

STRENGTH IN NUMBERS

BY JEFF DEE

**AN INTRODUCTORY ADVENTURE
FOR 3 TO 7
BEGINNING FRESHMEN**



Teenage Demon Slayers is a Pocket Universe game
The Pocket Universe Role Playing System is required



TEENAGE DEMONSLAYERS™

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This is an introductory adventure for 3 to 7 beginning freshman Teenage Demon Slayer characters. It can also be run for smaller numbers of older or more experienced PCs. The GM may exchange the place names given in this adventure for actual locations in his campaign setting.

Only the GM is allowed to read this; you'll only hurt your own enjoyment as a player if you peek ahead.

The GM should read this entire document several times in order to be completely prepared.

BACKGROUND INFORMATION

The leader of the Razors street gang is a young man named Kyle Black. During a recent break-in, Kyle stole The Tome of Drydd from Howard Granger, an elderly private book collector. The Tome describes a ceremony for summoning the demon lord Ultek - who is supposed to reward his summoner with ultimate power. Kyle has decided to give it a try, but he's worried that the other Razors might think he's gone crazy. So he's using them to help him complete the ceremony without their realizing it.

Adopting Ultek's Seal as the Razors' new gang tag, Kyle has been sending gang members to spray paint the Seal at specific locations around town, one Seal per day. When the Seals form a six-sided hexagram (the "Seal of

Seals"), Ultek will appear and give Kyle his reward.

What Kyle doesn't know is that each Seal summons a Kadarga demon that heralds the arrival of Lord Ultek. There are now 3 Kadargas on the loose, each nesting near the Seal where it arrived, awaiting the coming of Ultek. More Kadargas will appear as the Razors spray their new tag around town.

The Kadargas have begun to cause havoc around town, and that's how the Slayers find out that something's going on.

This adventure takes place shortly after the start of the school year. The PCs have already been approached and recruited by their Elder, and they're presumably on the lookout for their first demonic activity...

THE LEAD-IN PHASE**Day One**

On the way to school (or to the bus stop), the PCs pass a crime scene along a graffiti-marred residential brick wall. The police are packing up to leave. The body has already been taken away, but there's a bloody chalk outline indicating that a murder has taken place there.

At school that day, they hold a special assembly in the auditorium to lecture the students about gangs and graffiti. The principal mentions reports of increased gang activity in the area over the summer. Students are encouraged to



stay out of gangs, and the penalties for wearing gang colors or defacing school property with gang tags are clearly explained.

That night, there is a special TV News Report. “Area residents are reporting strange animal sightings around our community, with descriptions ranging from apes to alien invaders. The Monkey Beast, as it’s been dubbed, has been seen near the abandoned Mercer warehouse and behind Alfonza’s restaurant downtown. Police are urging calm and skepticism, calling these sightings a case of growing mass hysteria.” Strangely, there is no mention of the murder.

At some point during the day the PCs should get the idea that something’s going on, and decide to get together to investigate. If they don’t, then their Elder will call them together, point out that animal sightings plus unreported murders add up to a pretty good chance of demonic activity, and order them to investigate. He’ll advise the PCs to mark the locations of the “animal sightings” on a map. He’ll only suggest specific lines of investigation or research if the PCs completely fail to come up with any on their own. He will not suggest any of the ones marked with a *, because those rely on information that the PCs themselves have yet to uncover. He WILL urge them to be fast and efficient, because you never know what’s coming or how much timer you have to stop it.

TIME LIMIT

While the PCs are trying to figure out what’s going on and what to do about it, Kyle Black is using the Razors to complete the ritual and summon Ultek. Each night, the news carries another “animal sighting” report.

Day Two

The news reports a sighting of a “wild bear” behind a billboard along the highway.

Day Three

The news reports that an “ape man” under a highway overpass terrorized a homeless person.

Day Four

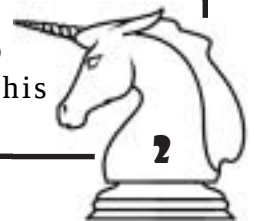
Unless the PCs prevent it, the final seal is inscribed at the PCs’ high school at sunset, opening a gate for Ultek. The town is completely destroyed. Game over.

