stepping away from the attacker.
2. Maggie rushes over to assist Tonya. Blood is flowing very rapidly from the wound and it does not take but a few more seconds before she faints. Make a *Level 1 Saving Roll versus GUTS* for Maggie (GUTS value of 12).
 - Success: She catches Tonya and eases her to the floor and then pulls out a t-shirt from her backpack using it to try to cover the wound and apply pressure to stop the bleeding. She also yells for Robbie to get the first aid kit from the hallway.
 - Failure: She is unable to prevent Tonya from landing harshly to the floor. She freezes in place watching the blood pump from Tonya's wound.

3. Depending on Mickey's reaction (gun or taser), she will fire accordingly.
 - Taser: She will fire the taser and connect, knocking the target down only for it to get back up and now turning and moving towards Mickey. She will pull the trigger and shock the target again, only to have the same affect.
 - Handgun: She will fire, hitting the target in the chest and knocking him back and to the ground. After a few moments he will get back up and continue towards Mickey. A second shot will do the same with the target again returning to his feet and pressing forward. The noise from the shots should be pointed out to the group.
4. The GM can decide if Mickey decides to run or ends up getting tackled and bitten by the target which has obviously turned into a zombie. Depending on how the players have reacted to this point, let things happen as they will.

I have had groups of players grab chairs and tackle the zombie, rush into the vendor's area and take weapons, and also try to convince Mickey to shoot it in the head.

If Mickey runs, the members of the group can elect to run after her. See the maps on the following pages. Her route will be down the central staircase from Level 3 to Level 2, then out the front doors and around the corner to the bus loop where her patrol car is parked. She will be tackled and killed at the front doors by two other zombies. Remember her keys, her handgun, and other items are on her. She will also turn into a zombie in short order and make a third zombie in this area.

If she stays and gets chomped, she will go into shock and either allow the players to comfort her or she may turn on them, threatening them, and attempting to run away (see above).

5. Tonya has passed out, is infected, and will be dying sooner or later. If a member of the group has some medical experience, they may be able to help stabilize or stop the bleeding to prolong this a bit. However, more than anything, this will be an opportunity for the group to see how quickly an infected individual will turn into a zombie after passing away. Depending on what happened with Mickey, there could be a few of these scenes to play out.

Zombie

MR: 60 (30 CON)

Combat Dice: 3d6 + 15*

Special Abilities: *Zombification, Zombimemory, Zombisenses*

Special Damage: *2/Bite (L2 ST vs LUCK to avoid)*

Special Defense: *Down But Not Out*

Special Hindrance: *2/Headshot*

A zombie is an animated corpse that has no care about pain or fear and only has a singular desire to eat/destroy the living. Movement of zombies should vary based on how decomposed the body is. A zombie that has recently been zombified could have a bit more spring in its step because its muscles are in a bit better state than a zombie that could be a few weeks old. Also, a zombie without its legs could only crawl and thus would be moving a bit slower.

No matter how much damage a zombie has taken, its combat adds will always remain at 15*. This is a reflection of the dulled reflexes and muscle coordination, but at the same time, the zombie's unnatural strength due to it not caring about breaking its own limbs or pulling muscles.

Zombies attack by grabbing, clawing and biting. If a single zombie or a group of zombies roll at least 2 spite damage, there is a possibility that a bite has been inflicted. Spite damage in combat with a zombie should be divided among the characters in groups of 2. Any excess spite (an extra single point of damage) should be distributed as normal

Zombification: For each potential bite, a character will need a *Saving Roll versus LK* with a level equal to the number bites taken +1. (Example: a single bite, which is 2 spite, would require a Level 2 saving roll to avoid being bitten.) If successful, the damage is still taken, but the character was able to avoid being bitten. If unsuccessful, there is now a chance that the character has been infected.

The GM should secretly determine if the character is infected or not by rolling the Saving Roll for the character. Keep track of how many times a character is bitten. This will become the level of the saving roll needed to avoid being infected. So for the first bite, a *Level 1 Saving Roll versus CON* is needed to avoid being infected. The next bite would require a Level 2, but each success will also increase the character's 'Resistance'.

- **Resistance:** If the saving roll is successful to avoid infection, make a note that the character's 'Resistance' has increased by 1 (see the 'Adjusting Facets' section of the SA! Rules).
- **Infection:** If infected, the character will feel ill and develop a fever. Over a few hours, the symptoms will get worse and the character will eventually die and almost immediately reanimate as a zombie.

Even if the resistance roll is successful, the character should feel ill and whether or not she is infected for sure should remain a mystery. You can also make a decision ahead of time that one or more characters will be naturally immune to the zombie virus. This may be something you want to determine randomly before the adventure starts.

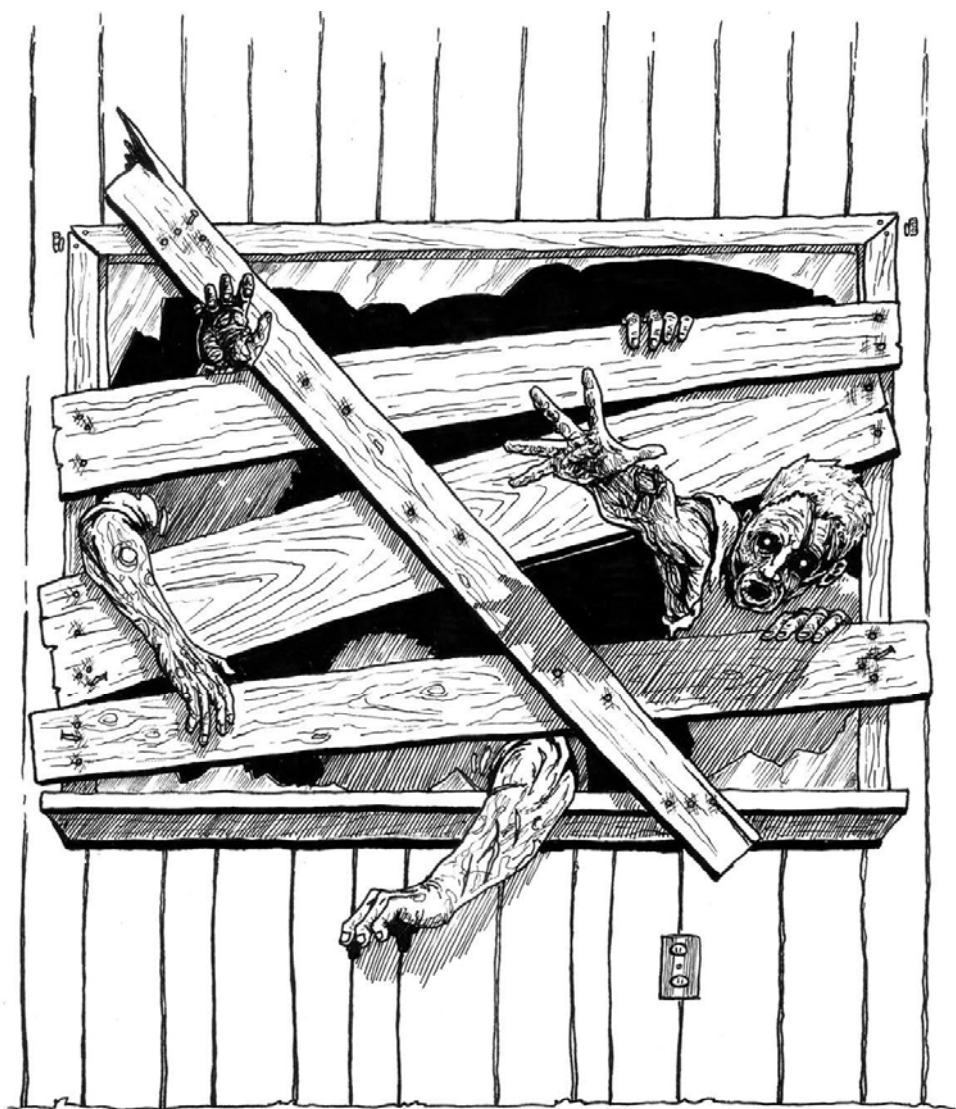
Zombimemory: Some zombies will retain memories from their former lives. An example would be if confronted with a closed door, the zombie may try to open the door instead of trying to pound it down or walk into it. Mix it up and make sure the characters see that some of the creatures seem to act with a bit more intelligence.

Zombisenses: Even a low level character should have little trouble taking out a single zombie. But, if other zombies are around, loud noises or bright lights could alert them to gather and move towards this stimulus. Saving rolls reflecting the situation should be utilized to sneak around or through groups of zombies, or to determine if a given noise alerts a nearby zombie to the character's location. Some examples could be:

- Sneaking past a single zombie facing in the opposite direction of the character(s): *Level 1 Saving Roll versus DEX*
- Sneaking past a larger group of zombies: *Level 2 Saving Roll versus LK*

Headshot: A zombie's weakness is a blow to its head. Every 2 spite Damage will automatically kill a zombie, despite any damage previously taken or which side ultimately wins the combat round. Normal damage should still be calculated and applied for the round based on standard T&T combat.

Down But Not Out: Once a zombie takes 30 damage to its CON, it will fall down, but not defeated. For one combat turn, it will remain on the ground but will get back up again and at normal zombie strength the next round. Since a zombie cannot be knocked out, a downed zombie is not a defenseless zombie.



1/1/08

While it will not contribute any combat dice for one round, it will still need a Headshot to finish it off. Reduce the CON by 10 for each time this occurs (20 CON would drop it the next time) to simulate the amount of damage the zombie is taking. If reduced to zero in this way, consider a head shot was finally achieved in all the gore inflicted.

Hunker Down or Make a Run

At this point, the group will need to make a decision: either try to get out now to their cars in the middle of the night, or hunker down and ride it out in the building until daylight. The character's cars will be parked some distance away from the student union building, having to cross some courtyards and by other buildings to get to the parking lot (located past the bus loop from the exit on Level 2 to the north).

Sticking around will allow for exploring the union building, scavenging for food and potential weapons from the various locations, and encountering both survivors and newly converted zombies.

Maps are included on the following pages that give more detail to the student union building. If you want to see the actual layout of the campus with all its buildings, parking lots, and streets, you can go to the following URL: <https://www.utoledo.edu/campus/directions/pdfs/maincampusmap.pdf>.

Like any college campus, other buildings will include dormitories, faculty offices, and large halls with primarily classroom space. There are also specific buildings devoted to different disciplines (Science, Law, Education, etc) if players want to get chemicals or other sorts of things. As the night progresses, more and more of the campus will be filled with zombies.

Additional Student Union Encounters

Plan on there being about 10-20 freshly baked zombies wandering the student union. In addition to the specific encounters that follow, feel free to look at the maps and add your own encounters. There should be more than a few zombies in the cafeteria on Level 2—those that turned and those that were attacked, killed, and later turned.

Also keep in mind the blood and gore that would be present when these off-screen events occurred. The characters could arrive to an area where a

gruesome event has already occurred but nothing other than the aftermath is immediately seen. If you really want to make things interesting, the characters could hear a huge explosion from the outside followed by the building losing power.

1. The Girl in the Office: The staff member that left the convention floor earlier (Encounter: Convention #2) is not infected, just not feeling well and now sleeping in the Game Club's office (3g). Maggie will get a call on her radio from this person (male or female—you can decide which would work better) saying she is trapped in the office and two crazy people are banging on the door in the hallway. Likewise, if exploring the building, the characters could hear the banging on the door or screams coming from that hallway.

2. The Blood Trail at the Coffee Shop: On the way down the long ramp from Level 3 to Level 2, or going down the central staircase, this entire area is open so sound will carry. The coffee shop is on Level 1. A zombie has attacked and killed a person that was working in the coffee shop (1c). A blood trail can be seen from the front counter area leading around the corner to the open doorway where the storage room for the shop is. A zombie is munching on its victim. Coming down the large ramp from Level 3 to Level 2, characters would be able to hear the munching but not see where it is coming from. They would be able to see the blood trail from the higher vantage point.

3. Outside Doors: Chaos is starting to spread outside; screams can be heard, gunshots, and sirens. The exterior doors from the auditorium on Level 3 lead to the back side of the building. The front of the building is facing east and is ground level on Level 2. The main doors (facing the fountain) and the food court have walls made of glass and these vantage points have a view of the main campus mall. At least one group of students could be seen running across the campus grounds being chased by zombies. They try to get to the doors of the building and find that they are locked. Characters can either open the doors for them or watch them get attacked and munched on. The number of zombies here should be very large. Some of these students could be bitten and infected.

They could also spot a zombie police officer wandering about on the mall. Have the character spotting this make a *Level 2 Saving Roll versus LK* to see if a handgun (Glock 22) is still in its holster. otherwise, the rest of the officer's

equipment is present: ammunition, handcuffs, taser, etc. If Mickey has previously run away, this could very well be her as well. If not, there could also be flashing lights seen in the distance where this officer parked her car and left it running. There would be plenty of zombies around it, attracted by the lights. However, there would be a shotgun in the front seat as well as a potential way out to drive off the campus

4. The Ambulance: If trying to use the north exit towards the bus loop, the door on Level 2 is propped open and at the bottom of the steps there are at least 2 zombies in the building. Flashing lights can be seen where an ambulance has crashed into a light pole just outside the building. A few more zombies are strewn about the cab of the vehicle where it looks like the driver is still strapped in to his seat but hunched over the steering wheel. The vehicle is damaged and would not be able to be driven any further, but an ambulance would be filled with plenty of first aid supplies. The driver is dead and would need to be removed to try to start the van and see if it could still run or move. A *Level 1 Saving Roll versus SPD* (or something similar) would be needed to avoid being bitten when trying to either move the body or check if he is alive/a zombie.



5. The Crazy Guy: On Level 4, there is a restaurant and bar. Music can be heard coming from that area if anyone approaches either central staircase going up to that level. If anyone climbs the staircase and enters the bar, they will hear a dull thumping sound, repeating over and over. A male student is repeatedly bashing the head of a dead body (that was once a zombie) with a baseball bat. He is distracted and further investigation will show that he has defeated or killed at least three other zombies, their heads also bashed in. He will have a CON of 20 and 10 combat adds (MR: 20, Combat Dice: 3 +14).

He will attack anyone that tries to talk to him, thinking everyone is a zombie. If the group is able to knock him out or subdue him, they will see that he is bitten (multiple times) and he knows he is going to die and turn into a zombie. The reality is that he is immune and will not turn if the characters decide to keep him alive.

