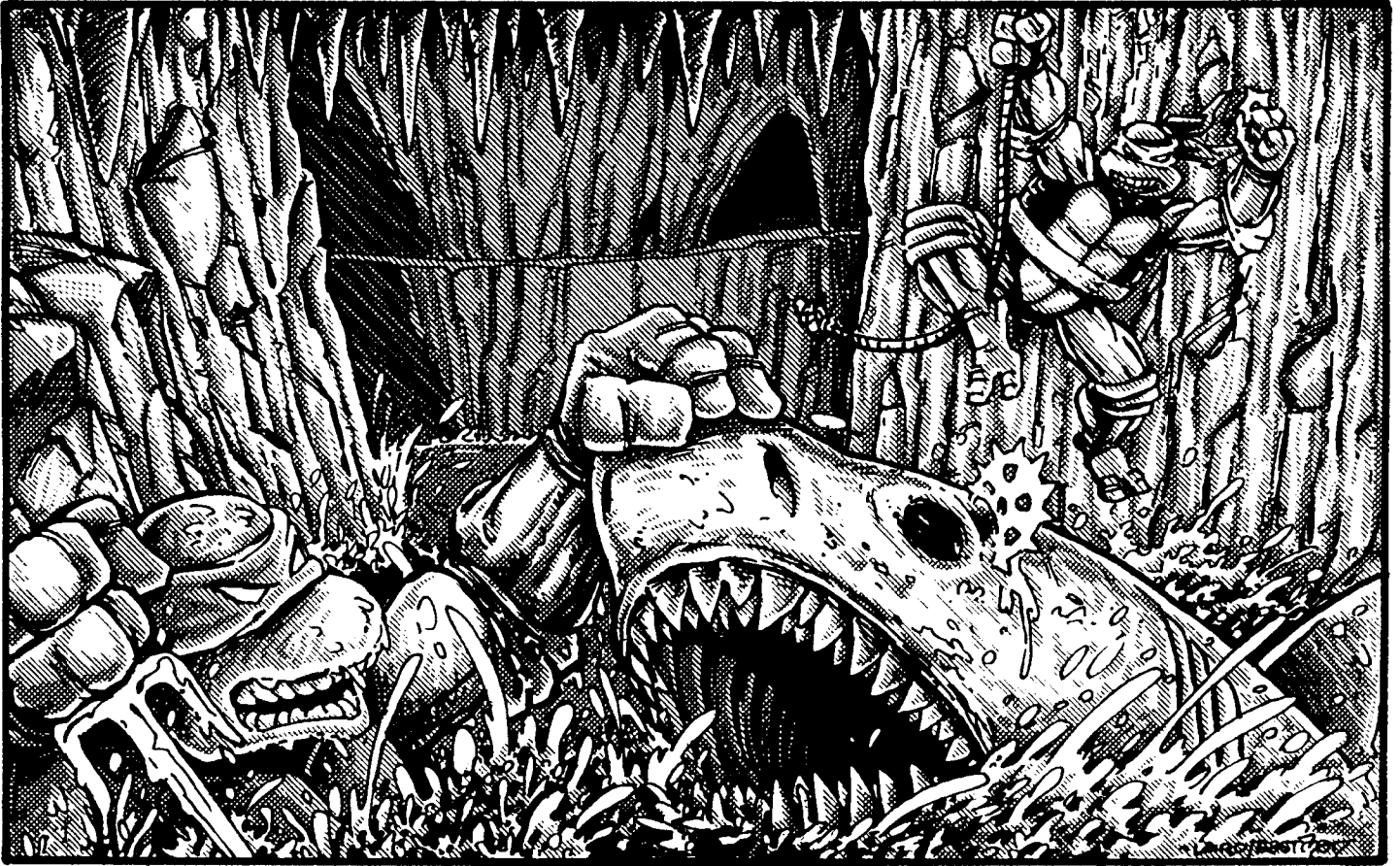


PALLADIUM BOOKS™ PRESENTS . . .

Teenage Mutant Ninja Turtles
ADVENTURES!



Compatible with Heroes Unlimited.®

A supplement for Teenage Mutant
Ninja Turtles & Other Strangeness

This Work is Dedicated to Henry Stokes, my first and Best Editor

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T.M.N.T. & Other Strangeness is published by **Palladium Books**, 5924 Lonyo, Detroit, Michigan **48210**

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Written By: **Erick Wujcik**