THE INVESTIGATION PHASE

This section covers all of the most obvious lines of investigation. As GM, you will need to handle any other lines of investigation the players come up with.

Each investigative task takes a certain amount of time no matter how many PCs are working on it at once, but extra PCs may raise the chances of success. These time requirements include travel time.

The players are free to jump back and forth between this



phase and the Research phase as needed.

Visit the murder scene: 2 hours

The bloody chalk outline is still there. The victim was apparently an adult male.

Give each PC present a Search skill roll. If successful, they notice an unusual arcane-looking gang tag among the many tags spray-painted on the brick wall at the scene – and remember seeing it at the other sites they’ve visited, if any.



Once the tag has been noticed, it’s automatically noticed at every site visited from then on.

The PCs may encounter a Kadarga demon. The chance is 1 in 10 during the day, and 4 in ten after dark. There is only one Kadarga at the murder scene, so once it is encountered and defeated there won’t be any more if that scene is revisited.

If the murder scene’s Kadarga doesn’t appear, give each PC present a Tracking skill roll at –2 difficulty. If

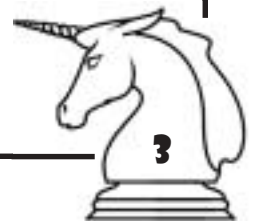
successful, that PC finds either (1-3) a very faint “footprint” in the grass along the sidewalk, (4-7) a shard of broken metal blade lodged in the brick wall, or (8-10) a few strands of black hair caught in a nearby bush. A further Tracking skill roll at –2 leads the PC to the nearby nest of the murder scene’s Kadarga.

Investigate the scenes of the animal sightings: 2 hours per site

Give each PC present a Search skill roll. If successful, they notice an unusually arcane looking gang tag among the many spray painted on walls at the scene – and remember seeing it at the other sites they’ve visited, if any. Once the tag has been noticed, it’s automatically noticed at every site visited from then on.

At each sighting scene visited, the PCs may encounter one of the remaining Kadargas. The chance is 1 in 10 during the day, and 4 in ten after dark. There is only one Kadarga at each scene, so once it is encountered and defeated there won’t be any more at that particular scene.

If the site’s Kadarga doesn’t appear, give each PC present a Tracking skill roll at –2 difficulty. If successful, that PC finds either (1-5) a very faint “footprint” in the grass along the sidewalk, or (6-10) a few strands of black hair caught in a nearby bush. A further Tracking skill roll at –2 leads the PC to the nearby nest of that site’s Kadarga.



Question local witnesses about the murder: 2 hours per home

This requires visits to the homes of area residents. There are five homes in the vicinity of the murder, and there is a 50/50 chance of a witness being home when the PCs stop by. Make a skill roll for the PCs to Charm or Convince a witness into talking. If successful, the witness reveals that the body was found horribly mutilated by marks that look like claws, and that the police have asked everyone to keep quiet while their investigation is underway.

There is a further 50/50 chance that a witness who talks will also report that the murder victim seemed to be under attack by a gorilla... but it was hard to see at night. The police didn't seem to take this bit of information seriously.

Ask reporters about the murder: 2 hours

This requires a Contact in the local news media, or a skill roll at -2 difficulty to Charm or Convince somebody at a TV station or newspaper into talking. If successful, they learn that the body was found horribly mutilated by marks that look like they were made with large claws. The police have asked everyone to keep quiet while their investigation is underway. The police don't think this is linked to the animal sightings, though some of the local witnesses think it was.

Ask the authorities about the murder: 2 hours

This requires a Contact in law enforcement, or a skill roll at -4 difficulty to Charm or Convince somebody in law enforcement into talking. If successful, they learn that the body was found horribly mutilated by marks that look like claws. If the police thought an animal killed the victim they'd warn the community, but the police discount the recent hysteria about wild animals so they're keeping quiet about the murder to avoid an unnecessary panic, and asking others to do the same.