Guts Checks

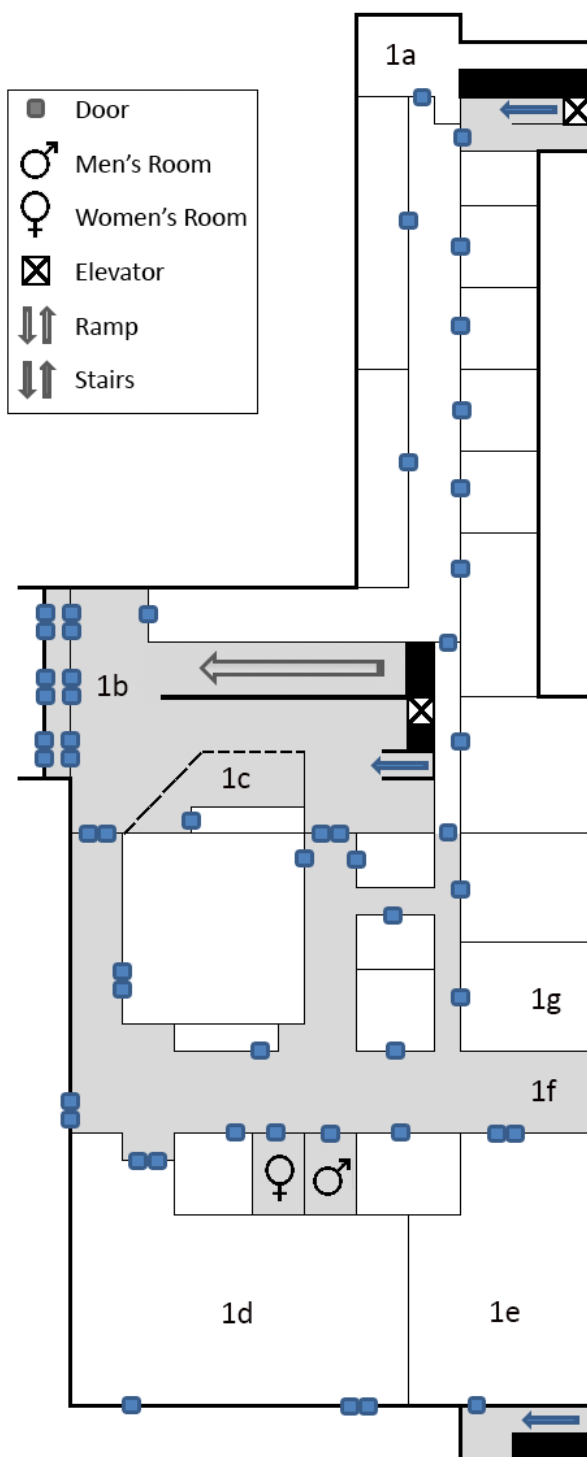
Be sure to include GUTS saving rolls when characters encounter gruesome scenes. If a character fails a roll, start by having him or her freeze up or be unable to move or act for a combat turn. If there is a crucial failure or someone fails two in a row, they will take off running for the nearest exit. Other characters would need to chase after to try to stop or they will more than likely run straight into more trouble.

What's Next?

Add as many additional encounters as you like.

- Another police officer defending some students on the grounds.
- A couple knocking at the doors outside the auditorium, one is infected.
- A group of students wandering the campus with shotguns (wearing hunting gear) and shooting anything they see.

If the group get to a car and get off the campus, you could end the adventure there or it could be a starting point for an expanded zombie apocalypse adventure.



Gray areas on all the maps represent commonly accessible areas no matter what time of the day. Doors leading from one gray area to another are normally not locked. Someone with keys could lock these doors if desired.

Most exterior doors can be considered unlocked on a normal day up until 12:00 AM when the building would normally be vacated for the evening. As this adventure takes place on a not so normal night, the maintenance man/janitor may never get a chance to make his rounds.

Elevators: The elevator that is accessible via the Loading Dock only services the 2nd and 3rd floors. The North East elevator is the only one that services all four floors. The Central elevator services the first three floors.

Ramps: The central area of the student union where the large ramps are is open from Level 3 down to Level 1. Since the north end of the building is newer than the southern end, the levels do not totally match up. One ramp leads from Level 3 to Level 2. On Level 2, there is a ramp that leads to a lower section of Level 2 on the eastern end (to the main doors) and then another ramp leading down to Level 1.

Restrooms: These rooms are denoted by the applicable gender symbols. Other than being normal restrooms, the doors will never be locked.

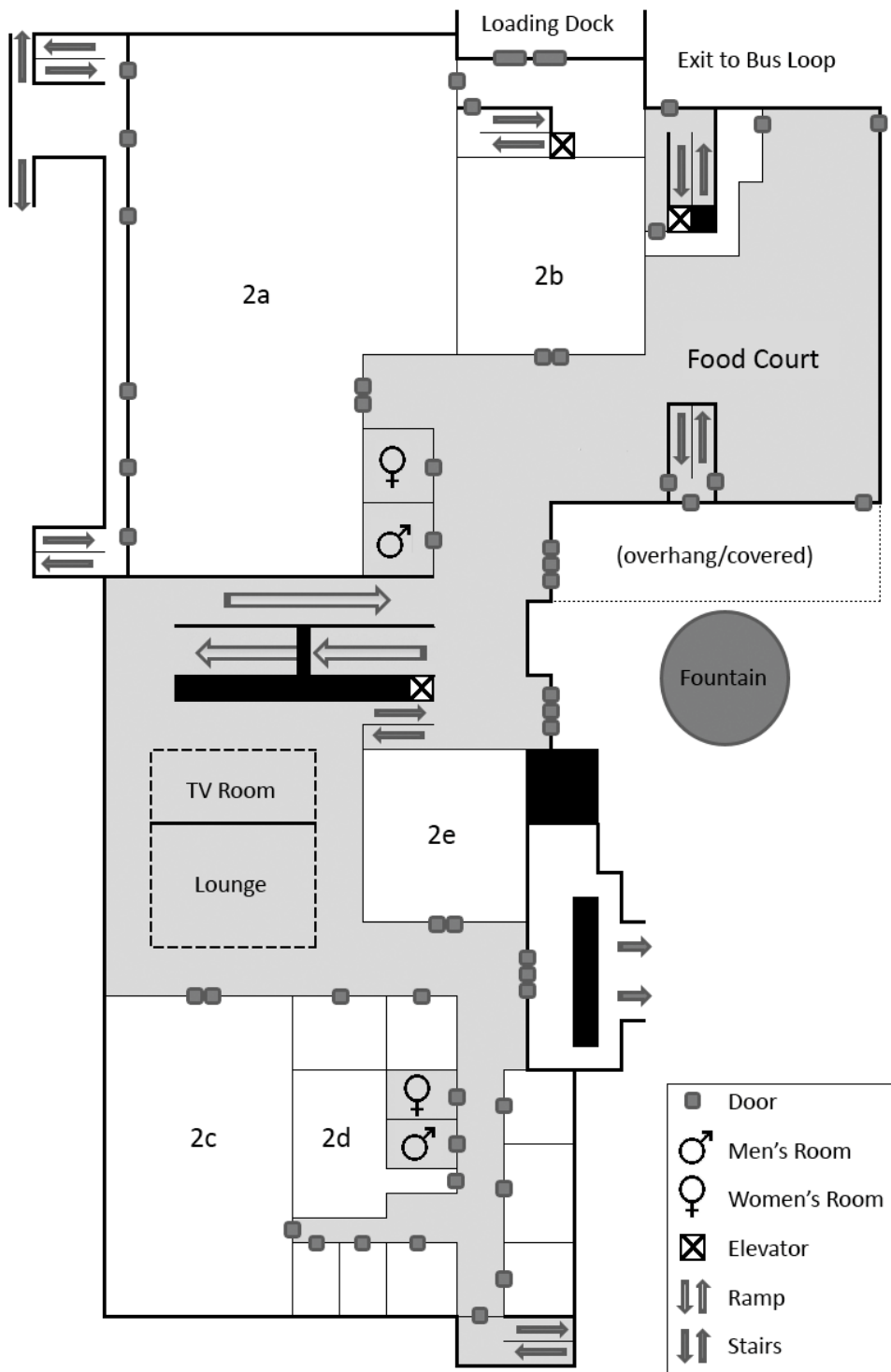
Stairways: The northern staircases correspond with the elevators and access the same floors. The central and southern staircases grant access to the older section of the building, the first three floors.

Student Union: Level 1 Map

1a: Maintenance Office - the building's maintenance crews are based out of this office. Keys to all the rooms in the building would be found here in addition to cleaning supplies, light bulbs, tools, and anything else you can think off. Other non-labeled rooms in this hallway could hold additional supplies and furniture to support the building.

1b: The rear main entrance to the building. Opposite these doors is the campus library.

1c: Coffee Shop - the dotted lines represent the glass counter that would display freshly baked pastries and iced drinks. The small room adjacent to this area would be the storage room for the shop. This business would remain open later than most others in the building; closing at around 10pm with workers being about for another hour cleaning and shutting down.



1d: A larger room and meeting space that is sometimes used for a live action zombie LARP using foam dart guns.

1e: Student Lounge - A common area that could be a place where some students try to hide/barricade after the crisis begins.

1f: Vending Machines - Standard snack and drink machines.

1g: Convenience Store - Typical campus shop with over-priced items that on-campus students would need in a pinch. Closed after 6pm.

Other Rooms - Use non-labeled rooms for whatever you would like. Most of these would be administrative offices, student organizations, and additional meeting spaces. Have an idea? Add it to one of the rooms.

Student Union: Level 2 Map

Exit to the Bus Loop: Entrance to the building that leads to the bus loop. A parking garage is located about 200 yards north of the doors along with other campus buildings like dorms and classrooms. The bus loop also provides access to the loading dock.

Food Court: Standard open style food court with various restaurant booths along the interior walls; fast food subs, Chinese, Mexican, and a burger joint. These restaurants will mostly close by 8pm; sub shop may stay open later.

Loading Dock: Nothing special here other than a dedicated cargo elevator that is normally only accessed via locked doors.

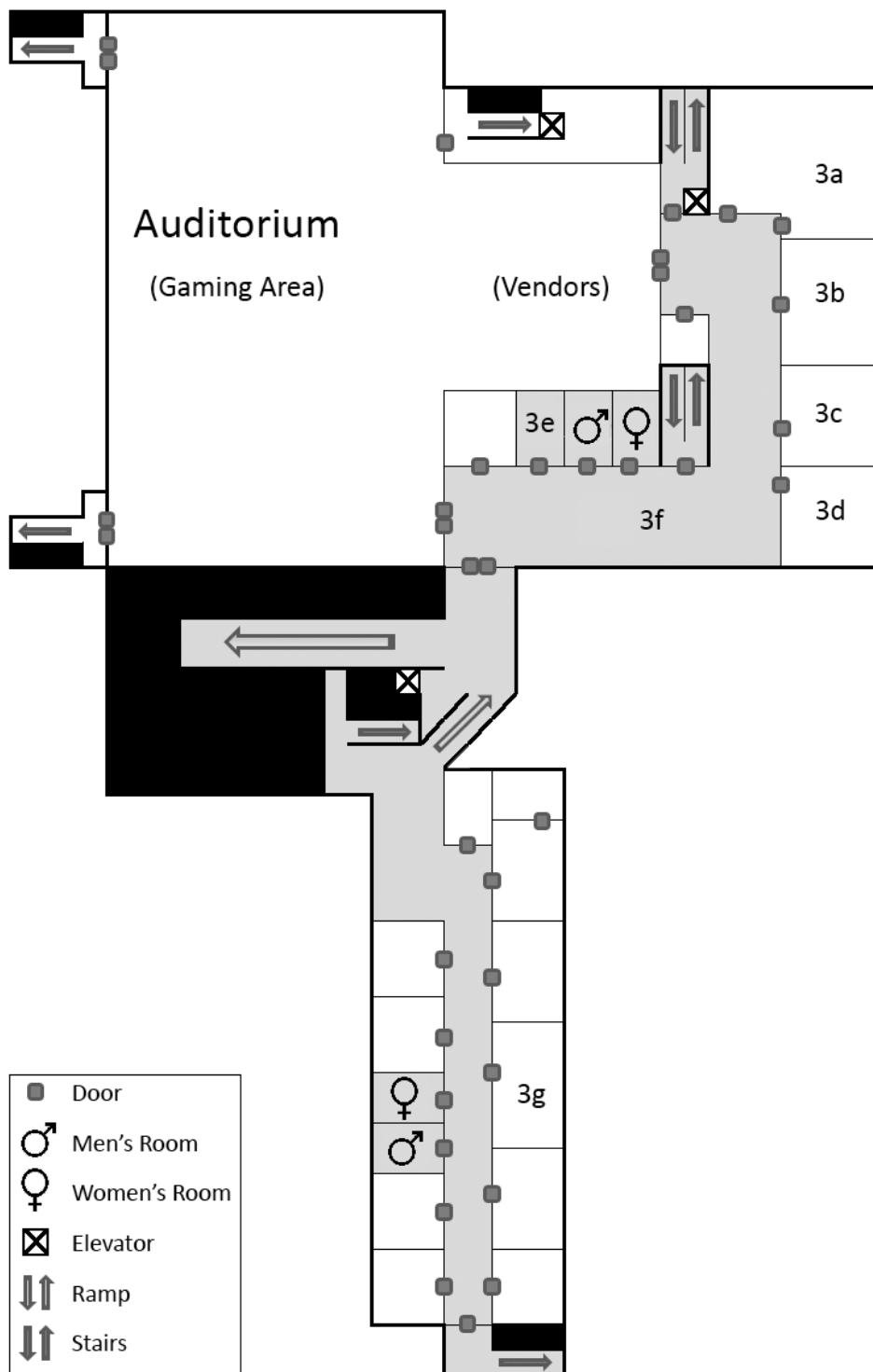
Lounge: Open space lounge area with couches, chairs, and tables where students can gather to socialize and study. During the convention, there will be late night groups playing board and card games up to midnight.

TV Room: An area that has a large television. During the convention, the TV will be set to the ongoing news coverage of the recent events.

2a: Dining Area - Large dining area that would be open during the day with many tables and chairs and doors with exterior access. The doors may be locked, or it could be a space used for a larger format event (like a dance or a LARP).

2b: Bank - Just a typical bank branch. Could have a scenario where some aggressive students may be trying to break in amidst the chaos.

2c: Gaming Room - Large meeting space that is normally used for larger style miniature and board games.



2d: Radio Station - Could have a smoke hazed DJ spinning tunes, oblivious to crisis or a ranting pundit talking of God's will and the end of the world.

2e: This room would be some administrative campus offices filled with the usual office materials: cubicles, PC's, and office supplies. Searching these desks could yield a hidden handgun (*Level 3 Saving Roll versus LK*).

Student Union: Level 3 Map

Auditorium: Where most of the convention is centered. The gaming area will be filled with tables and chairs. Vendors would be selling typical gaming items.

3a: Mediterranean restaurant that will stay open late for the convention (up to about 11pm). The door to the east leads to the dining room and will be locked around 8pm. The other door is a used for taking to-go orders.

3b - 3d: Rooms used for seminars and other events (one room may be showing Anime movies. 3d is the convention office.

3e: Coat room - Could be used to gather some coats/jackets for 'armor'.

3f: Main hallway leading up to the main convention space where the volunteers have tables set up to handle registration and selling event tickets. This is where the security guard would normally be.

3g: In this hallway is primarily student organizations. This room is the HQ for the student gaming group that runs the convention.