Editors: **Alex Marciniszyn**
Kevin Siembieda

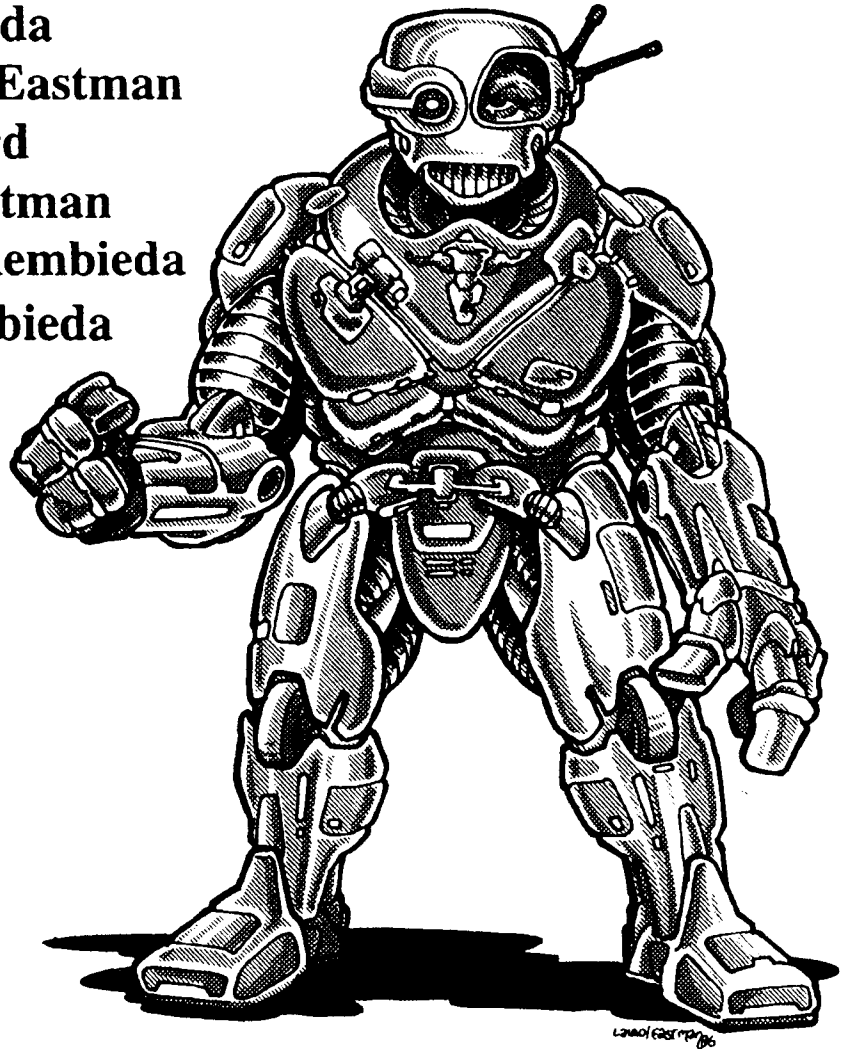
Cover Painting: **Kevin Eastman**

Interior Art: **Peter Laird**

Kevin Eastman

Art Direction: **Kevin Siembieda**

Typist: **Maryann Siembieda**

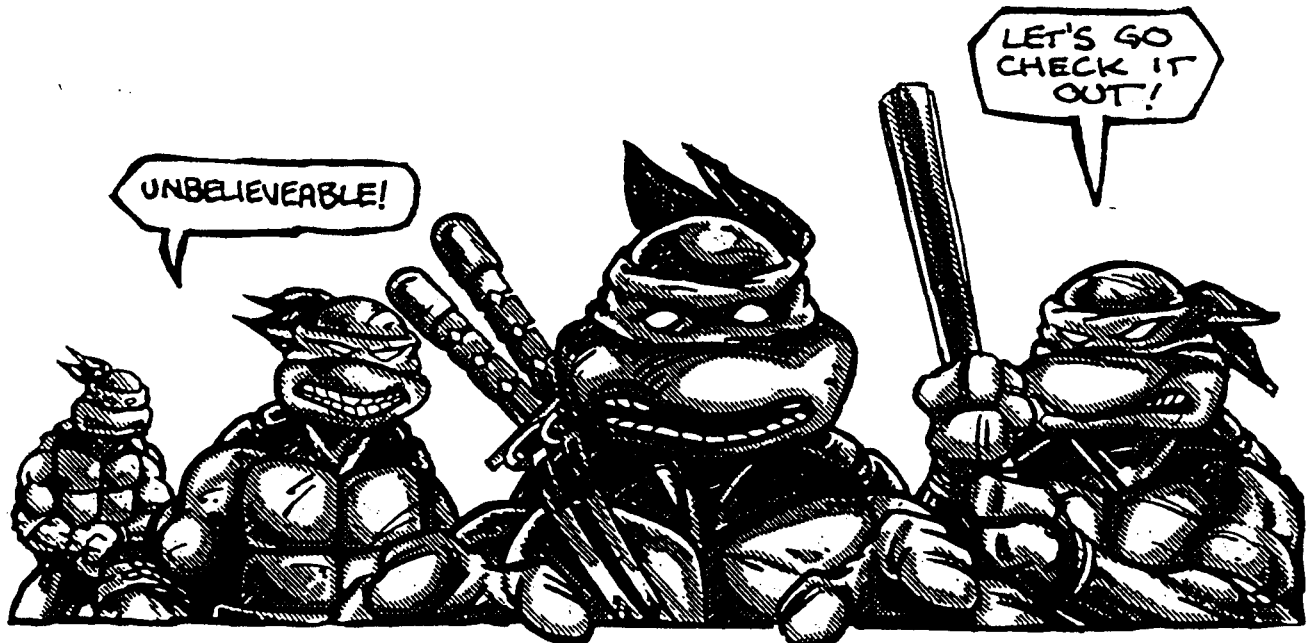


Compatible with Heroes Unlimited®

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The adventures presented in this book are designed specifically with the Ninja Turtles in mind. However, they are written to allow maximum flexibility. This means that players may run through these adventures as the Teenage Mutant Ninja Turtles or as some other mutant animals or as superheroes straight out of Heroes Unlimited. The choice is yours. Enjoy.

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THE DOOMSDAY BEARS

Note: Depending on the skills and abilities of the player characters this adventure can range from Moderate to Difficult. It largely depends on whether or not the player characters have psionic powers among their number. Even with psionics the players will have a rough time. Groups with no psionics may experience the challenge of their lives against the frenzied Terror Bears.

MEDIA REPORTS:

Read the following to the players:

"The first hints of a national crisis started in the back of the newspaper with various accounts of National Guard, Air Force and Army 'maneuvers' out in the great plains. This was news of the 'page 57 filler,' 'ignore it and it'll go away' type.

"Over the next few days the reports eventually crept toward the front page and simultaneously capturing the attention of TV and radio broadcasters. Things were definitely heating up into a hot media event.

"All-and-all-out war was next. Not between the alleged terrorists and the government, but between this inquisitive media and a recalcitrant government. The officials involved, from the local police and politicians, all the way up to the White House and the Pentagon, would give out little more than "NO Comment" for the first 3 days. Then they started issuing orders to prepare for evacuation of a variety of cities all across the country. More and more officials began talking about avoiding "panic."

"The whole thing runs right through the roof when a junior photographer witnessed the President arguing with a hysterical Ambassador to the Soviet Union. Those pictures, and the one of the Ambassador sulking back to the embassy, created a real stir.

"Eventually the full story came out. That an unknown terrorist group has seized control of one of America's strategic missile command centers. Some newspapers and magazines, notably those whose largest sales are in supermarkets, will report that there are no terrorists, that "Aliens from outer space, possibly Mars, a distant galaxy or a parallel universe" have taken over all the computers in the U.S. military machine and are threatening to exterminate humanity.

"It's obvious now that the situation is critical. Enough time has passed for the government to have conducted any number of attacks, infiltrations and assaults on the missile command center. Clearly these 'terrorists' are a superior force or perhaps even unnatural. Whatever the case, they have held the missile command center in their control for days. The government is apparently helpless. Perhaps the only solution lies in the talents and spirits of you, creatures with your 'special' abilities, the mutant animals."

INSIDE INFORMATION:

The real scoop is that the entire military-industrial complex of the U.S. is in an uproar. A strategic ballistic complex has been seized by beings with incomprehensible powers. This information is available to anyone with any inside government, crime or large corporation sources.

Anyone who's educated in the military sciences or who has good military sources will know that the base in question is a Minuteman II missile base. It comes with 10 Minuteman II missiles, each equipped with 3

Mark 12A MIRVs, each being a .335 Megaton H-Bomb. In other words, the terrorists have the ability to nuke up to 30 targets. The long siege and delay is probably due to the pre-programmed security interlocks. These are special electronic devices that lock out the launch systems until proper authority codes have been transmitted from the President and through the local command center. Disabling those interlocks could easily take a week or more.

One of the most important pieces of inside information will be available only to those players who are actively working with government agencies. That would be the plans and lay-out of the missile base. This is so secret that only characters with the highest security clearance are entrusted with it.

GAME MASTER INFORMATION:

Terror Bears amid the bombs

The officers of the U.S. military are feeling incredible frustration. All of the monitors inside the missile complex are working perfectly. They get clear images from a number of cameras that show the inside of the doomsday room, the control center for setting off nuclear missiles. In the background are monitor screens showing missiles steaming and ready for take-off in the silos. Shaken technicians sit rigid or tremble or work feverishly at disabling all the interlock security systems. And dead or dying bodies lie scattered on the floor in pools of their own drying blood.

Meanwhile the Terror Bears are running rampant.

All this time, the government is well aware of what's taking place inside the base but they don't hear a word of what the Terror Bears are planning. Sure their security devices are still operating; they receive a clear picture and excellent sound. The trouble is that the Terror Bears communicate with Telepathic Transmission and that kind of communication doesn't get picked up by microphones.

What is obvious is that the Terror Bears are completely controlling, and even mentally torturing, all the personnel on the missile base.

The Terror Bears have also frightened the military because they have the uncanny ability to always know when they are being attacked or infiltrated (**Nightmare Bear's Sixth Sense**). This has led to seven failed missions involving regular troops, commandos, anti-terrorist squads and secret service agents. Each unit was either slaughtered outright or mentally possessed. Eventually the military figured out that the more guys they sent in the larger the force that the Terror Bears ended up controlling.

The government quickly realized that psionics may be the root of the bears powers and of their troubles. They tried fighting fire with fire by sending in a team of psionic specialists. Unfortunately **Fear Bear's Detect Psionics** went off like a beacon. At that point the Terror Bears focused their attention on the six human psionics. Two were seized with the Bear's psionics, the others were shot by the controlled guards. Two wounded psychics escaped, three ended up dead and the third is now hopelessly insane.

The military has come up with one last ditch solution to the crisis. Only the success of the mutant animal player characters will prevent it from being implemented.

So what happens if the player characters fail?