If the PC rolls a critical failure, they attract the suspicions of the police and are placed under investigation themselves. The PC's parents are contacted, and the student is taken to the police station that night for questioning.

Ask the Zoo about escaped animals: 1 hour

The zoo officials deny that any of their animals are unaccounted for. A successful Insight roll reveals that they are telling the truth

Hack into the police files: 3 hours

This requires a Hacking skill roll at a difficulty of -2 against the police computer's security. Once you're in, you can explore any of the following lines of investigation:



- The murder investigation

The police forensics lab report states that metal blades inflicted the wounds. So animal attacks have been ruled out.

- * The Razors' police record

The Razors have been around for over ten years, under different leaders. The latest is Kyle Black. They have a history of petty crimes such as breaking and entering, theft, and other minor crimes. They're not considered especially violent or dangerous.



The Razor's new gang "tag"

- * Kyle Black's police record

Physical Description: five foot eleven inches tall, with wavy brown hair, green eyes, and extensive tattoos.

Kyle comes from a broken home, and has been in and out of correctional institutions since childhood. His father was a fundamentalist cult leader, who is now serving prison time for affinity fraud.

- * The Stolen Book

The theft occurred 5 days before the start of this adventure. The police have a copy of Mr. Granger's

insurance claim, where he reports it as a rare book entitled "The Tome of Drydd". Written in England in 1752, it's valued at \$3,000.

- * Ask about the gang tag around school: 1 full school day, between classes

This requires a Charm skill roll. If successful, the PCs learn that it belongs to a gang called the Razors. One of the Razors' members has a younger brother at the players' school. The student's name is Kirk Swendon. All of the other members of the Razors are dropouts or too

old for high school. Kirk's older brother in the Razors is named Derek.

If the PC rolls a critical failure, they are reported to the principal. The principal interprets the PC's interest in the gang tag as an effort to JOIN that gang. The PC's parents are contacted, and the student is held after school that night for counseling.

- * Question Kirk Swendon: 1 hour between classes at school, 2 hours if visited at home

This requires a Charm, Convince, Intimidation, Negotiate, or Seduce skill roll



depending on how the PC(s) approach Kirk. If successful, Kirk reveals that he worries about Derek's gang involvement. Kirk doesn't know about Kyle Black's scheme, or that the tag has occult meaning. If the roll fails but doesn't fumble, the PC can still glean this information by making a successful Insight skill roll.

Kirk DOES know that Kyle Black changed the gang tag recently, because Derek told him about being sent out to place the new tag.

If Kirk is told that the Razors are implicated in a murder, it takes a Convince roll at -2 to get him to believe it. If the PCs say anything to Kirk about magic or demons, the difficulty rises to -4. If successful, Kirk will agree to tell the PCs if he hears anything else about the Razors' plans. He'll come to the PCs to tell them about the Razors' plans to place each new tag the morning before they place it.

*** Interview Howard Granger: 2 hours**

This cannot be attempted until the PCs have learned of the theft of the book through research (see below). It requires a Charm, Convince, Intimidation, Negotiate, or Seduce skill roll. If successful, Granger reveals that the book is called "The Tome of Drydd". Written in archaic but readable English, it describes a ceremony for summoning the demon lord Ultek - who is supposed to reward his summoner with ultimate power. The ceremony involves inscribing one Seal of Ultek per day, a total of six times, to form the corners

of a giant hexagon. He also recognizes the Seal of Ultek if it's shown to him, and can describe how it's used in the ritual. Mr. Granger is a simple rare book collector who has no idea that such a ritual could actually work. If the roll fails but doesn't fumble, the PCs can still intuit Granger's innocence and ignorance of occult matters by making a successful Insight skill roll.

*** Try to destroy one of the existing Seals: 1 hour**

It doesn't work. The seals magically repair themselves before the PCs' eyes.

THE RESEARCH PHASE

This section covers all of the most obvious lines of research. The GM will need to handle any other lines of research the players come up with.

One or more suggested sources are listed for each line of research, with an index and contents for each source.