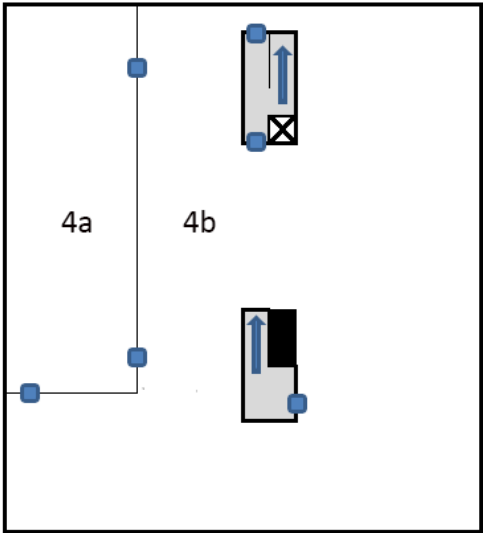
Stairways: The staircases off of the Auditorium and hallway 3f are the only ones on this level that lead to a fourth floor (The Attic).

Student Union: Level 4 Map

The Attic: This is a restaurant and bar that serves pizza and alcoholic beverages. There are tables as well as booths and some pool tables.

4a: Kitchen with plenty of food and alcoholic beverages stored in the coolers.

4b: Dining area that will have a bar running parallel to the kitchen wall.



UTU

AUCKLAND, NEW ZEALAND

BY MARK THORNTON

Aotearoa (New Zealand) in the year 2014: The world is a little different to the one you know but maybe not so different to the one you may come to know...

The adventure can be run for one or more players. The GM will need to be more involved with NPCs if there are just one or two players. There are no pre-generated characters for Utu. It is a simple matter to roll attributes for the NPCs listed in each section as you need them. Just roll the attribute you need as the need arises. Do it in front of the players—this tends to keep their interest high. Then make a note of the attribute against the name of the NPC so that you can be consistent. You, as the GM, may see fit give any NPC more than 3d6 or a minimum level for particular attributes—that is as it should be for you are the creative inspiration of this melodrama!

You could let players roll up family members for another angle. The GM and the players should agree before the game starts as to whether or not the characters have families—they could be out-of-towners or loners— but if they do have families many more scenarios will naturally occur.



This game setting is for humans only (well, you can do as you please, of course, but you will lose connection with the setting if you allow other kindred). New characters with each attribute arising from the roll of 3d6 seem appropriate (I would allow TARO on the basis of 'why not'). You could assign an attributes point total if you want to (maybe between 80 and 90) or allow the players to roll eight scores and then select which attribute is allocated which score—all your call.

There is no need for high level saving rolls unless players want to do something amazing; really, Level 1 or 2 should suffice. Players can spend APs as they go along and it should happen through sleep. That way, they can begin to gain in confidence for their survival, although the events of Utu will shake them to the core!

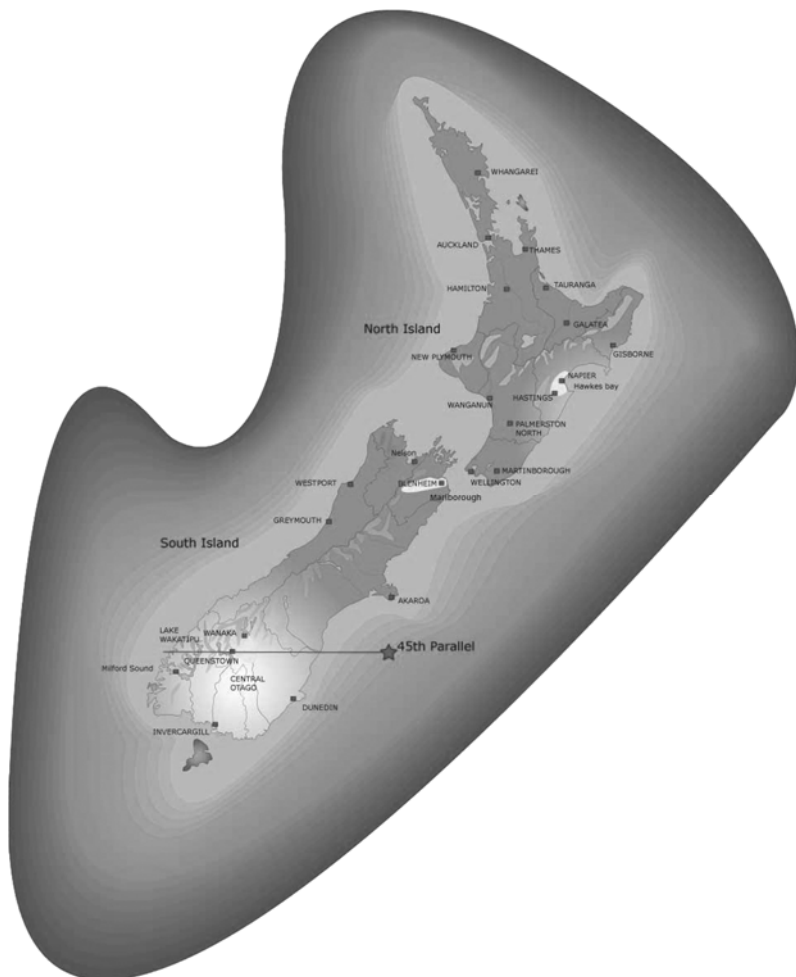
Aim to make good use of the Stay Alive! Attribute/Facets of GUTS, Stability and Resistance. There will be many situations calling for GUTS saving rolls from the encounters listed above. Characters should be given a Stability boost whenever they come through an encounter successfully while Stability should drop when they struggle or fail. Resistance will come in later as health problems develop.

The adventure is broken into fifteen sections as follows:

1. Petrol prices have been rising, sea levels too; food is fast becoming unaffordable; unemployment and inflation are at record levels and crime is rampant.
2. The Greenland ice slips into the sea and melts after a series of terrorist nuclear bombs explode.
3. Auckland, Wellington, and Christchurch flood; half of New Zealand is homeless; only the chosen few are now able to buy petrol; there are power and food crises.
4. Rioting and looting are common; health problems grow rapidly; Aotearoa is cut off from the rest of the world.
5. City life is grim and dangerous in the places not underwater.
6. Police give up and are disbanded; the army has free reign; national government is completely ineffective.
7. Country life is the scene of gang warfare as people fight for resources.
8. Taniwha are spotted and grow in number and variety.

9. Mechanical and electrical failures occur everywhere.
10. Taniwha begin slaughtering Pakeha and many Maori join in.
11. Magic is rediscovered.
12. Battle is given.
13. A new society begins to emerge.
14. Aotearoa is attacked by the Chinese.
15. The attack is repulsed but not conclusively...

Don't give the players advance warning of what is headed their way – it would be such a shame to spoil their fun and the looks of disbelief on their faces as the world goes from bad to worse to just plain awful...



Backdrop

Aotearoa is the Maori name for New Zealand. The two main islands are divided by a 50 mile straight with the southern being older, the northern island thrown up by recent geological disturbances. You can get your bearings quickly if you are not familiar with this small corner of the majestic Pacific Ocean (which, as we all know, hardly consists of right angles) – see the map below.

The country has a population of less than 4.3 million people with a land mass roughly that of Britain. Vegetation is lush and grows quickly. It is not a big population to feed but still much of what is consumed is imported just as much of what is grown is sent abroad. The global laws of supply and demand hold sway even here, three hours by air from Australia to the west with naught but small pacific islands to the north and east and cold Antarctica to the south.

There are no deadly snakes and the only mammals are those brought in by the Pakeha – European settlers and today's masters of the land. The cute possum of Australia is a rampant nuisance here with no predators bar the farmer and with a taste for almost everything. If it were not for the aeroplane, travel would be difficult because of the topography, with the train service having been sold and dismantled generations ago.

Aotearoa has a pure green image and is cherished for this in the thoughts and dreams of Asians, Americans and Europeans alike. A small-ish population protects this veneer although the people and government do little to enhance or maintain the advantages nature has bestowed because they are working hard keeping up with what they see on television and from Hollywood's latest extravaganza. Players and the GM can find out more easily.

Scene One – Set in Auckland, the City of Sails

As the new year dawns, life has become uncomfortable. Petrol is now costing \$4 per litre and prices are rising fast in the supermarkets as distribution cost increases are passed on to the consumer...who can no longer go out to eat so often, nor go to see big sporting spectacles, nor even celebrate Christmas with fiscal abandon. Money is tight.

To pay the higher shelf and pump prices, employees are seeking pay raises – businesses are not able to meet these demands and so sales volumes are drop-

-ping. The spiral is coiling in on itself. Farmers are doing okay – they are sending even more produce overseas and the plunging value of the Kiwi dollar is more than making up for the rising transport costs. City grocery stores are looking pretty drab but the country folk are having a heyday – roadside produce is moving faster than Usain Bolt and the authorities are turning a blind eye because tax revenue is falling and they don't have the means to police this unconsented activity.

With people suffering from inflation and jobs becoming scarce, coupled with the boredom factor of not being able to whack yet another luxury purchase onto the credit card or eat three McDonald's meals per day, many are turning to crime, and not just theft. Casual violence is becoming common and more grievous – people tend to move about in groups for safety's sake but it's hard to tell the difference between a defence pack and an assault squad.

Encounters, Objectives and NPCs (EONs)

Encounters can include:

- Arguments at petrol stations where the station claims to be out of gas and then an NPC flashes a wallet and gets preferential treatment
- Lines at supermarkets (Pak 'n' Save) and products missing from shelves
- Characters losing jobs, joining queues for the few that are available
- Being shocked at high prices – ATMs out of cash, banks requiring witnessed authority from the Auckland City Council for withdrawals over \$500
- An armed holdup at a petrol station
- A mob breaking shop windows
- Asians being attacked on the streets
- Beach Bachs (NZ term for simple wooden houses on the beach) being washed away by rising sea levels; people drowning, needing rescuing

Suggested NPCs:

- Jeetan Patel, the apologetic and clueless petrol station manager who will lay down his life to stop a theft
- Pam Ayres, the Pak 'n' Save checkout assistant who gossips and makes up rumours

- Nate Mills, unemployed rugby player who enjoys leading a mob and doesn't take kindly to interference or disapproval
- Jim Archibald, an old timer police sergeant who will wade into trouble even without a gun (police don't have guns— yet)
- Mike Holden, local government councilor who sees the opportunity of being the next mayor on a platform of only Pakeha and Maori staying in New Zealand
- Honimoa Hikitia, Iwi (tribe) leader who wants to arm Maori people
- Moana McDowell, small branch bank manager unable to grant credit and unwilling to authorize even approved withdrawals for desperate families
- Gerry Blackley, fleet owner, living extravagantly off piles of cash kept under the bed in his walled mansion patrolled by Dobermans

Roll attributes for NPCs as you need them – let the players know what you're rolling for so they can invest in bad rolls.

Objectives: Characters' objectives at this stage are to cope with difficult encounters without getting hurt, find enough food to survive, get or hold a job, and to begin to develop a sense of how to adapt as conditions deteriorate all about them.

Scene Two

Moving into autumn now, people gather round a large television screen in one of the few pubs still open, there is a shocking scene of a huge tsunami heading towards the eastern seaboard of the United States. The television station cuts to and from scenes of escalating panic in the eastern coastal cities as roads jam and people realize they are not going to get out in time. Some turn to prayer, others to violent crimes against their fellow man.

These reports are interrupted by news that huge mushroom clouds dominate the skies above Greenland – a series of nuclear bombs have exploded and the entire Greenland ice shelf has slipped into the seas causing the tsunami. Fears of radiation carried on nuclear thermal winds are also being spoken of.

The patrons in the Sundered Earth Tavern start guessing what this will mean for them. Ideas range from 'so what, we're half a planet away' to predictions

of economic doom as the US economy is slammed against the wall.

The doomsayers begin to hold sway and people begin drifting off to secure their belongings, to score what they can or to make plans for getting out of the city quickly.

Those who stay hear on the news that white supremacist terrorists have claimed responsibility for the nuclear bombs – they have struck to remove the blight of Chinese domination from the US and Europe. The English-speaking world, they say, should be purged in God's Holy Fire of all non-whites. Some are horrified at this but others think that this is what New Zealand needs too. A fight quickly breaks out...

EONs

Encounters can include:

- Breaking up a fight in the bar
- Starting a fight in the bar or being picked on
- Agreeing to have a word with Lisa's sons (see below for new NPCs)
- Catching Sid cheating on the drinks
- Going for a joy ride with Vinnie
- Being hit on by Kylie in the hope of her finding a sugar daddy (or mommy)

Suggested NPCs:

- Paula Villa, national newscaster with a sense of humour no matter the tragedy
- Sid Speight, landlord of the Sundered Earth, prone to maudlin observations of gloom and doom, quick to give a short measure or a watered down pint
- Vinnie Vito, a legend at putting it away, fond of breaking into cars and hot-wiring them regardless of how much he's shipped
- Laurie Cox, slightly to the right of Margaret Thatcher, convinced that all the troubles are Maori-induced
- Lisa Applegrove, a mother with two teenage sons she thinks are getting involved with gangs and drugs and who worries about everything; she has a purse full of valium and may take the lot

- Kylie Key, a woman most concerned about the possible shortage of cosmetics but who thinks every trouble is just a blip and those that deserve to will survive and thrive

Objectives: Develop a position on who are the bad guys, who are the good. Get a sense of what they should be preparing for and pick up some allies (CHR saving rolls).

Scene Three

The Greenland disaster wipes out huge numbers of people; those in the path of the first tsunami had no chance and the US East Coast is lifeless; communications are still good thanks to satellites but air and sea transport is paralyzed; millions are hungry around the world.

In Aotearoa, the three biggest cities, Auckland, Wellington, and Christchurch, in that order, flood to one meter's depth, leaving half of their residents, 600,000, 350,000 and 250,000 people respectively, homeless, taking what they can with them and trying to find shelter.

Most of these people are very hungry and although autumn is a very pleasant season in these latitudes the nights get cold and the day does not warm up before nine in the morning – people are painfully cold at night as well as desperate for food.

The people that still have homes are reluctant to leave although very few remain optimistic about the future. No one is talking about human extinction but personal survival is up in the air – for everyone. Debates about climate change and what the causes are, if it really is happening, have petered out – there is a very grim reality to face which supplants academic and political theorising overnight.

EONs

Encounters can include:

- Being in a building that floods
- Saving infants from a flooding kindergarten
- Stopping an attempted murder over petrol, food or LPG

- Freezing at night and having to find a way to stay warm
- Being faced with having to kill and eat dogs
- Being caught in the middle of a frenzied crowd, riled up by a religious zealot preaching Armageddon

Suggested NPCs:

- Kiri Te Atatu, tireless and self-sacrificing kindergarten teacher
- Alijah Williams and Natalie Akourie, determined but clueless dog hunters
- Kurt Bayer and Amelia Wade, distraught dog owners, unwilling to give up starving and dangerous dogs
- Bryn Tomoko, self-styled bishop of the Church of the Everlasting Cross, 'selling' the 42 places available on the arms of the cross
- Abby Gillies, a vet trapped on the second floor of a building in a hollow, with the water level rising sharply, a non-swimmer
- Nikki Preston, a naïve teenager wanting a way of keeping warm at night
- Fakaoafu Kaio, a man who has lost his home, his job, and his wife, who roams the streets at night offering comfort to the needy but with a desire to put people out of their misery

Objectives: Gain a sense of what is lost and what might be saved, people included. Stay Alive!