The government will take the one final, necessary, step to avoid the Terror Bears launching nuclear missiles on up to 30 Soviet Union targets. They'll hit the missile complex with another nuclear missile. Costly but acceptable if it means avoiding global nuclear bombardment.

Due to the 'hardened' defenses of the missile silos and the control center (they're supposed to withstand near hits from smaller nukes), it will be necessary



to use a full scale Hydrogen bomb, the 9 Megaton war-head mounted on a Titan II. Something on the order of 9 Megatons is equal to 9,000,000 Tons of TNT, or 450 times the size of the bomb used at Hiroshima. A hefty chunk of America's heartland will be turned into radioactive slag. And the fallout will have regional and global effects.

In other words, if your campaign needs an excuse to start using the material from After the Bomb this could be it!

Even if the Terror Bears are thwarted by other mutant animals the incident will have the effect of creating considerable anti-mutant animal sentiment among political and civilian factions.

It's a good idea to locate the troubled missile base somewhere within reasonable travel distance to the player characters' base of operations. The game master should set things up so that the characters have at least five hours between their arrival at the base and the projected nuke attack. Here are some possible sites:

Davis Monthan Air Force Base, Arizona. Suitable for players based in California or anywhere in the Southwest.

Malstrom ICBM Missile Field, Montana. This is actually the largest concentration of bases in the U.S. Suitable for players based in Seattle or anywhere in the Northwest and recommended for any players who have the resources for long distance travel.

Little Rock Air Force Base, Arkansas. Suitable for players based in Texas or anywhere in the South.

Whiteman Air Force Base, Missouri. A bit of a drive but still suitable for players based anywhere in the Midwest.

Griffiss Air Force Base, New York. Actually there is no documented ICBM base here, but it's suitable for any players based in New York City or anywhere in the Northeast.

ENCOUNTERS

Penetrating the Perimeter:

Getting by the massed troops in the early stages of the siege is just about impossible, but by the time the player characters show up it'll be easy in the confusion of a general evacuation. Only 250 Special Forces troops will be standing by. They will be arranged in small groups, each at least 3 miles from the missile command center. Further back, at 6 miles distance are a dozen helicopter landing patches where the final evacuation choppers are waiting quietly. If the player characters approach from due north they'll come across the oversized van that serves as the command post for all the troops.

Ideally, the player characters will attack just after full nightfall. They will have to move fairly close to several units of soldiers. Any characters with Prowl will be able to move without being detected, others will have to Save versus their P.P.

The weather will consist of a light drizzle with visibility a scant 40 feet. Since the rain is new the ground will not be particularly wet.

Read the following conversation overheard by one or more of the player characters: "Well, I hear that in a couple hours they gonna drop them thermonukes - maybe 5-10 megatons - right on top o' them terrorist suckers. Boom! That'll teach 'em! Heh! Heh!"

The Countdown Begins

Once the characters have made it past the outer perimeter, the game master should start paying attention to the countdown schedule. From the perimeter the characters now have 5 hours before the H-Bomb is launched. Just to make things simple, arrange for

the characters to enter the main missile base compound at exactly 7:00 P.M. Then the bomb can be launched at exactly Midnight.

This timetable is useful to the players in one special way. Since the threat of being bombed is so overwhelming it literally swamps out Nightmare Bear's Sixth Sense. So he won't be able to detect the mutant animals.

One other time factor, at exactly 11:30 P.M. the last of the local troops will be airlifted away.

The Missile Launch Complex

Above ground the missile complex has been disguised to look like a bunch of run-down farm buildings at the end of a dirt road. One building, the one that looks like a fairly new pighouse, is surrounded by a chain-link fence. Although there are bodies scattered all around the area, the carnage definitely gets greater as one nears this "pig house."

Outside are three of the mind manipulated guards. They have their weapons trained on the open gate in the chain-link fence. If they hear any noise at any other point along the fence they will immediately fire in that direction (-10 to Strike). Another two guards are inside the building. They will also fire at any intruders. One advantage to all these guards is that they are suffering from some sensory deprivation; they will tend not to notice noises, smells or sights and will move relatively slowly.

The Blast Door

In the middle of the pighouse (it's just one big open room) there is the electronically controlled blast door. The door is made of reinforced concrete and is designed as protection against nuclear attack. In other words, it's not going to be opened by any conventional means.

Incidentally, characters with digging or tunneling will have a hard time trying to penetrate this underground complex. It has 4 feet of hardened concrete on all sides.

That leaves trickery and deception as the main methods for gaining access. If the player characters can remain concealed they will find that the blast door is opened every half hour or so. At this time one of the Terror Bears will come outside to take a look around. Of course, a character with telemechanics can psionically open the door at anytime, but may (40% chance) alert the Terror Bears.

Underground Complex

In order to get to the main control room the characters will have to get past the final defense corridor which is guarded by the final four mind-controlled soldiers. After that, only the Terror Bears themselves stand in the way of the characters getting to the Main Control Room.

The Adventure Climax

This can only take one of two forms. In the First Case it can consist of the Terror Bears scrambling to key in the launch signals while the players attempt to stop them. If defeat seems imminent the bears will try to escape. Whether chased off or captured, the crisis is averted. The Second Possibility is that the characters, upon defeating the Terror Bears, will still have to negotiate with the generals to stop the bombing of the now safe missile complex. Obviously mutated animals will have a particularly difficult time convincing the authorities that they are NOT in cahoots with the Terror Bears.

NPC Characters

The Terror Bears are somewhat changed from their profiles in TMNT. Minor changes in attributes, hit points and disposition are listed below. The main changes are in their psionic powers, powers that have continued to mature and are now even more powerful.

PAIN BEAR

Real Name: Bertie

Alignment: Miscreant

Attributes: I.Q. 9, M.E. 24, M.A. 11, P.S. 21, P.P. 14, P.E. 14, P.B. 10, Spd. 7

Age: 15 Sex: Male Hit Points: 25 S.D.C.: 65

Disposition: If anything, Bertie is even more mean and bad-tempered than he was before.

Human Features: Hands - Partial
Biped - Partial
Speech - None
Looks - None

Psionics: Telepathic Transmission
Animal Speech - Bears Only
Bio-Manipulation; Pain
Mind Trap

Improvement: Pain Bear has learned how to combine his Mind Trap with his Bio-Manipulation; Pain. The result is that his victims have a -5 to Save against the mind trap illusion, because the pain involved in the experience is real, not imaginary.

FEAR BEAR

Real Name: Archie

Alignment: Diabolic

Attributes: I.Q. 10, M.E. 21, M.A. 8, P.S. 16, P.P. 8, P.E. 14, P.B. 10, Spd. 14

Age: 15 Sex: Male Hit Points: 29 S.D.C.: 65

Disposition: Fear Bear is becoming more withdrawn than ever.

Human Features: Hands - Partial
Biped - Partial
Speech - None
Looks - None

Psionics: Telepathic Transmission
Detect Psionics
See Aura
Mind Trap

Improvements: Fear Bear's Mind Trap has become more powerful lately. Once a victim is trapped Fear Bear can turn off his Mind Trap and there is a 25% chance that the victim will remain in the fantasy for 1 to 4 months (10% chance it is permanent).

DOOM BEAR

Real Name: Sammy

Alignment: Anarchist

Attributes: I.Q. 14, M.E. 28, M.A. 11, P.S. 16, P.P. 10, P.E. 21, P.B. 12, Spd. 5

Age: 15 Sex: Male Hit Points: 25 S.D.C.: 65

Disposition: Sammy is undergoing a real personality change; instead of being afraid of the nuclear holocaust he's starting to believe that it is his "destiny" to speed it along.