Each research task takes a certain amount of time, but this time can be split up among multiple PCs if they all work on it at once. Each PC suffers a -1 difficulty penalty for each extra PC researching the same topic at the same time.

The PCs are free to jump back and forth between this phase and the Investigation phase as needed.



Check for other strange incidents in recent news stories

Internet search: 1 hour, Index 10
Local Newspaper Archives: 4 hours, Index 8

The PCs find a news story about last week's theft of an ancient tome from the home of local collector Howard Granger. Mr. Granger reported it as simply a rare book, with the unusual title "The Tome of Drydd". It's valued at \$3,000.

Research for demons that fit the evidence

This search takes 15 minutes times the Index score of the occult library the PCs use. The attempt has a base difficulty of -2. Then add up to +4, depending on how much information the PCs have gathered about the Kadargas: hair samples, the Razors' gang tag, personal encounters with Kadargas, etc.

If successful, the PCs discover that the demons loose in town are called Kadargas: roughly simian creatures who traditionally fight with hand-held steel claws. They serve Ultek, the Lord of Dread.

If the source's Index is 8 or more, they also learn that the ritual for summoning a Kadarga requires inscribing something called "Ultek's Seal". If the source's Index is 10 or more, they find a drawing of Ultek's Seal, and can make INTL rolls to remember seeing it among the graffiti at the murder scene.

* Occult Research on the Gang Tag

This search takes 15 minutes times the Index score of the occult library the PCs use.

If successful, the PCs discover that the tag is also the seal of Ultek, the Lord of Dread.

If the source's Index is 8 or more, they also learn that Ultek's Seal is used in a ritual to summon Ultek to the Earth. If the source's Index is 10 or more, they find instructions for the ritual: inscribe one Seal per day (at sunset) to form the points of a great hexagram, the "Seal of Seals". A Kadarga demon who serves Ultek will appear that midnight at each Seal. When the Seal of Seals is complete, Ultek himself will appear, bringing great destruction but granting the summoner awesome power.

* Internet Search for the Razors

It only takes 15 minutes to find the GangWatch web site and read their entry on the Razors. No Research roll is required.

The Razors have been around for over ten years, under different leaders. The latest is Kyle Black. They have a history of breaking & entering, theft, and petty crimes. They're not considered especially violent.

CONFRONTING THE RAZORS

There are 11 gang members in the Razors, plus Derek and Kyle.



Their hangout is an abandoned motel out along the highway. Confronting them all at once would be a big big mistake: Kyle will have the PCs beaten up if they're caught.

Derek and one other Razor are sent to place each new tag (except for the final one). Their first impulse will be to beat up any snot-nosed high school kids who try to interfere.

Convincing them that Kyle is up to no good will get them to quit the gang. A Convince skill roll at -3 is required. If Kirk comes along, Derek will prevent any fighting and difficulty convincing him drops to 0.

If the tag isn't placed, Kyle sends different gang members to complete it and the remaining tags.

THE SOLUTION PHASE

The PCs must predict the site of the final seal and to be on hand to stop the gang and prevent the appearance of Ultek. The last seal is to be placed on the front doors of the PCs own high school! If the PCs mark the locations of the previous seals (or "animal sightings") on a map, it will become very obvious that a six-pointed design is being formed - and where the last point belongs.

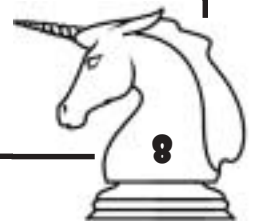
Kirk brings all of the remaining gang members to the high school for the placing of the final tag, promising them there will be something especially cool to see tonight. The gang have no idea that they've been summoning demons, or that they are about to unleash a big baddie, or that

Kirk is prepared to offer them up as a sacrifice if Ultek demands one.

When the PCs confront the gang at the final tag site, Kyle is standing to one side as another member of the Razors (Derek, if he's still a member) is shaking up his spray-can, preparing to place the final Seal. Whether the PCs attack the Razors or try to convince them that Kyle's up to something, Kyle stands aside and waits to see the outcome.