Scene Four

Prime Minister Mr. James Lock announces the closure of all international airports for ‘the foreseeable future.’ When asked if this is a measure taken by choice or forced by the world situation, Lock responds that the New Zealand government remains in full control and is working tirelessly to bring conditions back to normal. He replies to questions about the asserted collapse of the G8 economies by stating that his concern is quite rightly only with his own country, the country that has entrusted him with its leadership.

When pressed on the nation’s mounting health problems, as sheep flu, coupled with the effects of malnutrition, lack of heating as winter fast approaches, and the growing number of cases of radiation sickness are reported, the normally suave politician cracks and tells the political correspondent of New Zealand Herald, Peter Winston, that if he thinks he could do any better he should put his money where his mouth is or he should ‘just piss off.’

Sickness has become the new threat to life – people are doing their best with hunger, unemployment, criminal violence, and theft (they are able to compare their lot with that of the Cantabrians who suffered in September 2010 with a wave of severe earthquakes and the resulting liquefying) – but many are feeling unwell and medical supplies are feared to be running out.

Everyone knows someone who they worry may not survive much longer and many know bereaved neighbors and friends even if it hasn’t yet happened in their immediate family.

Depression sets in quickly with the awareness that the country is far away from everyone else and no United Nations rescue package will be coming any time soon. With the closure of the airports, the people of these islands have nowhere to go if the land’s resources prove insufficient. The Doomsday preachers are by now having no trouble rallying great numbers to their side.

EONs

Encounters can include:

- Defending a pharmacy against looters
- Trying to find a doctor for a workmate or friend

- Having to fend off disease with Resistance saving rolls
- Needing GUTS rolls to remain focused
- Facing an attempted conversion by a ‘new religion’ group
- Being asked to become a ‘messiah’ with good CHR rolls (don’t tell them a good roll spells trouble)
- Being at Auckland Airport when a mob tries to commandeer a plane
- Being interviewed by Peter Winston

Suggested NPCs:

- Peter Winston, reporter and champion of the aged (who is looking out for them?)
- Sheila Mathura, New Messiah of the Gaia Goddess Movement
- Frank O’Sullivan, Keynesian economist promoting survival of the fittest, law of the jungle philosophy
- Argent Rimmer, compulsive hoarder and pharmacist
- Dilip Chakra, reincarnation guru
- Hang Ten Hi, Chinese community leader and race separatist
- Peter Woss, acupuncturist pressed into service as a doctor and surgeon
- Rowley Rydell, youth with acne and blemishes, hypochondriac – what sickness might he be carrying

Objectives: Remain healthy and motivated; resist being dragged in by others, either being ‘lost’ to a new religion or becoming part of a criminal mob.

Scene Five

Auckland is not a flat city by any means. Names such as One Tree Hill, Mt. Wellington, Mt. Albert, Mt. Eden and Mt. Roskill tell their own story. So there are many inhabitable suburbs – it’s just that by now armed gangs control many of them and the people living there are starving, sick, and desperate. Either that or they believe in some pie-in-the-sky salvation...

The characters will now have a very hard time holding onto territory and safe dwellings and they, too, will need to concentrate on finding food and other necessities. They will need to be prepared to take lives to stay alive.

Radio reports from the outside world are few and far between but they suggest that the human population of the planet may be in danger of slipping below the one billion mark. Exaggeration? One would hope so... Coming thick and fast at the world are clouds of radiation, volcanic eruptions with their own ash clouds, dramatically rising sea levels (the Low Countries in Europe must surely be gone the way of Atlantis) and those twin horsemen of the apocalypse, Plague and Famine. Life has become very cheap and morals even looser, it would seem.

Police are shooting at will and seem to have no leadership; the medical services are pretty much out for themselves now – money doesn't cut it as inflation is astronomic like Germany before World War II – or they are angelically altruistic (these types are worth their weight in petrol or drugs, certainly not something as valueless as gold).

Auckland is splintering into ethnic ghettos – Chinese, Korean, Indian, South African, British, Pakistani, Fijian, Samoan, Kiwi and Maori are the main groupings. Alliances appear quickly to resolve confrontations but they have no substance and cannot be relied upon. It is noticeable that smaller ethnic groups are disappearing day by day. A form of ethnic cleansing is becoming common practice.

EONs

Encounters can include:

- Gang warfare – one vs. one
- Gang warfare – two vs. one: battle for One Tree Hill
- Gang alliances
- Police shootout
- Bonfires of bank notes to keep warm
- Mass funeral pyres for the dead

Suggested NPCs:

- Sione Faumaina, gang leader
- Efan Tuimavave, gang leader
- Kurt du Plessis, gang leader

- Sanjay Gavaskar, gang leader
- Craig Carter, police marksman
- Denis Hansen, police sergeant

Objectives:

- Gain or keep One Tree Hill
- Disposing of dead bodies
- Making alliances and deciding when they should be broken
- Keeping a good relationship with the police

Scene Six

On the local radio the government, such as it is – a laughing stock to some, a source of bitter lament to others – announces that the police are now disbanded and that the army has been given the task of keeping order. The broadcast goes on to say that a ‘shoot on sight’ policy for looting, violence, in fact all crimes of theft or injury, will be enacted, since there is no ability to run a judicial system nor is there a system to hold offenders. Lawyers are redundant at a stroke and there are many who rejoice in that but the celebration is short lived.

People have to steal to live, they have to use force to protect themselves or to take what they need and the army has no compunction about ‘stabilizing’ the situation as quickly as possible. Once this limited objective has been achieved there is little incentive to discover the causes and faults of the matter.

The situation is ‘fluid’ to put it mildly, with those with surpluses (there aren’t many of these and they don’t tend to last long) hiring discarded police and buying off army personnel who, in many cases, haven’t received pay for weeks and are themselves going hungry. The law of the jungle is in full force – dog is devouring dog with or without relish. Looking poor, sick, or heavily-armed has become the new fashion mantra and taking things at face value has become a passport to an early grave.

There are dead bodies littering the streets and buildings or floating in the flooded suburbs. Health becomes still more elusive and ephemeral. People reach a point of being past caring. There is no future that can be looked ahead

to here in the city and the look of forlorn hopelessness is the badge of the urban survivor. Religious leaders are being turfed out now – their goon's gold promises seem specious, hollow, and cruel. Their fate is often no less cruel. A barbaric streak, largely submerged in the West since the Middle Ages, resurfaces and splashes blood and pain across the urban canvas. Many paint themselves into a corner since today's tormentors are tomorrow's targets for elimination. When there is nothing left to live for, many will accept long odds of success rather than facing certainty regarding torture.

This has become a war that no one can win and one that no one really wants to win. Fighting is no more than a first class ticket out of this hell.



EONs

Encounters can include:

- Seeing the army dealing death to innocent people – known and unknown
- Meeting looting ex-police
- Meeting a desolate ex-police acquaintance
- Witnessing a mobster buying up soldiers
- Stumbling across a torture room
- Finding people dumping bodies
- Seeing a religious leader dethroned
- Having a lawyer beg to join up with the characters

Suggested NPCs:

- Harry Heart, infamous defense lawyer, recently removed from the bar for defrauding clients
- Captain Clitheroe, ex-mercenary who's now relishing the army's free hand
- Sumito Fatilofa, zealot preacher with plenty of food, medicine, and warm clothes but no credit with his flock
- Darron Noblik, thug enjoying the chance to inflict sorrow and worse, big enough to inspire a following
- Jean Rook, ex-police inspector, appalled by the anarchic situation
- Simon Fellowstring, entrepreneur and womanizer, with drugs in spades, buying up a private army but without the self-restraint to stay in control

Objectives:

- Avoid the gun mobs
- Don't fall foul of the army
- Elude torturers
- Gather supplies and allies who can be trusted

Scene Seven

The 300,000 or so remaining people of Auckland's 1.2 million pre-what is now being called the Apocalypse are desperate to get out of the city. There may or may not be a land of milk and honey out there in the boonies but this land of death and disease holds no more charms. There are very few vehicles running and so the Exodus takes place on "Shanks' Pony" for the vast majority.

The winter is abnormally (abnormal? nothing is normal anymore!) bitter and frostbitten refugees limp along State Highway 1, trudging through icy rains both north and south – there is no east or west in this part of Aotearoa). Hypothermia is rife and most people are past the stage of attacking others for small gains – they just don't have the energy to spend on anything more than simply placing one foot in front of the other, over and over again. Those who lose this single-minded focus lie down and don't get back up again.

To get into the sticks is only about 50 kilometers from downtown Auckland but the countryside immediately beyond suburbia is a wasteland from T.S. Eliot's epic nightmare. There is no point in stopping in such desolation and so the late-leavers have no choice but to slog onwards. As signs of destruction begin to diminish some 100 km away from the city, lonely farmhouses and lifestyle block dwellings can be spotted either nestled into dales or perched atop hills. These are obviously worth looking over.

What has happened is quite predictable. The small farmlets have been overrun by city-folk with guns, who have outshot and outnumbered the homesteaders – there is no welcoming fire or bowl of chicken broth at the hearth for new refugees. Instead, a volley of lead greets the arrival of travelers, coupled with vitriolic curses. The larger farms are no better a prospect: they are organized and held by country folk determined to keep urban deadweights 'offa my land!'

If life is to be any better out here in the hinterlands, those leaving the metropolis behind them are going to have to work hard and be lucky. Having skills missing from a small farming community coupled with a pleasing, subordinate attitude might just make it; otherwise it's going to be down to trickery, strategy, and brute force.

Something needs to break the way of the weary and woebegone exiles

because there are no shops to buy food from, no motels to hole up in, and no one hiring. This is the time to make your own luck and it is going to take a strong arm, quick wits, a silver tongue, and a tough it out attitude.

EONs

Encounters can include:

- Being attacked for provisions by a weak band on State Highway 1
- Being joined by a group on their last legs and having them very soon want to give up
- Approaching a farmhouse about 60 km out of the city and finding it stripped bare with armed guards out to kill
- Finding a lifestyle block with six living there – the block currently cannot support them but has a water supply, timber growing, some sheep and chickens, and a good range of tools

Suggested NPCs:

- Tamsy Parker, mother of three, only keeping on the march for her children – they are gone but she is delusional
- Kris Dorne, weightlifter and marksman at the farmhouse mentioned in the encounters section, keen to leave, can be talked round
- Dean Oswald, leader of a gang of raiders but doesn't like killing
- Jade and Crystal Coffey, lifestyle block owners, armed and prepared to keep others away but needing help to survive on their 14 acres
- Lance Hirawani, leader of a group with guns and food looking for a defendable country property to settle

Objectives:

- Get to country safely
- Find a place to settle which could support people (how many and with what?) and work out a defense strategy

Scene Eight

Life on the small farms and lifestyle blocks is hard. There are long hours of backbreaking work digging vegetable gardens and keeping the weeds and the possums out. Mostly, people are guessing as to what they should do and what will work. Insects and the weather (either long, dry periods or too much rain, too quickly, washing everything away) add to the factors that can, in moments, undo weeks of work.

People are having to get used to living very close with others not of their family or their children. Infidelity is a common cause of violence. Those who were working up to the 'Fall' are finding it hard to get used to not going to an office as well as having to do manual work. Even when locally grown produce is available, it is not the usual diet for most – where are the fast foods and sodas now?

Peaks and troughs of baseless optimism and profound depression dominate the social landscape. In some places, more strategic thinkers are seeking to form co-operatives, alliances, small town or village 'law and order' with patrols and constitutions. This work takes hold and forms the vision of a better tomorrow for many—accepting less freedom turns out not to be too great a price for many. Those that experience this way of life tend to find stress levels less than before – what they have to worry about is simpler and more direct and, in a way, less of a burden. Death comes more often and more quickly to people's doors but life can no longer be held so precious, such a dominant factor in decisions on how life should proceed. There never were any guarantees but the mirage has been shattered and the writing that can be read on the wall is less scary for being plain and unvarnished.

Conflict is still frequent and often bloody but by summer, things are settling down. Then something utterly unexpected happens.

Reports of Taniwha being sighted begin to reach most farms and settlements. Although these are meant to be no more than Maori mythical monsters, those claiming to have seen these creatures are often those considered solid and unshakable. These times are so terrible, so different to the days of last year that what once would have been laughed off is now taking a grip of folk.

Taniwha [pronounced Tarn_ee_pha] are fearsome water spirits that inhabit

lakes, rivers and other waterways since their arrival in Aotearoa in ancient times. Following the arrival of the Pakeha, with their industries, animals and secularism, the Taniwha became withdrawn, and are rarely encountered. Taniwha come in all shapes and sizes and their temperaments are every bit as unpredictable as their appearance.

EONs

Encounters can include:

- Losing an orchard to possums
- Having a storm wipe out a crop with a deluge which also causes erosion around the main dwelling
- Assessing and looking at joining a co-operative and trying to be allowed to join
- Meeting people reporting Taniwha sightings (no encounters yet!)
- Meeting people terrified by such sightings
- Arguments with those who refuse to believe the reports

Suggested NPCs:

- Frank Kohimarama, elected spokesperson of the Te Hue Co-operative, persuasive and calm but with a weakness for weed
- Vaimoana Tupuleao, Taniwha devotee and tracker
- Miteh Chondriah, scared almost witless by Taniwha sighting, will lead others to destruction in his fear (seeking high ground, mountains, for safety)
- Taisua Hickie, self-appointed leader of the Otamatea eco-village, a man who plays his cards close to his chest and likes to have the dirt on everyone
- Sylvia Dube, fisherman and mother of three strapping boys, independent and successful at deep-sea fishing but has just lost her boat in a Taniwha encounter

Objectives:

- Join a good, well run co-operative
- Get an understanding of whether these Taniwha sightings are credible and what it actually means

These are Taniwha that may be encountered:

Kaiwhakangaio [pronounced Kye_pha_kan_guy_oh] is small by the standards of the Taniwha, his mischievous ways have lent his name to the Maori word for mischief maker. Neither cruel nor kind, many of the Trickster's pranks have cost those they affected dearly yet others have benefited much from him. His appearance is that of a dolphin, set apart from that creature by the strange tattoo-like markings in his skin and several more pairs of fins than are found on a dolphin. Like all Taniwha, he has two massive luminous eyes that bear a striking resemblance to polished paua [abalone] shells. Uniquely, he has two sharply pointed tongues representing a similar concept in Maori culture to the Pakeha's understanding of the expression fork tongued.