Human Features: Hands - Partial
Biped - Partial
Speech - None
Looks - None

Psionics: Telepathic Transmission
Animal Control - Bears Only
Hypnotic Suggestion
Mind Trap

Improvements: Doom Bear's Mind Trap ability has developed a frightening new side-effect; part of the damage that characters suffer in the psionic

fantasy will do actual physical harm to the victim! For every 8 points of damage taken in the fantasy there will be one actual point of Hit Point damage.

NIGHTMARE BEAR

Real Name: Buzzy

Alignment: Aberrant

Attributes: I.Q. 9, M.E. 27, M.A. 13, P.S. 16, P.P. 17, P.E. 21, P.B. 11, Spd. 12

Age: 15 Sex: Male Hit Points: 36 S.D.C.: 65

Disposition: Buzzy is still the leader of the group, but he's managed to learn to take charge with a little more tact.

Human Features: Hands - Partial
Biped - Partial
Speech - None
Looks - None

Psionics: Telepathic Transmission
Sixth Sense
Mind Block
Mind Trap

Improvements: Nightmare Bear has learned how to Mind Trap more than one victim at a time. This is only useful against 6 or less non-psionic types with an M.E. of 10 or less. Psionics and those with M.E.s above 10 must be attacked individually.

Special Note: The Terror Bears are now available as lead miniatures from Dark Horse Inc. Doctor Feral and others will also be made available soon! (if not already).

AVERAGE TECHNICIAN

Eight technicians remain alive in the complex. They are all members of the armed forces and trained in basic military skills. Three of them are badly wounded and all of them are thoroughly mind trapped and shaken by the Terror Bears. Two of the healthier ones are under continuous control and are working at disabling the safety interlocks.

Hit Points: Average of 15 S.D.C.: Average of 20

Disposition: Hysterical and paralyzed.

Occupation: All of them are Air Force technicians with electronics, computer and mechanical skills.

AVERAGE SOLDIER

Nine heavily armed guards remain on patrol in and around the control center. They are all wounded to some extent and all of them are suffering from delusions. The Terror Bears have warped their minds so that they will see any intruders as "demons" and will immediately attack.

Hit Points: Average of 24 S.D.C.: Average of 30

Disposition: Paranoid, jumpy and defensive.

Occupation: All are professional soldiers.

Weapon Proficiencies: Assault Rifle, 4th level Expert.
Automatic Pistol, 2nd level

Physical Skills/Training: Hand-to-Hand, Basic, 4th level

Combat Skills:

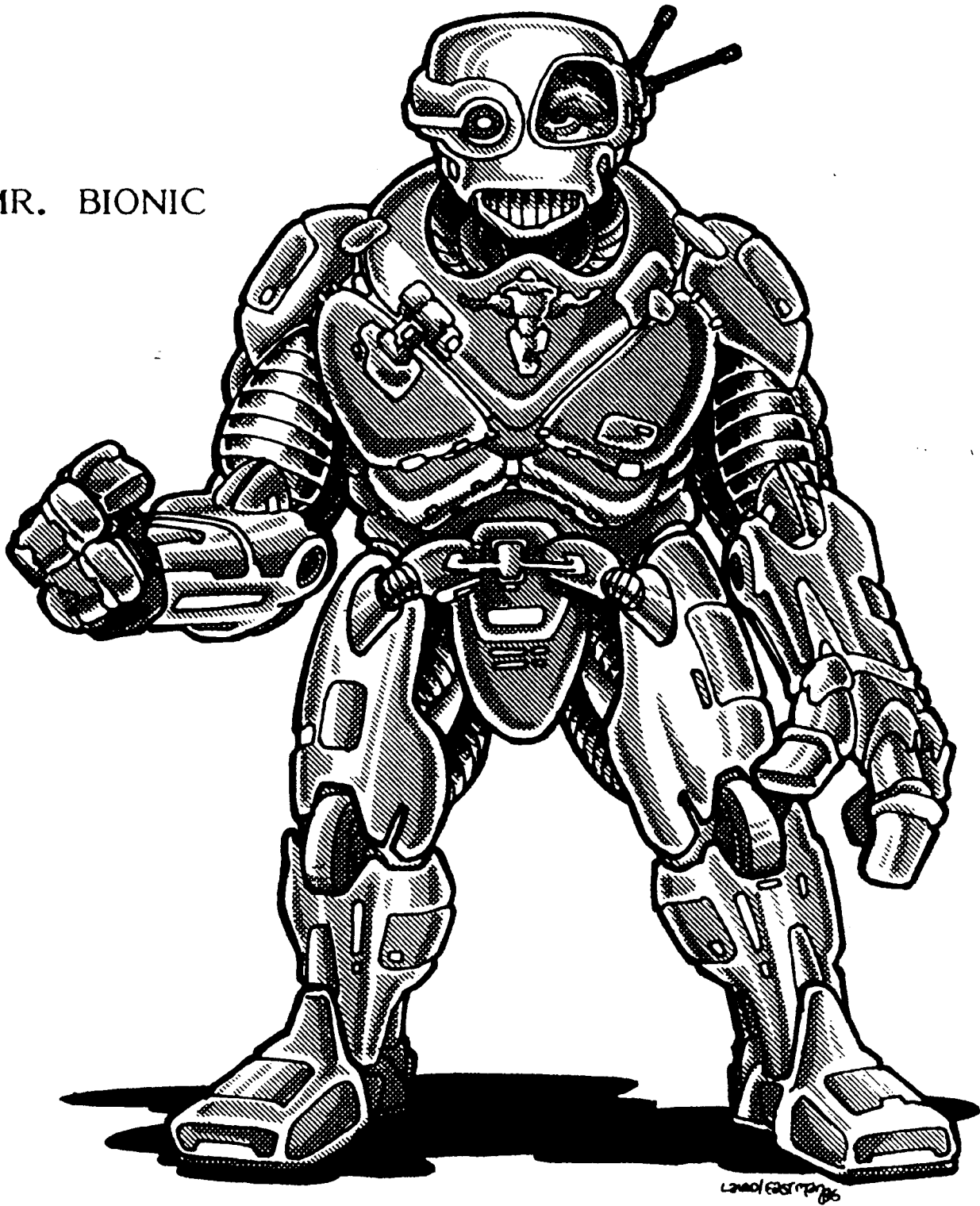
Attacks Per Melee: 2

+2 to strike/parry/dodge/damage; +2 to roll with punch or fall.

Special Weapons: M-16 Assault Rifles
.45 Automatic Pistols

Note: Currently all the soldiers are severely affected by the Terror Bears' mental control. Because of that they have a -6 Penalty to hit and there is a 25% chance that they will shoot with empty or jammed weapons.

MR. BIONIC



Note: This is an Easy adventure suitable for beginners or good for providing an experienced group with some fun, rough and tumble combat. It's suggested as a good way to relax between some of the more deadly missions.

MEDIA REPORTS

The following media reports, either newspaper, radio or television, will come to the attention of the player characters:

June 16: "Police and federal officials are investigating the mysterious break-in at the local offices of the Central Intelligence Agency (CIA). Authorities are actively seeking information from anyone

who might have witnessed the crime. John Thompson a janitor in the building, reported seeing a man in some sort of metallic armor sometime around midnight."

Assuming that the player characters don't try staking out various government offices and buildings, they'll see the following article the next day:

June 17: "In two separate incidents last night a man dressed in futuristic armor has engaged in break-ins at local offices of federal government agencies. Both the Army Corps of Engineers and the Office of the U.S. Postal Inspection Service

were hit in a bizarre series of crimes. Sources close to the chief of police indicate that authorities are mystified and that no one has found anything missing from any of the offices."

By this point there's a good chance that the characters have attempted to do something about the developing situation. However, word on the street or criminal informers will be just as mystified as the police. They will still see the following in the next day's media:

June 18: "A fierce gun battle erupted near the main entrance to the city's main Internal Revenue Service building last night. FBI Agents, State Police and Local City Police took positions around the building shortly after the mysterious armored figure was seen entering the building. According to an official statement, the suspect exited the building at approximately 2:16 A.M. and escaped. Witnesses who were near the scene described the gunfire as "like a small war." Another source estimates that up to 400 rounds of ammunition may have been fired at the fleeing suspect."