If the PCs seem to be wining, Kyle runs up onto the steps of the school and turns to face them all. "Idiots! You think there's something magical about the spray paint?" he cries. Kyle completes the Seal of Seals by stepping back against the front door of the school and pulling open his leather jacket, exposing the seal tattooed on his chest. His laughter turns to a scream of agony as his body begins to expand, glowing with an orange light. He bursts from within like an over inflated balloon, and Ultek stands in his place.

"Many have received my gift of power", Ultek rumbles, almost to himself. "But few are able to contain it". He turns to the crowd of gaping PCs and Razors. "Bow to me, or die", he offers. Suddenly all of the remaining Kadargas emerge from the gloom, surrounding the crowd. Presumably, a fight ensues. Terrified, the Razors try to run - and are set upon by the Kadargas, leaving the PCs to deal with Lord Ultek himself.



The Razors

A motley gang of misfits, punks, and dropouts. The Razors are mostly concerned with territorial disputes with the neighboring gangs, but they live by their own rough code of honor. They are not afraid to pick a fight, but they are not inclined to murder.

PHYS: 10 Hits: 10
 DEFT: 10 Punch: 13-, 1/2/3
 INTL: 9 Initiative: 1/2/3
 WILL: 11 Move: 6
 Armor: leather jacket, 2/0
 Skills: Punch 11-, Dodge 11-, Stealth 11-
 Melee Defense: 1 Missile Defense: 1
 Other:

Kyle Black

Kyle hates his fundamentalist father for using trickery to gain wealth and power. He believes in supernatural forces, but he wants to use them to gain REAL power for himself. Kyle carries the *Book of Drydd* concealed in his jacket.

PHYS: 10 Hits: 10
 DEFT: 10 Switchblade: 15-, 1/1/2
 INTL: 11 Initiative: 1/2/3
 WILL: 11 Move: 6
 Armor: leather jacket, 2/0
 Skills: Blades 11-, Dodge 12-, Stealth 11-
 Melee Defense: 2 Missile Defense: 2
 Other:

Kadarga Demon

These demons look like upright orangutans, wearing loin cloths and headbands embroidered with arcane

symbols. kadargas have black fur around patches of almost scaly tan skin. They are martial artists, fighting with three clawed steel weapons held in each hand. They have two thumbs on each hand and two big toes on each foot. There is no sign of any spray pain on their fingers should the players ask. If questioned, they have nothing to say except, "Despair, for Ultek comes!"

PHYS: 11 Hits: 13
 DEFT: 11 Hand Claw: 14-, 2/3/4
 INTL: 9 Initiative: 2/3/4
 WILL: 11 Move: 5
 Armor: none
 Skills: Natural Weaponry 12-, Search 10-
 Melee Defense: 2 Missile Defense: 0
 Other:

Ultek, Lord of Dread

Standing 9 feet tall, Ultek is tusked and horned with a braided mane of dark hair that's badly in need of conditioner. His four eyes blaze like orange fire from within deep-set sockets in his ever-snarling bestial face. His powerfully muscled frame is covered in hairy, dusky brown hide, and he wears elaborately wrought and enameled plates of armor bound to his torso and limbs with leather straps.

PHYS: 14 Hits: 29
 DEFT: 10 Punch: 14-, 4/6/8
 INTL: 11 Initiative: 1/2/3
 WILL: 13 Move: 6
 Armor: partial plate, 5/3
 Skills: Punch 12-, Dodge 12-
 Melee Defense: 1
 Missile Defense: 1
 Other: Size penalty -1.



Ultek's appearance is so terrifying that a WILL roll is required to intentionally move within 5 spaces of him. For an Action, Ultek can lock his gaze on a living target to instill fear. The target must either close or avert its eyes, or make a WILL roll. If the roll fails, the target must drop everything and flee in panic (Desperation mode) for one entire phase. If the WILL roll fumbles, the target loses consciousness (i.e. faints), suffering a -4 on rolls to awaken.

CREDITS

Design and Illustrations: Jeff Dee
Layout : Jeff Jones
Razor Tag / Ultek's Seal: 'Manda

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