Mōhitimōhio [pronounced Moh_eat_y_moh_he_oh] is the Watcher, The Four-Eyed, Vardyr and, lastly, Mr. Spectacles—just a handful of the names this entity, which resembles the bizarre marriage of a pigeon and an owl, is known by. Only one such creature exists but possessing an ability to be in many places at one time and seemingly having lived for thousands of years has led to the belief there are more. A dark omen to many, his presence has equated to the demise of all those he beholds. Truth be told, death does indeed come swiftly, often right there and then. This bad reputation is not deserved however. Mōhitimōhio merely watches, gently nudging events the way they ought to go and seeking out those mortals whose fate it is to face the darkness, which has recently gotten the upper hand.

Neke [pronounced Neh_keh] is long and serpentine. Neke is the most dangerous of the three Taniwha living in the oceans, her wild and unpredictable nature being blamed for the disappearance of many a vessel. According to old Maori folklore, Neke is not strictly immortal like her brothers and can grow old and die. It was thought that when she drew near to the time of her passing she would transform into the likeness of a fair Maori maiden, seducing men so that when she died she would give birth in that moment to herself.



Ngeru [pronounced Neh_roo] are enormous wild cats typically associated with evil and aggression. Ngeru are not merely animals but the primal descendants of unholy rites committed for centuries in the northern island and bearing much in common with the wargs that once inhabited Europe. Modern Ngeru are basically animals but a few truly ancient specimens still living have been known to communicate telepathically with human beings and fey-kind. Aside from their size and the fact they are the only feline species inhabiting the north island, they are set apart from other big cat species by strange jade coloured markings in their fur, from which the Maori peoples derive their own distinctive body tattoos.

Were-ngeru are lycanthropes from the northern most parts; were-ngeru are less immense than werewolves but faster and more agile. Unlike the ngeru itself, were-ngeru are almost all uniformly black furred with one or two exceptions – further differentiating them from the animal, the curious markings both monster and beast share, which glow green in the moonlight.



Ngaupokohue [pronounced Now_puck_uh_eew] is a monstrous fish-like creature, inky black and smooth skinned like an eel. It has tentacles where fins should be and giant luminous eyes that are fixed facing forward like a man's, with a snarling, almost human mouth and a long tensile tongue. Ngaupokohue is one of three Taniwha that live in the oceans around Aotearoa. Maori legend has it that these islands were created after a great tectonic collision when three mighty creatures realized they were trapped in a lake, and their wild thrashing smashed the shores into different islands. Fortunately for sailors, Ngaupokohue and his brother and sister usually steer clear of the Cook Straits between the North and South islands.

Monster Ratings for Taniwha

The average human will have adds of zero based on 3d6 and let's say gets 3d6 for a weapon. That would generate about 11 in combat total. An average Taniwha would overcome twenty humans so needs to generate in excess of 220. A Monster Rating of 300 would give 31d6 plus 150, with a likely combat score of nearly 260. That sounds about right. No need to roll 31d6 though! You could take the average of 25d6 (that is 88), add in the combat adds of 150 (giving 238 thus far) and then just roll 6d6 to add to find the total, giving scope for some battle fluctuation. There are many ways of going about this...

As for attributes, assume 220 for CON, 10d6 for STR, WIZ and CHR, 5d6 for LK, DEX and SPD and 3d6 INT. No patsies, these beastsies. Remember, though, some will be bigger and some a little smaller.

Scene Nine

The Taniwha reports have shaken many people and attempts at building a sustainable future on the back of natural and man-made disasters of epic proportions have lost impetus in the wake of such unbelievable events. The global catastrophes are one thing – within the bounds of the predictable, the credible – but monsters from mythology appearing in the twenty-first century?

Things get worse. Really worse. Overnight, mechanical and electrical failures occur everywhere. Machines and equipment just stop working – laptops, fridges, chainsaws, tractors, radios, lawn mowers, anything that relies on electricity or oil. Steam kettles work but not electric jugs. This is a bombshell that instantly wrecks the careful plans of the survivors, the innovators, the optimists.

More people simply run out of energy and sink into a mire of lethargy. Within a week, the human population is visibly reduced again. Estimates (if they can be worth anything) suggest a human population of no more than 500,000 now – maybe eight out of nine dead out of the pre-cataclysm population which was approaching 4.5 million.

Now the players have to cope with this collapse of hope about them, this wave of new difficulties in getting through each day and setting enough by to survive the next winter. They have to think about chopping wood now that chainsaws won't function, ploughing by spade without tractors unless they can fashion a harness and plough for animals. Communications are at a new low without

radios and laptops; transport has halted for all, even for those who had managed to retain fuel supplies.

The players will have to deal with all sorts of shortages looming ahead—get them to think what the shortages might be. Work them into the story before giving them away.

EONs

Encounters can include:

- Accident chopping wood
- Feelings of isolation now radio contact is gone
- Community stocktaking and planning in the face of mechanical/electrical failures
- Difficulties getting water to house and garden with electric and petrol pumps failing
- Having to mix concrete/adobe by hand without electric/petrol mixers

Suggested NPCs:

- Keep to those they have already met and develop personalities and relationships further

Objectives:

- To work out what will now be difficult
- To work out how best to get done what needs to be done
- To develop good relationships with those around who are of sound mind, given that contact with family and friends not close by has been lost

Scene Ten

This is where things get really unpleasant for all but the indigenous people. Taniwha become confident in their sway over the land and the sea. Modern technologies have failed, electricity has failed, and just about everything mechanical is useless. There is nothing to stop their rise and they appear frequently, slaughtering Pakeha en masse with impunity.

Maori sometimes join in, not absolutely allied with these terrifying creatures

but not subject to their wrath. The people from other Pacific islands such as Fiji, Tonga and Samoa are not exempted from the carnage – a purification campaign emerges and it is pursued with ruthless fury.

EONs

Encounters can include:

- Being cornered by a Taniwha in a swimming hole
- Seeing a lifestyle block settlement torn apart by one of the monsters
- Being tracked by Maori, leading a Taniwha after them
- Encountering a group of Pacific Islanders who have lost many family members and all their belongings in a devastating Taniwha attack
- Having the opportunity to counterattack by burning out a Taniwha in a barn but seeing the power of the monster as it shrugs off flaming wreckage, smashing its way out

Suggested NPCs:

- Che Onomata, skilled bushman, trailing the monsters to find where they live and sleep, planning his own war against them
- Kincaid Tristan, French Canadian mountain man, who was touring New Zealand by bike, and who has just seen his new homestead savaged by a large Taniwha
- Georgie Feek, Maori tribal elder trying to keep the younger males wanting to rub Pakeha noses in the dirt in check
- Pollyanna Pone, self-proclaimed Maori Xena, determined to lead her people to predominance in Aotearoa
- Tosi Pisi, fourteen year old refugee from mixed Samoan/Fijian group destroyed by the monsters, obsessing about avenging his brothers

Objectives:

- Evading Taniwha and angry Maori
- Finding out information about Taniwha—their habits and any weaknesses (there are none that can be identified at this time)
- Negotiating non-aggression meetings where contact occurs
- Adding people with valuable skills to the characters' group

Scene Eleven

Things are appallingly bad.

There are food shortages, no medicine for the sick, no way for many to keep warm at night or in winter and radiation sickness has finally reached Aotearoa. The population is drastically reduced, murder is an every day matter and dead bodies litter the landscape. Burial is a luxury that often cannot be afforded. Petrol and cars are but a bitter memory, machines are useless, technology is bankrupt. Money has been rendered meaningless and governments impotent, morality is imperiled. And, on top of all this, monsters are running amok with agony, down-trodden Maori people in their wake.

And then a glimmer of light dawns on a distant horizon. Way down south, far from the main land, adrift in the Southern Ocean, a woman does something extraordinary. Not a big thing but a very significant thing. Not through rediscovering ancient wisdoms but by being truly in touch with her emotions and being absolutely in the present, she does magic.

The Chatham Islands have been forgotten by the rest of Aotearoa, four hundred miles to the southwest. This woman, needing to keep her infant warm, summons something deep within and gives the warmth needed to keep her daughter alive.

News of the miracle spreads slowly. She has no reason to share it with the few people that live on the main island of this barren archipelago. But then her man sees what she can do and she shares her secret with him; in pride and in excitement, he reveals this mystery to others and very soon everyone has caught on to the idea that necessity can be the mother of magical invention.

Not everyone can call forth the focus or the energy this ‘magic’ requires but everyone has the chance. As the GM, you must introduce this idea to your players – that everyone has a 3d6 attribute (add a WIZ attribute to character sheets) and it is this that gives the possibility of magic. No INT SRs are needed, nor a particular level of INT or DEX. Anyone can think of what they want to bring about and attempt to concentrate and let out their magical force.

News does spread eventually from the Chathams (unless you want to send your players there) – perhaps out of true feeling for humanity, some from the

island set out and reach the tip of the South Island and the tendrils of magic snake up to the Cook Strait and cross into the North Island.

Maybe someone stumbles upon the players' settlement, maybe they try to kill the intruder—you can find your path here.

There is no spell book! Make the players think what they want to do and try. Set the WIZ SRs according to how big the feat is and the pressure they are under. A big feat is harder than a small one, zapping five foes at once is harder than hitting just one and doing something under threat of death is much harder than taking your time under cover. You, as the GM, must set the WIZ cost (or drain, too). Sleep will restore WIZ; it doesn't come back easily.

Here is a list of magical achievements ('spells') that might be of value – this is very far from being exhaustive:

Stealth	Create Food
Energy Zap	Learn (Comprehend)
Force Shield	Make Clothing
Speed Boost	Body Warmth
Light	Thaw
Darkness	Memorize
Call Water	Camouflage
Call Flame	Confuse
Fly	Reduce
Track	Enlarge
Heal	Make Weary
Mend	Make Blind
Send Mental Message	Make Friends
Picture Distant Place	Hypnotize
Do the Impossible (very hard!)	

EONs

Encounters can include:

- The meeting with the stranger who can do magic
- Tracking a deer and using a spell
- Hiding from would-be killers and resorting to magic
- Magically healing someone
- Providing food, water, and warmth for strangers through magic and introducing others to this possibility (will they react badly or gratefully?)
- *There are so many obvious possibilities here! You should start by narrating the scenes from the Chatham Islands.*

Suggested NPCs:

- Moana Matire, the mother who does magic, a woman who is painfully shy with an inferiority complex
- Stevo, her partner, a braggart and a reckless sailor
- Mika Vykana, the traveler who introduces the players to magic, a man with a vision of a united humanity, living in a hierarchical society based on magic not money
- Lydia Greenstar, the person the players first show magic to, famished and suffering from migraines and open wounds

Objectives:

- Learn magic
- Do magic
- Think what will be useful magic
- Think about sharing the knowledge with others
- Think what this might mean for life in Aotearoa

Scene Twelve

Now the Pakeha have something to fight back with! The Taniwha can be beaten with magic but it is not only the Pakeha who begin to master magic. Moari, Asain, and Pacifica groups all catch on pretty quickly. Not all attempts at magic, particularly destructive magic, turns out well. Remember. it works out of need so if there is no need to kill...

This section should be a free for all, a riot, mayhem meeting monsters, magic making mischief. Have fun with it and make sure your players do! *This making up of spells on a need-arising basis should fit well with Ken's plans for Deluxe Tunnels & Trolls so get your practice in here!*

EONs

Encounters can include:

- Battles with Taniwha
- Battles with raiders
- Battles with other ethnic groups
- Personal disasters calling for magic rescues (e.g. a breaking bridge, caught in a noose trap, that sort of thing...)

Suggested NPCs:

- This section is about group conflict so I'm not giving any NPCs here; draw on previous characters if you need someone specific.

Objectives:

- As ever, Stay Alive!
- Overcome other groups
- Learn how to defeat or at least drive off the monsters
- Develop battle strategies utilizing magic
- Learn the limitations of this new magic—i.e. that it is need-driven

Scene Thirteen

Numbers are low after the natural deaths, the murders, the sicknesses, the famine, and the monster slayings, so the wars are dying out in a way that surprises many. It is not through virtue, not through an urge for brotherhood but simply because there are not enough fit and healthy people in Aotearoa to wage a long and costly campaign for no tangible reward. Territory is cheap and even food is becoming less of a problem as there are fewer and fewer people to consume what is being grown and what the land gives freely.

The Taniwha are still at large and remain a menacing presence around human settlements but people begin to learn where they live—generally, close to water—and these places are soon abandoned. Cooperation is evidently required for people to make the most of the bounty still offered by the land and small groups are now more likely to negotiate and form treaties than to seek the other's destruction.

For the first time in what seems a lifetime, people begin to contemplate children as a boon and not a curse. With the discovery of magic has come the opportunity to sow a new future, a future free of the designs of multinationals, a future derived from an understanding of group needs rather than individual need, worked out through fellowship and not through a desire to accumulate and tread on others on the rise through the pecking order.

It is far from plain sailing, with monsters still dominating the waters about Aotearoa and good intentions often result in a journey on the road to hell, as goodwill evaporates and anger takes over in what remain conditions of extreme hardship by the soft standards of the last decades of life in the world of oil and electricity. But people, those who survive the false steps towards salvation, learn how to take a step back instead of a pace forward and tolerance begins to flourish.

EONs

Encounters can include:

- A smaller group seeking protection
- A larger group needing workers
- A small group beset by a Taniwha

- A similarly sized group with a very valuable and plentiful supply of farm implements (spades, hoes, saws, hammers, scythes, etc.)
- A woman preaching harmony and love—the Way of the Aroha (Love)

Suggested NPCs:

- Draw on previous characters but add Te Henoa Taumatea, a Maori woman, rich in ancient legends of the great waka (canoes) that crossed from Havaki (Hawaii) to reach Aotearoa, who sees the people who have stayed alive as the waka for the spirit of a New Way for humanity to walk the earth, lightly and lovingly.

Objectives:

- To find a position on the best way into a better future for the country
- To form treaties
- To decide whether to assist or take advantage of smaller groups
- To plot a course for year-on-year survival as things ease up and with the benefit of magic

Scene Fourteen

For a good many years before Armageddon, Pakeha have feared a Chinese take-over. Not surprising given the willingness of successive governments to make it easier and easier to buy parcels of Aotearoa and acquire its corporation, big and small, to bring hard currency into a country determined to have everything the rest of the western world has but without the people, resources or ingenuity to earn it through revenue. So, selling off the family silver has been better than Marie-Antoinette's bread and cakes or Juvenal's circuses in New Zealand.

By the time the rug is pulled from under everyone's feet, there are a lot of Chinese people in Aotearoa. But there are more Europeans, Maori and Pacific Islanders as well as a sizable smattering of Koreans, Japanese, South Africans, and Americans. When the chickens come home to roost, they are not chooks from this 'farm,' just birds looking for a good place to roost in a world full of foxes and very few hen houses.

The invasion is a strange sight. Not by air but by sea, ten thousand sailing ships, of ancient design. The Chinese flotilla consists of junks rather than modern

yachts, as the Chinese have had the same sort of problems with monsters of mythical days rising up and rampaging from Shanghai to Beijing and beyond. They too have run out of oil; they too have seen mechanical and electrical devices cease to work. However, it is only in Aotearoa that the people have re-found their relationship with magic.