Witnesses to the above incident will find it obvious that many bullets hit the fleeing figure . . . and merely bounced off!

INSIDE INFORMATION:

Characters with police or federal agent contacts will discover that the authorities are baffled as to the identity of the armored intruder. They also confirm that nothing has been discovered missing or disturbed, apparently the mystery man would just break into the office and wait there for twenty minutes . . . and then leave! These sources would also report that an anonymous caller has warned of each of the break-ins about an hour before they took place.

GAME MASTER INFORMATION:

The story of Mr. Bionic starts with a meeting between a slightly mad scientist, Borden Willis, and a pair of unethical "financial consultants," Florence Jablonski and Jack Taylor. Borden was looking for research money and Florence was looking for an authentic-looking loony. It was a match made in heaven and the Institute for Technological Automata Knowledge (INTAK) was launched.

The problem was a matter of perception. Florence and Jack were convinced that Borden was nuts, that none of his schemes would work and that he would fail to produce anything of any value whatsoever. It also helped that he was willing to sign any papers stuck under his nose (without going to the bother of reading any of them) and left all the accounting to his partners. Finally, he had impressive credentials and talked about things that nobody could understand.

Borden, for his part, sincerely believed that his partners were putting up the money for the results of his research.

Here's how the plan was supposed to work. The company was supposed to be worth \$2 million. All the investors would be required to put up \$200,000 and would receive 10% of the company in return. Jack and Florence, with their sophisticated looks and connections, proceeded to arrange for over 300 investors. In other words, they collected \$60,000,000 and sold 3000% of the company. Eventually, Borden would waste \$2,000,000 and fail miserably with his experiments. Then Jack and Florence could walk away wealthy and leave Borden with all the financial responsibility.

They made one miscalculation. Borden didn't fail!

When Borden was deep in depression, facing financial and professional ruin, he fell off the wagon. In other words, he turned to booze and drugs. At just about that time his nephew Wilbur showed up.

The exact events of the next few days are forever lost. The end result was that Wilbur had been changed into Mr. Bionic and that Borden had finally succeeded with his research.

This was very bad news for Florence and Jack.

Dr. Borden's success with "Mr. Bionic" threatened their whole plan. They couldn't just walk away with their collected millions unless they wanted to risk prosecution. The investors would all be perfectly happy if the company failed, then they could write off the investment and save money on their taxes. A successful company would be a whole different ball game. In that case they'd have to reveal their exact finances. Of course they could just fly off out of the country, but these are real "yuppie" villains, they'd rather spend their money in the U.S.

So the plans changed. Instead of showing Borden as a failure they needed to paint him as an evil mad scientist. All they had to do was frame Wilbur as a thief and a spy.

The first step was to lock up Borden in a closet. Then Florence turned on the charm. She fed Wilbur a story about how Borden had been captured by evil enemy agents, about how his uncle was in deadly danger (sniffle, boo hoo), and how only Wilbur, Mr. Bionic, our hero, could save him. Wilbur, veteran of a thousand daytime soap opera plots, fell for this like a ton of bricks.

Finally, Florence started sending Mr. Bionic out to "meet" with "important agents." She would look up a federal agency office in the phone book and send him off, being sure to tip off the police about the upcoming "break-in." His escapes were worrisome, but she figured he'd have to get caught eventually.

When Wilbur finally reports his first encounter with the mutant animals (or superheroes) Florence will see this as their golden opportunity. After all, Wilbur is so dumb that he's bound to be beaten by Ninja animals or superbeings. In any case she will encourage him to follow the player characters, to fight with them, and she'll just keep on encouraging him until he gets himself killed or captured. She will especially entice him into believing that the mutant animals/heroes are really "evil aliens from outer space bent on torturing Uncle Borden for his knowledge so they can enslave the human race." Wilbur will accept this hook, line and sinker.

The problem of sorting all this out should eventually fall in the laps of the player characters. Bear in mind that Wilbur is incredibly stubborn. He will NEVER believe that Florence lied to him or that anything she told him is not the absolute truth.

Incidentally, because Wilbur is such a nice guy, it may turn out that the player characters will invite him to join their group after everything is all over. Wilbur would instantly and enthusiastically agree. Unfortunately that would be a major blunder. Wilbur is a terrible crime fighter, clumsy, not-too-bright, and extremely gullible. Within days of his joining up, the group will have just incredible trouble on their hands.

ENCOUNTERS:

After raiding the four offices listed in the media reports above, Wilbur will be instructed to check out the following:

1. The Bureau of Alcohol, Tobacco and Fire Arms.
2. The Federal Bureau of Investigation.
3. The Department of Defense Office of Investigation.
4. The Commerce Department Interstate Trade Administration.
5. Federal Protection and Safety Division.
6. General Services and
7. The Nuclear Regulatory Commission.

He'll keep making raids on government offices until he finally comes in contact with the mutant animal heroes or superheroes. His first encounter will be fairly short, he will just be confused and will attempt to escape.

Of course Wilbur will report the encounter to Florence. She will then instruct Wilbur to seek out the player characters and "follow those space aliens to their lair and save your poor, dear uncle." She'll also recommend the tactic of placing advertisements in the classified section of the daily newspaper so they can arrange for further encounters. Any player character who reads the newspaper will automatically see the ads. If none of the mutant animals read then the game master should arrange for an NPC to point the item out.

TYPICAL ADS:

Dear Mutant Animal Scum: It's time for your filthy Un-American kind to vacate the land of the free. You name the place. Sincerely: Mr. Bionic.

Dear Mutant Animal Scum: I'm gonna give you terrorist traitors one last chance to defend yourself against good old American righteousness. Meet me at the corner of 18th and the River at Midnight. Sincerely: Mr. Bionic.

Dear Mutant Animal Scum: From now on you'll find my ad under, "Exterminators and Pest Control." Sincerely: Mr. Bionic.

Dear Mutant Animal Scum: Your final destiny has finally arrived. It's gonna be at Columbus Avenue Park at Midnight tomorrow. Make your peace, say your prayers and get your will ready. Sincerely: Mr. Bionic.

Note: If the player characters are human superheroes the ad will open with: Dear Vile Alien Invaders; or something equally descriptive.

IMPORTANT CLUE:

On several of Mr. Bionic's metallic appendages there is imprinted "INTAK" in clear capital letters. This is a great clue, but not immediately obvious. The players should make a deliberate attempt to examine Mr. Bionic for any identifying marks.

Once the players get the name the next step is for them to try to figure out what it means. The company is not listed or recognized by that name. However a little digging (i.e., research) could turn up something. If the players ever try to figure out whether it could be an abbreviation then a careful search of the phone book will reveal the actual name of the company. Another possibility is to ask any Stock Broker or Financial Analyst; INTAK is the abbreviation used for the company in its stock dealings.

NPC Characters

MR. BIONIC

Real Name: Wilbur Weltz

Alignment: Principled

Attributes: I.Q. 5, M.E. 6, M.A. 10, P.S. 8, P.P. 7, P.E. 7, P.B. 4, Spd. 5

Age: 22 Sex: Male Size Level: 7 Weight: 98

Height: 5'9" Hit Points: 11 S.D.C.: 3

Disposition: Flaky, sensitive, immature.