These Chinese will be prepared for monsters and men but not for magic. Their weapons are of steel and they have gunpowder aplenty but the odyssey to reach the shores of Aotearoa, although punctuated by putting to port regularly, has been arduous and less than direct—these people are exhausted and in poor physical shape, fruit and vegetables having all too often been scarce and the ravages of scurvy felt heavily.

And these are not ordinary Chinese people. Instead, they are the business elite, those who have jockeyed to retain their down-treading status and this is what they wish to achieve over the people of Aotearoa, whoever they are. They have come in search of the Promised Land, not for milk and honey, but for fertile land free from nuclear fallout and blessed with a small population.

There are some 500,000 people who reach the west coasts of both islands in a haphazard fashion. They do not arrive all at once and initial encounters should involve small numbers. They are in no mood to brook resistance; they have learnt over recent months that this is a world of dog eat dog, a dish acceptable to their oriental palette.

EONs

Encounters can include:

- Sighting an early junk landing
- An attack by a group of junks landing
- An attempt at negotiations with hostile invaders
- Seeking to develop a united strategy for defense with neighbors
- Encountering a single Chinese family, desperate for survival

Suggested NPCs:

- Draw on existing characters for New Zealanders

- Lee Ho, captain of one of the earliest junks to arrive, former CEO of company manufacturing plastic toys given away in cereal boxes, surly and at the end of his tether
- Janie Wong, wife of dead PR executive, desperate for the survival of her 11 and 13-year-old girls
- Fah Tian, martial arts black belt and lawyer, wanting to form his own clan on arrival and to take a farm that will yield a living for many
- Kwok Sun Chu, leader of a group of 20 junks and some 1,000 people, paranoid and explosive, not sure whether to commit to the land or to regard his ships as his 'safe zone'

Objectives:

- To survive initial encounters
- To discover what might be negotiated by way of treaties
- To resist the taking by force of homestead and farmlands
- To unite neighbours in common cause

Scene Fifteen

The fighting intensifies with the Chinese invaders shocked and disadvantaged by the inhabitants' use of magic. Their numbers and their desperation are powerful factors to their advantage though. Junks are burnt to begin with before the defenders realise that they might be better forcing the intruders to leave the same way they came, using the lure of Australia, distant but reachable to the west.

Of the 500,000 who reached Aotearoa, perhaps 200,000 succumbed quickly because of their privations and failure to adapt to new conditions after such a long voyage. In the region of 100,000 perished in the battles that ensued with locals losing similar numbers. The remaining wanderers are forced to depart but it is by no means certain that they do not plan to return, stronger and better prepared. It is a risk that the natives accept, sick of yet more death and suffering.

And so, Aotearoa resumes the task of building a sustainable future in a world devoid of oil and stripped bare of machines and electronic equipment. It is a world where magic can be cast out of necessity and, since that fine lady is the

mother of invention, it is possible that advances of a different nature might be made by the survivors in their new society.

Monsters lurk, radiation descends, and jealous refugees cast covetous eyes towards these two islands, anchored at the base of the Pacific Ocean. The world has changed and people are changing with it; the worst might be over but nothing will be as easy as it briefly was; there will be no Sugar Daddy under the ground writing the cheques to cover the damage.

EONs

None, as such. This is the wrap up. The players need to draw their conclusions and nail flags to their masts for their foreseeable futures. Use an NPC you like to help draw this out of them in as much detail as they enjoy. Reflection and direction are their tasks now. There could be a climatic battle to drive the Chinese refugees back to their boats or there could be a Grand Council that acknowledges their status as refugees rather than invaders. This is a chance to sculpt a brave new world or to totter drunkenly, blindly, unfeelingly to a poor parody of the old. What will justice look like and how will it be delivered, what form will any government take and how will it be checked and balanced? Will the rights of the individual outweigh the rights of the group and, if so, will this suffice as the requirement for social responsibility and Devil take the hindmost?



It would good to know if you played this and how it went. If you have the time and the inclination, you could email me at mark.findlayrd@gmail.com. I will have the time to hear.

STAY ALIVE!

LITE EDITION



BY JERRY TELEHA

A MODERN RULES VARIANT FOR TUNNELS & TROLLS™

What is Stay Alive?

This is not a standalone game. 'Stay Alive!' (SA!) is a modern rules variant that is intended for use with the Tunnels & Trolls role-playing game, trademark of Flying Buffalo Inc. and created by Ken St. Andre. Inspiration was also drawn from Michael Stackpoles' Mercenaries, Spies, & Private Eyes, also published by and a trademark of Flying Buffalo Inc.

To play Stay Alive!, you will need some 6 sided dice, pencil and paper to write down some game notes, and a basic knowledge of the Tunnels & Trolls game rules. While intended and designed for version 7.5 of the T&T rules, any edition will work as the basics are all fairly similar. You can get a free copy of the rules at <http://www.rpg.drivethrustuff.com/> courtesy of Flying Buffalo Inc.

The system will work well if you are planning on running a game in a multitude of modern campaign genres. Future volumes from Darkshade Publishing will be released to offer specific campaign information along with GM or Solo adventures. The following is a small list of possible scenarios or campaigns that can be used with this variant.

Monster Hunters: The world is filled with monsters. For most people, they are still the stuff of legends and tales for the campfire. Your group of players may be members of a secret society, recruited to fight this menace and keep the unsuspecting populace safe. Or they could be some innocent college students who stumble upon this new reality on a camping trip in the remote wilderness. (Examples: Grimm, Bram Stoker's Dracula, X-Files)

Alone in Space: In a future reality, your group is the last of the human race that you know of. Maybe they survived a radiation leak by spending 1 million years in suspended animation on a deep space mining ship. Possibly, a pet that was illegally on board has evolved over those 1 million years into a more sentient and bi-pedal form. Alien life does not exist, but the leftovers of mankind are still present in the form of sadistic androids, robots that have broken their programming, and genetically engineered life forms. (Examples: Red Dwarf, Hitchhiker's Guide to the Galaxy)

Weird West: Your Wild West could be filled with supernatural beasts, dastardly villains, and strange technologies. The players can be members of posse going after the local gang leader, or the gang that is terrorizing the plains. Or, something has just been awoken in that mine shaft – what darkness has been unleashed on your world? (Examples: Jonah Hex, Brisco County Jr., The Wild Wild West)

Zombie Apocalypse: A band of survivors dealing with the realities of a zombie infested world, fighting for precious resources and safety in world turned upside down. Start from the beginning during the chaos of the outbreak, or enter after the world has already been partially consumed and looking for a new order. (Examples: Walking Dead, Night of the Living Dead, World War Z)



Horror by Gaslight: Take on the likes of Jack the Ripper in Victorian England or HH Holmes' Murder Castle in 1893 Chicago during the World's Fair. Whether confronting the criminally insane or the supernatural, your group can be investigators or the potential victims. (Examples: Copper, Ripper Street, Sherlock Holmes)

Secret Missions: You can have a team of modern CIA agents or a SEAL team out in the field. Take a trip back to the Cold War years battling against the KGB or maybe even delve back to World War 2. Lead some adventures against the dreaded SS, the Nazi Germany war machine, or whatever mad invention they have planned next. (Examples: Dirty Dozen, The Losers, Foyle's War)

Tunnels & Trolls Overview

Everything in this book should be considered an optional rule. You can use it, change it, ignore it – the choice is yours. Like any rules system, ‘Stay Alive!’ is an attempt to create some standard rules for a modern or non-fantasy themed role playing game using T&T as its base system.

You can no doubt find plenty of existing and readily available systems out there that are specifically catered to any genre. What makes Tunnels & Trolls so special? T&T is built on simplicity. T&T is rules light.

Its core mechanic (the saving roll) allows for a full range of options for the game master. The player wants to take an action that requires a challenge; the GM decides what attribute to use and the level of difficulty (Saving Roll Level). Ask the player to roll two 6-sided dice. If doubles are rolled, roll again and add it on (DARO). If a 1 and 2 is rolled, then that is an automatic failure (Critical Failure).

The combat system is not meant to be a blow by blow account of an encounter like other games where each swing and shot are tracked to specific detail. Instead, it is intended to be more narrative. For melee, each side rolls damage based on the weapon used. Add to that the ‘Combat Adds’. Compare this total to the opponent(s) who has done the same. The difference is damage applied to the losing side. ‘Spite’ damage is applied to the winning side if any natural 6’s are rolled and could also trigger special damage effects. Missile attacks are handled a bit differently requiring a ‘Saving Roll’ first to determine if the attempt hits or misses.

Adventure Points are earned whenever a saving roll is attempted, when a foe is defeated (based on its Monster Rating/MR value), or awarded by the game master. These points (APs) can be spent by the character to increase attributes to improve the character.

If you are new to Tunnels & Trolls, remember the following:

If you do not like a rule, change it.

If you cannot find a rule, create it.

Creating Characters

Character creation in Tunnels & Trolls is explained in detail in the rulebook. Proposed changes to this process for 'Stay Alive!' are highlighted in the following steps. There is a character sheet on the back cover of this book that can be copied for your personal use.

1. Generate Attributes

The standard procedure to generate a character's attributes is to roll 3 six-sided dice for the eight attributes they will represent. If triples are rolled, add the total and roll again (TARO – Triples Add and Roll Over). Once you have your eight totals, you can assign them to the attributes how you wish.

Fudge It: No one wants to play a character with very low attributes. Fudge It can be utilized prior to assigning attributes. For any value less than 10, choose between making a complete reroll for that value and rolling another single D6. On a reroll, the new value is applied for better or for worse. When rolling the additional D6, simply add the result of this roll to the previous total.

Guts: Replacing the standard T&T attribute of Wizardry (WIZ) is Guts (GUT). This represents the character's ability to deal with gruesome and psychologically overwhelming situations. There could be a game where magic is still a reality and the Wizardry attribute is still needed. In this case, the game can still be run by including Guts as a ninth attribute. Stability is a "Facet" of Guts. More information on facets and Stability will be covered in more detail later in this volume.

Playing Yourself: A game can be run in which the character is based on a real life inspired version of the player. After the players have generated the attributes for their characters, ask them to hand the values over to another player and have that player assign the attributes for that player. This is a way to get a more 'realistic' interpretation of the character. It is recommended to have two people exchange attributes that have knowledge of each other: friends, siblings, or significant others would work well.

Example: Liam has rolled a 12, 14, 10, 17, 11, 13, 15, and 8 for his attributes. He exchanges attribute rolls with another player at the table who knows Liam. While Liam would probably assign the highest values based on game terms maximizing key attributes, the other person is more likely to assign them based on an interpretation of Liam's actual abilities.

2. Choose your Kindred and Character Type

Humans are the standard character race or kindred in T&T. Attributes that have been generated for human kindred are not adjusted. For games with kindred other than human, some attributes may be modified. Refer to the T&T rulebook for charts that reference these kindred modifiers.

Human Only World: While a 'Stay Alive!' game may feature monsters and other supernatural beings as antagonists, the general idea is that the player characters will be human only. Because of this, the types that are available to choose when creating a character are a bit more limited than the standard T&T game. Citizens and Warriors make the most sense when running this type of campaign.



Citizen: The Citizen represents the normal, average, and non-heroic type of character in the T&T game. Every fantasy world needs farmers and tavern workers. Likewise, the modern world is mostly populated by retail clerks, office dwellers, and restaurant workers.

In game terms, the Citizen represents an untrained character in terms of standard combat. To represent this, all Citizens start with half the normal Combat Adds based on their attributes. Citizens still have skills and talents like any other character. They just do not have any significant or official training in combat the way a soldier or law enforcement officer would, yet.

Warrior: The warrior is the standard fighter type in T&T. In our modern world, this should be represented by individuals with backgrounds that would make sense to correspond with a Warrior type. Members of the military or a police force would have training in the proper use of firearms and have some form of combat experience.

Athletes, especially fighters (boxers or mixed martial artists), would also seemingly know how to handle themselves to some degree. Societal outcasts like members of a street or motorcycle gang may also qualify as having extensive experience with firearms and fighting. Unlike Citizens, Warriors get the full value of Combat Adds based on their attributes.



Becoming More: Like a television show or a movie, a character may start out as a seemingly normal person but evolve into something a bit more. Where once she could not even load a gun, through experience and necessity, she is not only able to defend herself, but has become a crack shot.

Adventure Points (AP) are earned by the player during the course of the game. These points can be spent to increase the character's attributes. To do this, multiply the current attribute value by 10. This number represents the amount of APs that is needed to increase that attribute by one point.

Example: Liam's character has a value of 12 for his Dexterity attribute. In order to increase his Dexterity to 13, he would have to spend 120 APs ($12 \times 10 = 120$).

A character should be able to switch from being a Citizen to a Warrior (or something else) through the course of the game or campaign. Refer to Table 1 for some ideas on prerequisites than can be used to allow this in game terms.

Table 1: Becoming More than just a Citizen

Combat Attributes (STR, DEX, SPD, LK) are each at 15 or above
OR
Combat Adds (Melee or Missile) reach a total of 12 or more.*
AND
Character event that ‘Defines the Moment’ (game event or heroic action)

* Once a Citizen reaches 6 Combat Adds since the value is halved.

Gathering adventure points and increasing attributes is the clerical way to accomplish the goal. In game terms, the defining moment could be a corresponding game event that represents the growth in the character.

Example: *Liam’s character is trying to stay alive in a world where vampires have taken over a town. The leader of the group trying to fight back against the vampires has just been killed. While others begin to panic and lose hope, his character steps forward and takes control of the situation.*



3. Determine your Combat Adds

Combat Adds: The attributes that contribute to a character's Combat Adds are Strength (STR), Dexterity (DEX), Speed (SPD), and Luck (LK). Values for any of these attributes that are more than 12 represent a positive modifier. This is the standard way to calculate Combat Adds in T&T. Use this value for melee combat and thrown missile attacks (spear, dagger, etc.).

Missile Adds: The attributes that contribute to a character's Missile Adds are Dexterity (DEX) and Luck (LK). This to reflect that when firing a gun or shooting some other projectile weapon, Strength and Speed are not a factor in the damage. There may still be a Strength requirement to be able to wield a certain weapon (compound bow), but the damage the weapon is doing is not affected by the character's Speed or Strength.

4. Choose your Talents

Every character has skills, just like everyone does in the real world. Being able to use a computer or drive a car are basic skills. Being able to use a computer to hack into other systems or having the ability to maneuver a car like a stunt driver would both be Talents. When a Talent is chosen, determine which attribute it would apply to and roll a single D6. The value represents the bonus that can be added to your saving roll when such an attempt is made where the Talent could be applied.

Starting Talents: The rule of thumb for T&T is one Talent per level of your character. For 'Stay Alive!', characters can start with up to three Talents. This is a reflection for characters in the modern world where access to education, technology, and other opportunities provide more areas for a given person to be able to learn or excel at. When advancing levels, a character can add one Talent per level as the standard T&T rules.

Professions: One way to look at Talents is to think of the skills needed to be a particular occupation. Doctors, Nurses, and Paramedics would all be capable in First Aid, something that would be a definite Talent. While most people can clean a wound and put on bandages, someone with a Talent in First Aid would have more advanced skills like setting bones or knowing the medicines needed for particular infections or ailments.