Powers: Extensive Bionic Modification

Psionics: None

Level of Experience: 1st

Level of Education: High School Graduate

Scholastic Bonus: None

Occupation: Former newspaper carrier

Scholastic Skills:

Automobile Mechanics, 15%

Pilot Automobile, 75%

Natural Weapons: None

Weapons Proficiencies: None

Physical Skills/Training: None

Espionage Skills/Special Training: None

Secondary Skills:

Imitate Voices, 5%

Popular Culture - Daytime Television, 88%

Combat Skills (without Bionic Assistance)

Attacks Per Melee: 1 (2 as Mr. Bionic; see Bionic Supp.'s) -4 to strike, no parry, no bonus to dodge, -2 to damage.

Other Abilities: None

Personal Profile: Wilbur is one of the world's great losers, a nerd of the first water. He barely made it through high school and had settled into a lifetime career of delivering newspapers and living with his elderly mother. He's basically a good person who just never amounted to much of anything.

The bionic modifications were actually his idea (guess what Wilbur's favorite TV show is?). While Uncle Borden was smashed on some combination of alcohol and drugs Wilbur suggested himself as the guinea pig. Now Uncle Borden is feeling guilty, but Wilbur is in love with his new body.

If this Wilbur had any kind of combat skills he'd be a real threat. As it is he relies strictly on his outrageous bionic supplements. His combat strategies are straightforward, Saturday morning cartoon style. He will occasionally attempt outrageously dumb and impossible things, with the usual result of major damage to buildings and machinery.

Wilbur has lately fallen in love with Florence. She is not only the most beautiful woman he's ever laid eyes on, but she seems interested in him as well. Poor Wilbur figures that it's his new bionics that make him so attractive. Wilbur was never very observant in the best of times, this infatuation has made him into a glib fool who believes everything that Florence tells him.

Criminal Record: None

Bionic Supplements

The bionics cannot be removed without endangering Wilbur's life. Here are his bonus abilities:

Damage: Due to his current weight, 1233 pounds, he does a minimum of 2D6 damage with every punch. Even more destructive is his bash or body block, which does 4D6 damage. Finally, should Wilbur trip or crash into anything he'll do 6D6 damage.

Strength: Reinforced Exoskeleton, along with bionic arms, hands, legs and feet gives him a P.S. of 30.

Speed: Accelerated to 172 (Works out to about 2 miles per minute or 120mph)

Right Eye: Nightsight (range of 600 feet at night) and Telescopic (He can read the print on a newspaper at a range of 1200 feet); Ears: Amplified Hearing; Wide Band Radio.

Special Communications Equipment: Combination Audio/Visual receiver allows Wilbur to watch (and listen) to up to 12 local television stations simultaneously. He can also pick up and decode satellite transmissions so long as he remains stationary.

Computer control and built-in high density memory allow him to also record up to 1200 hours of programming for future viewing. Even though all this visual and sound entertainment is available through his bionic sensors, he can't really understand more than one program at a time.

Wilbur can also tap into any telephone line within 50 feet. A built-in dialing device and "black box" decoder allows him to make calls from any point to any other telephone undetected by the phone company. He can also monitor calls (for example, he can stand under telephone trunk lines and listen in to any conversation currently on the line), interrupt calls and even disconnect calls.

His built-in computer and modem also allows him to do extensive computer "hacking." This ability is something he'll never use because he hasn't been able to figure out how to do it.

Body Armor: This advanced alloy metal is built to interface directly with the rest of Wilbur's bionic systems. The armor covers his entire body, even his left eye is protected by a clear plastic armor with the same characteristics. It can't be removed any more than any of the rest of it. The result is an A.R.: 18 and S.D.C. 1800.

Weapons:

Electrical Charge (Stun): Used primarily as a defensive system. When activated it will affect anyone in physical contact with Wilbur. Victims must roll under their P.E. to save versus the effects (those with P.E. of 20 or better will just be too tough to be affected). Anyone failing their saving throw will be dazed (-12 to strike/parry/dodge) for 6 melee rounds.

Chemical Excretion (Stink): This is Butylmercaptan, the exact formula used by a skunk. It simply smells so bad that characters will have to roll over 75% on percentile (P.E. percentile bonus can be added in) to approach within 15 feet of Wilbur. Characters with Advanced Smell/Heightened Senses will be completely unable to approach and will want to quickly move back 200 feet or so. The effect lasts for about 6 hours or until washed off (a fire hose, a heavy rain or a dunk in a pool will get rid of one application). Wilbur can use 6 applications before needing to recharge. **Note:** Mutant Skunks are NOT affected by this weapon.

Chemical Spray: On his right forearm Wilbur has 4 charges of CO2 foam, useful for putting out fires and distracting opponents.

Sticky Goo: Remember the tar baby from the old B'rer Rabbit stories? Well, imagine getting hit with one! Through an ejector in his left forearm Wilbur can fire up to 16 balls of tar-like sticky stuff. Once someone is hit with this stuff they'll discover that pulling it off is useless, it just keeps sticking to hands, feet, clothing, etc. . . . It will also stick to cement, cars, telephone poles, other characters and anything else someone might use to try to scrape it off.

Every melee round after being hit with the goo a victim will have to Save versus Entanglement. This is a roll on percentile dice under the victim's P.P. Failing the save means that the character is completely immobile until they can break free or until the elasticity is neutralized. Characters with a P.S. of 24 or better can break free within 6 melee rounds of concentrated effort.

The goo will stick to anything and keeps its elasticity for about 2 hours. It is waterproof (although it can be neutralized with kerosene, gasoline and other chemical solvents) and it can't be cleaned off, it just has to wear off. Incidentally, characters with hair or fur will find it particularly annoying since it takes several weeks to get rid of it - most characters will find it necessary to shave all the hair or fur in the gummed up area.

Combat Skills (with Bionic Assistance)

Attacks Per Melee: 2

No bonus to strike/parry, +9 bonus to dodge (Special: Every time Wilbur attempts to dodge there is a 50% chance that he will trip or run into something, usually causing damage to streets, walls, etc.), +15 to damage (does NOT apply to Wilbur's body block or accidents, only punches, kicks and squeezes).

DR. BORDEN WILLIS

Real Name: Borden Frank Willis

Alignment: Unprincipled

Attributes: I.Q. 15/36 (see Personal Profile), M.E. 13, M.A. 12, P.S. 8, P.P. 9/23 (see below), P.E. 8, P.B. 8, Spd. 6

Age: 43 **Sex:** Male **Size Level:** 10 **Weight:** 207

Height: 6' **Hit Points:** 16 **S.D.C.:** 17

Disposition: Eccentric (see below), non-violent pacifist.

Level of Experience: 11th level Mad Scientist.

Level of Education: Post-Graduate

Occupation: Experimental Research Scientist

Scholastic Skills:

Electrical, Chemical & Mechanical Engineering, 99%

Computer Programming & Design, 97%

Pharmaceutical Chemistry, 99%

Bionic Technology, 99%

Mathematics 40% (one of the reasons his inventions turn out so weird is that he always makes critical errors in calculations).

Weapon Proficiencies: None

Physical Skills/Training: None

Secondary Skills:

Automotive Mechanics, 95%

Cooking, 85%

Basic Electronics, 99%

Pilot Automobile, 15% (one of the world's worst drivers).

Speak Foreign Language, Spanish, 45%

Speak Foreign Language, Japanese, 22%

Combat Skills: None

Personal Profile: Willis is one screwed up guy. He's got a split personality that's one half left-over sixties hippie, mellow and relaxed, and another half that's a mad genius. Every time he gets drunk or into drugs the genius in him really comes out in strange ways. Regardless of which personality is in control, Borden is always a pacifist totally opposed to creating any kind of serious weapon.

Criminal Record: Has a record of 16 minor drug possession charges (all dismissed), 183 traffic violations (his license has been revoked since 1969 but he keeps on driving), and 12 arrests during various protest demonstrations. The phone company has also charged him twice with improper use of telephone lines and equipment, each time it's been settled out of court.

BEN TAYLOR

Real Name: Benjamin Ulysses Taylor, Junior

Alignment: Miscreant

Attributes: I.Q. 11, M.E. 10, M.A. 10, P.S. 5, P.P. 9, P.E. 12, P.B. 17, Spd. 9

Age: 37 **Sex:** Male **Size Level:** 11 **Weight:** 220

Height: 6'4" **Hit Points:** 13 **S.D.C.:** 11

Disposition: Quiet, self-confident and very smooth.

Level of Experience: 3rd level

Level of Education: College Graduate

Occupation: Investment Advisor, former Stock Broker

Scholastic Skills:

Business, 30%

Weapons Proficiencies:

W.P. Automatic Pistol, 4th level, expert

Physical Skills/Training:

Former College Football Player

Secondary Skills:

Men's Fashions, 85% - He basically knows how to dress well.

Pilot Automobile, 95%

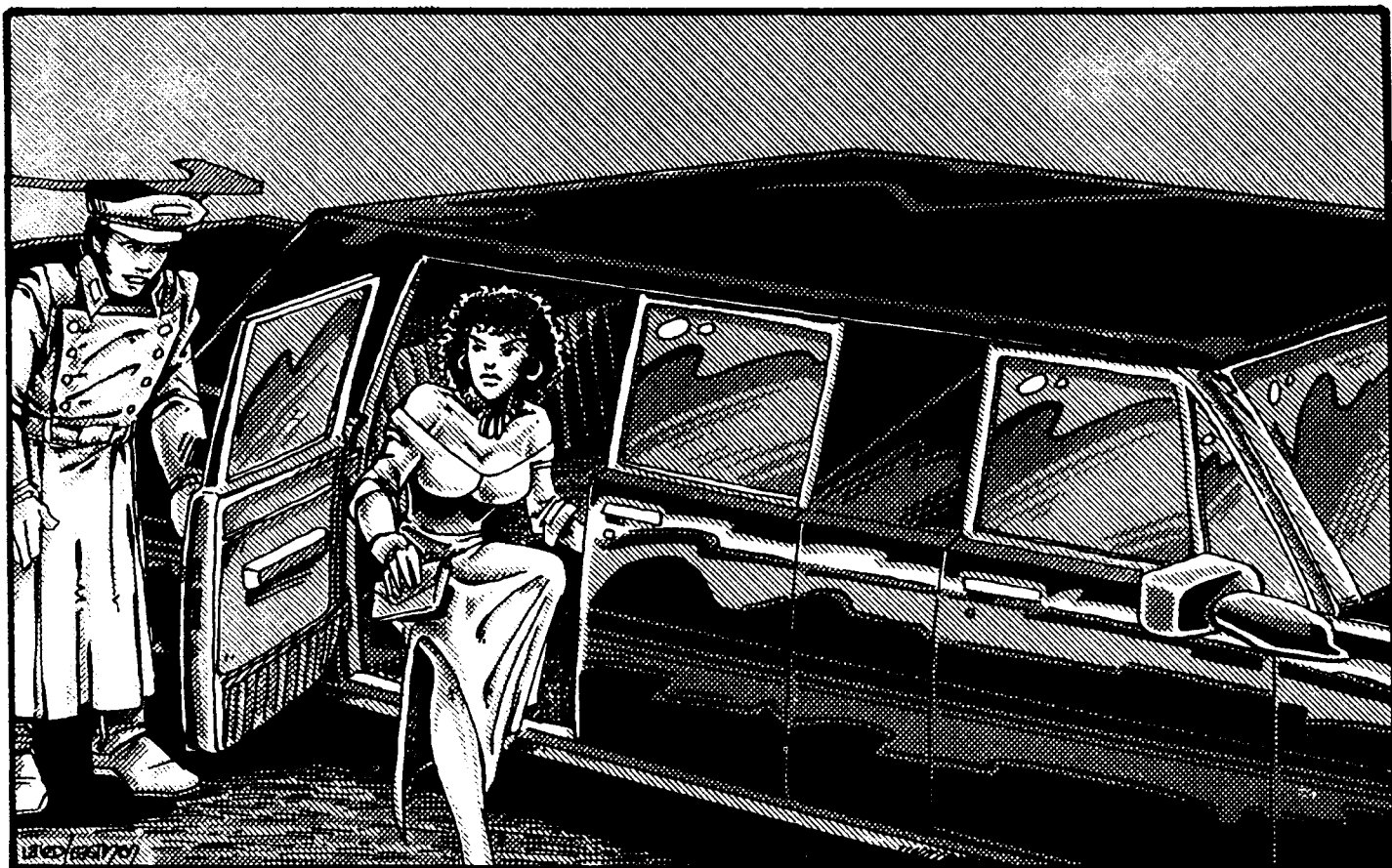
Pilot Motor Boat, 85%

Combat Skills:

Attacks Per Melee: 2

+1 bonus to strike/parry/dodge.

Personal Profile: A prep school, ivy league product, Ben LOOKS like an upper class snob. This is part of



his technique for separating people from their money in various fraudulent investment schemes. He is incredibly lazy intellectually (although he cares too much about his appearance to be lazy physically) and depends on his wife to make all the decisions about their life.

Criminal Record: Ben was arrested and tried for a variety of charges relating to financial fraud in a New York court. Lack of solid evidence and a brilliant performance on the witness stand led to the jury finding him innocent. All 6 of his accomplices were found guilty (partially based on Ben's testimony) and sentenced for from 10 to 25 years in prison. By the way, Ben is more than a little concerned about what his convicted friends will do to him when they get out on parole.

FLORENCE JABLONSKI

Real Name: Florence Helen Jablonski Taylor

Alignment: Diabolic

Attributes: I.Q. 13, M.E. 11, M.A. 12, P.S. 9, P.P. 13, P.E. 7, P.B. 22, Spd. 17

Age: 30 **Sex:** Female **Size Level:** 8 **Weight:** 118

Height: 5'10" **Hit Points:** 13 **S.D.C.:** 11

Disposition: Pushy, aggressive, willful

Level of Experience: 5th level

Level of Education: College Graduate

Occupation: Financial Planner and Estate Executive

Scholastic Skills:

Business, 87%

Advertising, 75%

Accounting, 98% (especially the more "creative" kind).

Law, 45%

Computer Programming, 65%

Weapon Proficiencies: None

Physical Skills/Training:

Running

Dance, 60%

Espionage Skills/Special Training:

Forgery, 85%

Surveillance Systems, 90%

Secondary Skills:

Disguise, 78%

Basic Electronics, 50%

Pilot Automobile, 98%

Speak Foreign Language: French, 85%

Combat Skills: None

Personal Profile: Florence's entire goal in life is money. She will do anything; cheat, lie, steal or kill to become wealthy. Already she's made several million dollars. Only to lose it time after time with extravagant spending and foolish gambling. She deals with everyone around her, especially her husband Ben, as gullible fools to be used.

Criminal Record: None, although she has testified in several embezzling cases where she could have been suspect.

REVEREND JUDGE

Note: This game has an Easy to Moderate level of difficulty. A game involving more interaction with characters than fighting. Suitable for small groups of experienced players who can play a game without always resorting to violence for every problem.

PLAYER BACKGROUND:

The set-up for this adventure requires that at least one of the characters attend a "666" rock concert. Use an NPC, a free ticket or just casually find out what the characters want to do in their free time. Usually there's at least one fun loving character in every group. For example, in the Teenage Mutant Ninja Turtles, either Raphael or Michelangelo would find it exciting to sneak into a concert hall for some rock 'n roll.

Once the character is in the hall read the following:

"You're having a really good time! The music is great and the crowd is exciting! You think the lead guitarist is really likable, he's got so much energy that it's contagious. The keyboard man isn't very enthusiastic but he seems to be technically perfect. And the drummer is an absolute mad man!