5. Determine your Character Level

Character level is based on the value of the highest attribute associated with your character type. A full list can be found in the T&T rulebook. For your convenience, the level attributes for Citizens and Warriors are listed below. If your highest attribute is in the twenties, then your character is a level 2 character. An attribute in the thirties would be a level 3 character, and so forth.

Citizen: STR, CON, LK, CHR

Warrior: STR, DEX, SPD, LK

Remember, your character level represents a bonus to any saving roll that would otherwise fail.

Example: *Liam is a 1st Level Citizen and attempts a Level 1 Saving Roll against his DEX. His roll is a 5, adding that to his DEX attribute of 14, his total is a 19. Since the target for a successful Level 1 Saving Roll is a 20, he is below the target by a value of 1. Since he is a 1st level character, he can add that as an additional modifier resulting in a successful attempt.*

6. Purchase/Choose your Equipment

The last step in creating a new character would be equipping your character with basic items and any weapons if applicable. This is an area that can be made as detailed or as vague as you like.

When playing a game where the characters are in the 'real world', it could be as easy as asking the characters what is in their trunk of their car or around their home. Otherwise, allow the characters to create a back story and have the realistic possessions associated with that background.

Keep It Simple: A weapons list can be as descriptive and detailed as you want it to be. If you know all about the hundreds of different types of sub machine guns, then you are encouraged to expand or create your own list of weapons for your game. The goal of the following section is to keep it simple instead of listing twenty plus different versions similar firearms. Standard types of firearms were compiled, assigned power levels, and then assigned damage values as defined by the 'Dice + Adds' column.

Scrounging: If you are dealing with a scenario or campaign where society in some way still exists, then you can handle this as you would normally. Stores are open and most types of weapons or supplies can be purchased. Money would be needed to purchase these items, or a clandestine break-in can be planned by the characters to steal the needed goods.

Some games may require time to spend trying to find useful materials in a world where stores are no longer open 24 hours a day. It is easy enough to think of common items that can be found in homes or other places. Think of the contents of your garage or basement if a group is searching through deserted neighborhoods to survive.

Regarding firearms and more specifically, ammunition, a simple saving roll can be utilized to determine if ammunition that is found matches what the character or group is looking for or has.

Example: *Liam and his group find a neighborhood that seems to have been deserted. Some homes look like they have been broken into and ransacked. Other homes seem to be unaffected, just neglected for the weeks or months that have passed since everything went bonkers. When searching one, Liam finds a box of shotgun shells. A successful Level 2 Saving Roll against his LK would mean that the shells match the type of Shotgun he has.*

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Modern Weapons and Armor

The following tables represent combat values for general groups of firearms, melee weapons, and types of modern armor/protection. These lists are not meant to be all inclusive. Use the existing weapons list in the standard Tunnels & Trolls rulebook to fill in any fantasy or medieval type of weapon you will be looking for.

Dice + Adds: The amount of damage to roll for the weapon listed. Add your combat adds (melee) or missile adds to this for your total value.

Shotgun damage is based on the range of the target. The three numbers listed allow for shotguns to be effective up to 100 feet (the first 4 ranges). The first damage value listed represents both Point Blank and Short ranges, up to 10 feet.

Shotgun Ranges: Up to 10 ft. / Up to 30 ft. / Up to 100 ft.

Capacity: The number of rounds that can be loaded or fired before requiring a reload.

Magazine: Yes indicates that the firearm uses a magazine to store and feed the ammunition. No indicates the firearm has an internal magazine and rounds are loaded manually.

Ammo: An indication of how Common (C), Uncommon (U), or Rare (R) ammunition for this type of weapon would be to find in a country or region where owning firearms is not heavily restricted.

STR or DEX Req: Some weapons may require minimum values for STR or DEX to wield effectively. Not meeting these requirements could result in either the loss of Combat Adds when using the weapon or inability to wield it at all.

2 Hands?: Notification that the weapons requires two hands to properly use for maximum damage and effectiveness.

Range (feet): Range is listed if the weapon can be thrown as an attack. The distance in feet represents its maximum range.

Hits: The amount of damage or hits that can be absorbed by the armor if worn. The number in parentheses represents bullet damage that can be ab-

Table 2.1: Modern Firearms

Handgun: Revolver	Dice + Adds	Capacity	Magazine	Ammo
.22LR (S&W Model 317)	2 + 2	8	No	U
Standard (.38 S&W)	4 + 3	6	No	C
Modern (.357 Ruger)	6 + 4	6	N	C
Magnum (.44 Colt Anaconda)	8 + 2	6	No	U
Handgun: Semi-Automatic	Dice + Adds	Capacity	Magazine	Ammo
.22LR (Ruger MKIII, Sig Sauer)	2 + 2	10	Yes	C
9mm (Glock 17)	4 + 3	17	Yes	C
.45 ACP (Colt 1911)	7 + 5	7	Yes	U
Rifle	Dice + Adds	Capacity	Magazine	Ammo
.22LR (Model 62)	2 + 2	15	No (Pump)	C
.223/5.56 (Colt AR-15)	5 + 3	30/20	Yes	U
.30-30 (Winchester 94)	6 + 4	5	No (Lever)	C
.308 (Hunting Rifle)	7 + 5	5	No (Bolt)	C
.30-06 (M1 Garand)	8 + 6	8	No (Clip)	C
.50 Cal (Barrett M82)	10 + 8	10	Yes (Bolt)	R
Military	Dice + Adds	Capacity	Magazine	Ammo
Assault Rifle 5.56 (M4)	5 + 3	30	Yes	U*
Assault Rifle 7.62 (AK47)	7 + 5	30	Yes	U*
SMG 9mm (Uzi or HK Mp5)	4 + 3	20/30/40	Yes	U*
SMG .45 ACP (Thompson)	7 + 5	20/30/50	Yes	U*
Mounted .50 Cal (M2 Browning)	12 + 10	250 Belt	No	R*
Shotgun	Dice + Adds	Capacity	Magazine	Ammo
Bird Shot (Remington 870)	4 / 2 / 1	5	No	C
Buck Shot (Remington 870)	8 / 4 / 2	5	No	C
Slug (Remington 870)	10 + 8	5	No	U
Sawed Off (Remington 870)	10 / 1 / 0	5	No	C

* Military/Police weapons and ammunition should be considered uncommon for most of the general population. If associated with a military base or police station, access would be more common.

Note on Shotguns: Statistics listed are for a standard 12 gauge shotgun. If additional detail is desired, adjust the base damage for the standard shot type listed down to accommodate smaller calibers.

Table 2.2: Hand Weapons & Other Items

Melee Weapons	Dice + Adds	STR Req.	DEX Req.	2 Hands?	Range (feet)
Axe (Broad)	4 + 2	17	8	N	-
Baseball Bat	3 + 4	8	10	Y	-
Brass Knuckles	2	2	3	N	-
Broken Bottle	1 + 3	2	4	N	-
Chain (3-5 feet)	3 + 1	10	14	Y	-
Cricket Bat	4	10	10	Y	-
Crowbar	2 + 1	5	5	N	-
Hammer	2 + 4	6	6	N	-
Hatchet	3	6	6	N	50
Hunting Knife	2 + 2	5	8	N	30
Katana	4 + 1	12	15	Y	-
Lead Pipe	3 + 2	8	5	N	-
Machete	3 + 1	6	10	N	-
Pitchfork	4 + 2	6	8	Y	-
Police Baton	3	5	8	N	-
Rapier	3 + 4	10	14	N	-
Sledgehammer	5 + 1	15	6	Y	-
Spear	4	8	8	N	50
Staff	2	10	8	Y	-
Switch Blade	2	3	6	N	30
Sword Cane	3	10	12	N	-
Tire Iron	2 + 2	5	5	N	-
Missile Weapons	Dice + Adds	STR Req.	DEX Req.	2 Hands?	Range (feet)
Bow - Compound	6	12	15	Y	400
Bow - Longbow	4	15	15	Y	400
Crossbow	4 + 3	12	10	Y	300
Sling and Stone	2	5	5	Y	150



Table 2.3: Armor & Protection

Name	Hits	Notes
Ballistic Helmet*	6 (10)	Armor reinforced protection from all damage (including bullets) to the head.
Ballistic Jacket	4 (12)	Protects upper torso when worn; increased protection against bullets.
Ballistic Suit*	8 (20)	Full body suit reinforced with hard shell panels; increased protection against bullets.
Crash Helmet	3 (3)	Protects head from all damage including bullets.
Heavy Coat	2	Protects any part of the body covered, but offers no additional protection against bullets.
Leather Jacket	4	Protects any part of the body covered, but offers no protection against bullets.
Riot Shield*	15 (30)	Can absorb/deflect damage from melee combat and bullets. Firearm damage exceeding 30 hits from a single shot will destroy the shield.

* Military/Police armor should be considered uncommon for most of the general population. If associated with a military base or police station, access would be more common.

Protection from Bullets

Ballistic jackets and suits are body armor that can offer protection against firearm projectiles. They are primarily designed to absorb the impact from small caliber handguns, shotgun projectiles, and shrapnel from grenades. This type of armor can prevent the penetration of any firearm with a damage value of less than 5 dice for the area protected.

Impact Damage: Damage that is applied in excess of the value of the armor for each bullet should be applied as impact/non-lethal damage for such attacks. If this Impact Damage reduces the target to zero CON, she should be considered as stunned or knocked unconscious.

Example: *Liam is wearing a Ballistics Jacket that can absorb the impact of some firearms. He has been shot in the chest with a Glock 17, a 9mm handgun with a base damage value of 4+3. Since this is less than 5 dice, his jacket is able to absorb the impact of the bullet and prevent its penetration. The damage rolled for the attack totals 18 damage; the jacket absorbs 12, leaving an excess of 6 Impact Damage. If this reduces Liam's CON to zero, he should be considered stunned or unconscious.*

For firearms that have a base damage of 5 or more, the protection should still reduce the damage of the bullet. Any excess should be considered as penetrating and applying life threatening damage as normal.

Anytime a character or NPC (non-player character) gets shot by a firearm, the GM can and should apply Saving Rolls for the affects of being hit by such a forceful impact. Even if the character is fortunate enough to avoid being killed or seriously maimed, being knocked to the ground or temporarily being unaware of surroundings could be realistic affects of the shock.

Silencers, Scopes, and other Gadgets

Silencers are designed to reduce the amount of noise and muzzle flash when firing a weapon. They do not reduce the accuracy or range of a weapon if used. In most cases, silencers should be considered uncommon or rare unless a character has access to military or police equipment.

Telescopic Scopes are bit more common than a silencer and more available to the general public. Use of a scope will increase the accuracy of the shooter for ranges beyond 100 feet (Difficult and Remarkable). Its use will reduce the Saving Roll target by 10 or -2 to the Saving Roll target level. More information on ranges and a complete list of modifiers for missile attacks can be found in the following Gameplay section.

Night Scopes, Infrared technology, and other gadgets should be handled at the level you wish to take it. Pages and pages could be spent covering every possible piece of technology that is out there and how it should or could affect a game condition. As is always the case, make up a rule, apply a modifier, and keep the game moving along. If the decision does not seem to be quite right, change it for the next time.

Improvised Weapons

In a survival type of game, there will be situations where players will need to deal with turning anything they can find into a weapon. For something that may not be specifically listed, find something that closely resembles the item in question and decide how much damage the improvised or uncommon weapon should be valued at.

Automatic Weapons

Some military grade weapons have the capability of being fired either in a 3 round burst or at full automatic as opposed to a single shot. Again, these would be weapons that should be uncommon or rare originating in the hands of a Civilian.

Semi-Automatic represents normal fire where the trigger is pulled for each shot that is fired. The next round will automatically be set in the chamber for the next attack (not requiring a pump, lever, or bolt to perform that action).

Burst Fire is a setting for full automatic weapons that would fire a small number of successive bullets from a single pull of the trigger. To represent this, the shooter can opt for either a better chance to hit (Spray the Target) or a better chance to inflict more damage (Concentrated Fire).

Full Automatic is a setting for a firearm that will continue to fire as long as the trigger is held and there is ammunition in the magazine. As the trigger is held, recoil will increase resulting in less and less accuracy (barring any form of stabilizing support like a mount) as each round is discharged. There can be multiple targets and multiple hits associated with this type of attack. *A called shot cannot be attempted with this type of attack.*

See 'Missile Combat' in the following section for additional rules and charts regarding all automatic weapon attacks.

Gameplay

‘Stay Alive!’ is a modern rules variant for Tunnels & Trolls. If you have played T&T before, then you already know how to play SA! The following pages will review some basic premises behind running a game session and also introduce some new concepts and ideas unique to Stay Alive!

Saving Rolls

Saving Rolls are the common way to resolve attempted actions. A saving roll is defined by assigning a level of difficulty and an attribute involved for an action. Talents can be utilized to increase the chance of success. Rolling doubles allows for the opportunity to accomplish what at first may seem impossible. However, there is always a chance of failure, no matter how easy the task or talented the individual.

Levels are used to identify how difficult or challenging the attempted action will be. It is up to the GM to assign this value. There is a target associated with each level. Roll 2 dice (never more) and add the total to the associated attribute score. If the result meets or exceeds the value required, the saving roll has been successful.

Table 3: Saving Roll Targets

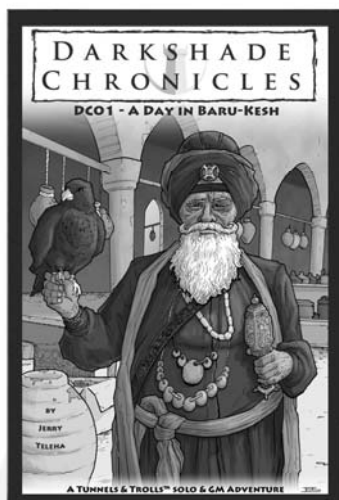
Saving Roll	Target	Saving Roll	Target
Level 0	10	Level 5	40
Level 1	20	Level 6	45
Level 2	25	Level 7	50
Level 3	30	Level 8	55
Level 4	35	Level 9	60

Some examples:

Throw and a grappling hook up a 20 foot wall: Level 2 SR vs. DEX
(A Level 1 SR vs LK to determine if the hook catches)
Climb the 20 feet using the rope: Level 2 SR vs. STR

A Level 0 Saving Roll is a task that should almost always be successful. Instead of using the proposed target value of 10, you could also require a roll with no specified target where success would only be disrupted by a critical failure roll.

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Talents are used to represent specific skills or training a character has that result in a higher level of possible success. Every talent should also have an attribute associated with it. When using a talent, add the value of the talent to the dice roll

$$DICE\ ROLL\ (2d6) + ATTRIBUTE + TALENT\ (if\ applicable) = TOTAL\ VALUE$$

DARO stands for “Doubles Add and Roll Over”. When rolling 2 dice for saving rolls, rolling doubles allows you to roll again. DARO represents the chance or opportunity that no matter how difficult a task, there could be some chance for success. This would not apply to damage rolls if using a weapon that utilizes 2 dice.

Critical Failure occurs if there is a roll of a '1 and 2' on any saving roll attempt. This will always result in a failed saving roll, regardless of the total after adding the attribute and talent (if applicable). On such occasions, it is encouraged to describe in dramatic detail just how this bad luck affects the story.

Facets

‘Stay Alive!’ introduces two additional 'Facets' that every character has associated with existing attributes. These two facets are 'Stability' and 'Resistance'. Facets are intended to be used in a similar nature as Talents, in association with attempted Savings Rolls with the attributes they are connected to.

Stability is attached to the Guts attribute. It is a reflection of a character's mental stability as situations that could cause fear, madness, or revulsion are dealt with. Stability should be considered if there is ever a situation where a saving roll is required versus Guts that would affect the character's current mental condition. All characters start with a Stability value of zero.

When there is a saving roll required that would test the character's mental faculties, use the current Stability rating as a modifier as you would a talent; it is added to the roll and the attribute score to determine if the saving roll is successful against the level of difficulty. Each time Stability is used in this way, the result of the saving roll will in turn affect its value. If the check is successful, then the value for Stability would increase by 1 point. If the check is unsuccessful, it would decrease by 1 point. If a Critical Failure is rolled on a GUT/Stability check, then the decrease would be doubled to -2.

***Example:** Liam comes back to his group's safe house and discovers something is amiss. There is a trail of blood leading out the front room and through a doorway. He pulls out his handgun, turns off the safety, and peers through the opening. On the floor is the bloody and gruesome remains of one of his close friends. In this situation, a Guts check could be required to determine Liam's initial reaction. Failure could result in either extreme anger or an emotional breakdown. The negative impact on his Stability would also contribute to future checks representing his deteriorating mental state.*

Information regarding Stability can be expanded based on the type of campaign that is being played. The GM could set levels of Stability where madness and paranoia may set in at certain thresholds if the Stability of a character starts to descend into the negatives.

Resistance is attached to Constitution. It is a reflection of a character's natural immunity, or its current state based on environmental realities. Resistance should be considered if there is ever a situation where a saving roll is required versus Constitution that would attack the character's physical immune system. All characters start with a Resistance value of zero.

When there is a saving roll required that would test the character's health/immune system, use the current Resistance rating as a modifier as you would a talent; it is added to the roll and the attribute score to determine if the saving roll is successful against the level of difficulty. Each time Resistance is used in this way, the result of the saving roll will in turn affect its value. If the check is successful, then the value for Resistance would increase by 1 point. If the check is unsuccessful, it would decrease by 1 point. If a Critical Failure is rolled on a CON/Resistance check, then the decrease would be doubled to -2.

Table 4: Adjusting Facets

Saving Roll Outcome	Adjustment
Successful	Increases by 1 (+1)
Not Successful	Decreases by 1 (-1)
Critical Failure	Decreases by 2 (-2)

The GM can use Resistance in a variety of creative ways. A team being employed by a government and going into a known hostile territory may be given a form of booster shot that would immediately increase a character's Resistance by a certain value. This may be permanent or wear off over time. Forms of drugs could also be administered to weaken an individual, thus reducing the character's Resistance. In both cases, an appropriate saving roll could be asked for determine if the body accepts or fights the drugs affects.

Foes and Combat

Combat in T&T is meant to be simple and straightforward. In some cases, it does lead to some ambiguity and confusion when dealing with very specific situations. The rule to always remember is that combat is more narrative than a blow by blow like other systems. Whether any of the combatants are firing missiles, swinging hand held weapons, or running away, all actions are resolved and applied no matter what. Nothing will interrupt an individual from completing her action in a normal, non-surprise situation.



If you are unfamiliar with combat in T&T, the following list breaks out the basic flow and process to follow.

- 1. Surprise Attack
- 2. Magic (if applicable)
- 3. Missile Combat
- 4. Choose Your Melee Target
- 5. Roll Your Combat Dice
- 6. Calculate Your HPT
- 7. Figure Hits of Damage
- 8. Adjust for Armor
- 9. Adjust Attributes
- 10. Evaluate the Round

Melee Combat is resolved by having both sides in a conflict roll the attack dice associated with the weapon(s) being used. Combat Adds are added for each participant and a total number representing the combat value is determined for each side. The side with the higher number has the upper hand for that round and the difference is applied as damage against the other. The losing side determines which character gets how much damage. More information on Melee combat in T&T can be found in the standard rulebook.

Missile Combat requires a Saving Roll versus DEX to determine if the attack is successful. The base level of SR required is based on the distance between the attacker and the target.

Table 5: Missile Attack Ranges

Range		SR Level (Target)
Point Blank	(1 foot or less)	Level 0 (10)
Easy	(Up to 10 feet)	Level 1 (20)
Moderate	(Up to 30 feet)	Level 2 (25)
Challenging	(Up to 100 feet)	Level 3 (30)
Difficult	(Up to 300 feet)	Level 4 (35)
Remarkable	(Over 300 feet)	Level 5 (40)

Some targets may be in cover, moving, or doing other things that may either make a shot easier or harder to be successful. The following is a list of modifiers for missile combat that would affect the SR Level required for the attack roll. A non-modified attack would be a situation where the Attacker and the Target are both moving slowly or are stationary.

Missile attack modifiers are listed in the following charts in two values. You can either adjust the base SR level or the target needed. Both are listed for ease of use – it is not intended for both modifiers to be applied.

Table 6.1: Missile Attack Modifiers

Missile Attack Conditions	SR Level Mod.	SR Target Mod.
Target Behind Partial Cover	+1	+5
Target Behind Significant Cover	+2	+10
Target Running or Dodging	+2	+10
Attacker Has Time to Aim/Steady	-1	-5
Attacker Running or Dodging	+2	+10
Attacker Injured (more than half CON)	+2	+10
Low Light - Shadows or Moonlight	+2	+10
Low Light - Near Pitch Black	+4	+20
Telescopic Scope (beyond 100 feet)	-2	-10

Additional modifiers should be applied to the saving roll when considering the size of the attempted target. Use the below chart as well when determining the SR Level needed to accomplish a ‘Called Shot’.

Table 6.2: Called Shot/Size Modifiers

Target Size		SR Level Mod.	SR Target Mod.
Tiny	3 inches or less (coin, button)	+4	+20
Small	4 inches to 2 feet (hand, head)	+3	+15
Medium	2 to 5 feet (tire, window, child)	+2	+10
Large	5 to 12 feet (adult, car)	-	-
Huge	12 feet or more (truck, dumpster)	-1	-5

In most game situations, characters that are firing weapons can be handled simply by rolling one shot per round. Additional levels of complexity can be added by the GM if desired. There are two options for firing fully automatic weapons – Burst Fire or Full Automatic.

Burst Fire represents a controlled burst of normally 3 rounds with a single pull of the trigger. The shooter can elect to go for accuracy (Spray the Target) or to go for inflicting more damage (Concentrated Fire). Modifiers to the saving roll and/or damage are listed below. When ‘Spraying the Target’, the burst is spread to attempt to have a better opportunity to hit the target, so damage is not affected. When choosing to ‘Concentrate Fire’, the intent is to maximize damage by grouping the shots together. Additional damage is based on the burst size. A 3 round burst would increase damage by 3d6.

Full Automatic represents a full emptying of all or most of the weapon’s magazine. As the range increases, the accuracy will suffer to accommodate the additional kickback of the weapons as it expels round after round. Damage multipliers are applied to the base damage of the weapon being used. This is further modified based on both the range and the number of targets. When trying to hit more than one target, a separate roll for each target is required.

Table 6.3: Automatic Weapon Modifiers

Burst Fire	Damage Modifier	SR Level Modifier	SR Target Modifier
Spray the Target	x 1	-2	-10
Concentrated Fire	+1d6/burst size	+1	+5
Full Automatic	Damage Modifier	SR Level Modifier	SR Target Modifier
1 Target			
Up to 30 feet	x 5	-1	-5
Up to 100 feet	x 3	+2	+10
Up to 300 feet	x 2	+4	+20
2+ Targets			
Up to 30 feet	x 3 (each)	+1	+5
Up to 100 feet	x 2 (each)	+3	+15
Up to 300 feet	x 1 (each)	+5	+25

Hit Location

Use the Hit Location table for all missile attacks to determine what part of the body has been struck by the missile. Since armor only protects specific parts of the body, it is important to know where the hit occurs to properly apply damage reduction.

Table 7: Hit Location

Roll 2d6	Hit Location
2	Head
3	Left Arm
4 - 5	Left Leg
6 - 8	Torso
9 - 10	Right Leg
11	Right Arm
12	Heart*

* A missile hit to the heart will result in immediate death. Armor that can totally absorb the damage dealt or that will stop a bullet from penetrating would prevent death.

Being struck in the arm or leg as opposed to the head or chest could be the difference of life and death for the character. Firearms will do excessive amounts of damage and will cause the early end to many characters. Just like in our real world, most people should prefer to not be involved in a gun fight.

Spite Damage

Anytime a natural 6 is rolled in combat, it is considered as potential 'Spite' damage. This represents the reality that when in a combat situation, some damage will always be applied no matter which side is the victor.

Spite damage can result in a single point of damage for each that is rolled. Some opponents that are encountered may have a special attack that is triggered based on a certain number of spite that is rolled.

There are multiple ways to deal with Spite damage. Normally, Spite damage is only applied by the losing side against the winning side since the losing side

has already taken damage. If all damage that is applied to the losing side is absorbed by armor, than the Spite damage generated by the winning side would also be applied. Another way is to always apply Spite damage no matter which side wins the combat phase.

Spite damage will always bypass any armor that is being worn (cannot be absorbed by armor value/hits) when applied.

Adventure Points

Remember that experience, or Adventure Points (AP), are awarded for every Saving Roll that is attempted. Multiplying the dice roll by the level of the Saving Roll. This should be applied whether the SR is successful or not.

$$AP = SR \text{ dice roll} \times SR \text{ Level}$$

Adventure Points are also awarded for good ideas, taking risks, completing missions or tasks, and defeating foes. Be mindful of how APs are used by the characters in Tunnels & Trolls. Awarding large amounts of experience could result in characters increasing their attributes very rapidly.



TUNNELS & TROLLS

CHARACTER RECORD SHEET

NAME	KINDRED	TYPE
------	---------	------

ATTRIBUTES

STRENGTH		WEIGHT POSSIBLE	
CONSTITUTION		RESISTANCE	
GUTS		STABILITY	
DEXTERITY			
SPEED			
INTELLIGENCE			
LUCK			
CHARISMA			

CHARACTER INFORMATION

HEIGHT		WEIGHT	
EYES		HAIR	

COMBAT

COMBAT ADDS	
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE
MISSILE ADDS	
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE



LEVEL

ADVENTURE POINTS

TALENTS

NAME OF TALENT	ATTRIBUTE	MODIFIER
NAME OF TALENT	ATTRIBUTE	MODIFIER
NAME OF TALENT	ATTRIBUTE	MODIFIER
NAME OF TALENT	ATTRIBUTE	MODIFIER
NAME OF TALENT	ATTRIBUTE	MODIFIER
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NAME OF TALENT	ATTRIBUTE	MODIFIER
NAME OF TALENT	ATTRIBUTE	MODIFIER
NAME OF TALENT	ATTRIBUTE	MODIFIER

POSSESSIONS

RANGE SR LVL

POINT BLANK (1 FT. OR LESS)	L0 (10)
EASY (UP TO 10 FT.)	L1 (20)
MODERATE (UP TO 30 FT.)	L2 (25)
CHALLENGING (UP TO 100 FT.)	L3 (30)
DIFFICULT (UP TO 300 FT.)	L4 (35)
REMARKABLE (OVER 300 FT.)	L5 (40)

MISSILE MODIFIERS MOD.

TARGET - PARTIAL COVER	+5
TARGET - SIGNIFICANT COVER	+10
TARGET - RUN/DODGING	+10
ATTACKER - TIME TO AIM	-5
ATTACKER - RUN/DODGING	+10
ATTACKER - CALLED SHOT	*
TINY (COIN, BUTTON)	+20
SMALL (HAND, HEAD)	+15
MEDIUM (TIRE, WINDOW)	+10

NAME OF ARMOR	HITS
NAME OF ARMOR	HITS

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TUNNELS & TROLLS

STAY ALIVE! CHARACTER RECORD SHEET

NAME	KINDRED	TYPE
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ATTRIBUTES

STRENGTH		WEIGHT POSSIBLE	
CONSTITUTION		RESISTANCE	
GUTS		STABILITY	
DEXTERITY			
SPEED			
INTELLIGENCE			
LUCK			
CHARISMA			

CHARACTER INFORMATION

HEIGHT		WEIGHT	
EYES		HAIR	

COMBAT

COMBAT ADDS

NAME OF WEAPON	DICE
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE

MISSILE ADDS

NAME OF WEAPON	DICE
NAME OF WEAPON	DICE
NAME OF WEAPON	DICE

LEVEL

ADVENTURE POINTS

TALENTS

NAME OF TALENT	ATTRIBUTE	MODIFIER
NAME OF TALENT	ATTRIBUTE	MODIFIER
NAME OF TALENT	ATTRIBUTE	MODIFIER
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POSSESSIONS

RANGE

SR LVL

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TARGET - RUN/DODGING	+10
ATTACKER - TIME TO AIM	-5
ATTACKER - RUN/DODGING	+10
ATTACKER - CALLED SHOT	*
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SMALL (HAND, HEAD)	+15
MEDIUM (TIRE, WINDOW)	+10

NAME OF ABILITY	MOD.
NAME OF ABILITY	MOD.



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William E. Bricker

Front Cover Art

<http://www.kavoc.com/>

Joe Calkins

Pages: 109

Marcum Curlee

Pages: 98

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Writing Credits

“The Sickening Green Day”

Written by Tom K. Loney

<http://perytonpublishing.com/>

“Catacombs of the Black Coven”

Written by Scott Malthouse

<http://www.trollishdelver.com/>

“Venice Boardwalk”

Written by David Moskowitz

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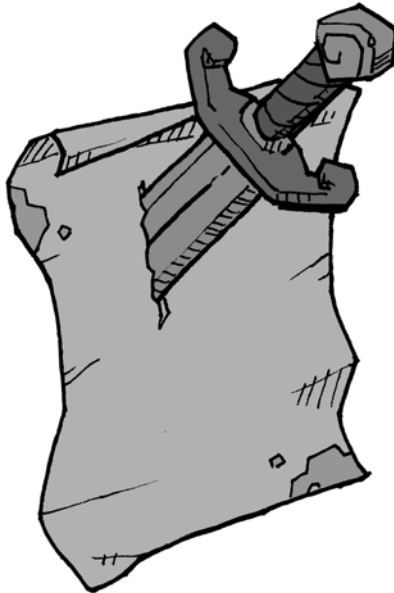
Written by Jerry Teleha

<http://www.darkshadepublishing.com/>

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Khaghbboommm Press, <http://gemsandgiants.blogspot.co.nz/>





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