"Yet you keep looking at the vocalist. There's something strange about him . . . he's got a great voice, good sense of timing and seems to be the natural leader of the band. Finally you realize something - he keeps looking directly at you! Every time he looks in your direction he gets this troubled, serious look. Another thing, you're not sure, but you think this guy might be a mutant animal.

"You're still examining him when he suddenly stops singing. Right in the middle of the number, just as he's looking directly at you. The rest of the band is looking confused when the guy suddenly runs off the stage."

From that point on there will be an uproar in the auditorium. By the time the player character gets outside or backstage, Judge will be long gone. The rest of the band will be confused and upset at his sudden disappearance.

INSIDE INFORMATION

Any character interested in the local rock scene will know the names of all the members of "666." It's also fairly easy to find out where they live, where they practice and where they hang out.

GAME MASTER INFORMATION

Basically Paul, the vocalist, is a very troubled young man. He has been taught to hate his animal background as 'sick, perverted and sinful.' His power (see Aura) has helped to make his rock group successful because he can always pick the right song to match the mood of the audience. Using the power always makes him feel guilty.

Also because of his "Sense Aura" he'll be able to tell that someone really strange is out in the audience. It will take a while for him to figure it out, but eventually he'll be horrified to discover another mutant animal. The problem is that Paul will see other animals as "demons" like himself.

Complicating the whole situation is that when Paul is running away from the concert he cuts right past a couple of policemen. He stops when he's ordered to do so, but he's so shook up that he can't really respond to questions. When they decide to bring him in for questioning he snaps again. The immediate result is a couple of cops in the hospital for minor injuries.

The long-term result is that his "father" is notified of the incident.

So, Judge (Paul Epsen), will be wanted by the police, by federal agents who suspect his origins, and (GM's option) by Doc Feral's BIO-SPAWN.

ENCOUNTERS

If the group starts searching for Paul they'll quickly figure out that they're not alone. Police, some kind of secret agents and underworld figures are also looking for the guy. In addition they'll find out about the "666" band's search.

Ideally the group will join forces with the band members. Then they'll find Paul, known in the rock community as Reverend Judge, holed up in an abandoned warehouse in a deserted section of town. That leads to the following sequence:

1. The group will have to work to disarm the highly agitated (and armed!) Judge. This won't be easy since he perceives all mutant animals as "evil."
2. Once they manage to get Judge calmed down the second threat will arrive. The game master has the choice of making this either the police, federal agents, or BIO-SPAWN (or any combination).

Eventually the player characters will have to work with the band members to somehow get Judge back into society. Since the assault on the local police was his first offense (and since the two cops are not happy about admitting that some wimpy-looking kid managed to put both of them in the hospital) they won't even bring it to trial.

Scaring off the federal and BIO-SPAWN agents will require that the mutant animal player characters set up an effective guard on Judge for the first few days after his release.

NPC Characters:

REVEREND JUDGE

A Bear cub, victim of experimental accident.

Real Name: Paul Epsen

Alignment: Aberrant

Attributes: I.Q. 14, M.E. 8, M.A. 11, P.S. 24, P.P. 16, P.E. 19, P.B. 11, Spd. 16

Age: 20 **Sex:** Male **Size Level:** 8 **Weight:** 145lbs

Height: 5'11" **Hit Points:** 20 **S.D.C.:** 67

Disposition: Anxious, intense and self-conscious.

Human Features: Hands - Full
Biped - Full
Speech - Full
Looks - Full

Powers: Advanced Hearing

Psionics: See Aura, Sense Aura

Level of Experience: 2nd level

Level of Education: High School Graduate

Scholastic Bonus: None

Occupation: Rock Singer

Scholastic Skills:

Advertising, 35%
Music, Theory, 88%
Music, Vocal, 94%
Pilot Automobile, 90%

Natural Weapons: None

Weapon Proficiencies:

W.P. Rifle, 2nd level, expert

Physical Skills/Training:

Hand to Hand, Basic, 2nd level
General Athletics
Body Building/Weight Lifting
Prowl, 62%
Wrestling



Secondary Skills:

Escape Artist, 88%
Pilot Motorcycle, 90%
Speak Foreign Language, Spanish, 55%
Basic Wilderness Survival, 90%

Combat Skills:

Attacks Per Melee: 2

+1 to strike, +4 to parry, +5 to dodge, +9 to damage; +5 to roll with punch or fall; +1 to body/block tackle (1D4 damage); pin/incapacitate on 18, 19 or 20.

Personal Profile: Paul was "adopted" by an ultra-religious preacher up in the state of Washington. His upbringing was strict and traumatic . . . not many children could have survived all the "if only you were human", "when are you going to stop behaving like an animal" and "Pray boy! Even if you are a soulless beast I'm going to teach you how to pray!" And through it all he was denied any sign of love or affection.

The result was a young man with deep feelings of guilt, self-hate and frustration. After high school he finally broke with his father. The old man had insisted that he would never be able to control his "animal yearnings" and so he would never be able to leave home. That was the final straw, Paul finally snuck out for the big city.

Paul's love of music made it easy for him to make a living, first by playing on street corners, then in bars, and finally with the "666" - a "post-punk post-jive band." Unfortunately, the greater Paul's success the more disturbed he gets. He's afraid his new-found fame may mean his father or the authorities will track him down. He thinks that using his power to manipulate audiences is evil. And he doesn't understand how a sinner, an animal like himself, can have such good fortune when doing wrong.

Special Weapons: .30-06 Hunting Rifle with high powered scope.

Criminal Record: Paul is listed with the Seattle police as a runaway youth. Because he is an adult now they have no power to arrest or detain him but they will attempt to talk to him about contacting his "parents."

"666"

This is actually a pretty good band. Paul is a creative song-writer and vocalist. The other members of the band are also talented. After Judge disappears they'll get worried and start searching for him. They are all fairly nice guys and care about each other.

STEVE "SHOOTER" CALLAHAN

The band's lead guitarist and Paul's best friend. He knows that Judge had a troubled childhood, but he's never heard about the "mutant bear" stuff. If he found out it would make no difference, Paul is his friend. Period.

Alignment: Scrupulous

Age: 24 Sex: Male Hit Points: 18 S.D.C.: 10

Personality: High strung and given to wild mood swings.

Attributes: I.Q. 12, M.A. 15, all others average.

DAVE ROLLINS

A computer wiz and keyboard artist. He'll give up on finding Judge almost immediately and whine about finding a replacement "before we start losing gigs." In spite of his attitude problem he'll go along with the rest of the group. When he finds out that Paul is a mutant bear his only comment will be "it figgers."

Alignment: Anarchist

Age: 28 Sex: Male Hit Points: 20 S.D.C.: 12

Personality: Aloof, egotistical and difficult

Attributes: I.Q. 16, all others average.

VINCENT TRUDEAU

A crackerjack drummer who was raised in a motor-cycle gang. He is absolutely fearless, even in the face of certain death. He's also good natured, fun and very, very loud. So Judge is a mutant bear? Hey, that's cool.

Alignment: Scrupulous

Age: 21 Sex: Male Hit Points: 21 S.D.C.: 30

Personality: Forceful, good humored, loud and brutally honest.

Attributes: P.S. 16, P.P. 15, M.A. 17, all others average.

TRISHA YEAGER

Married to Vince and manager of "666." She's the most level-headed person in the group. She's the one who will have flyers made, make plans for spreading the word, and organize the search for Judge. Her only reaction to Judge's origin will be a rude joke about bears, woods and the pope.

Alignment: Scrupulous

Age: 29 Sex: Female Hit Points: 17 S.D.C.: 10

Personality: Practical, soft-spoken, and given to treating opposition with an icy silence that's quite effective.

Attributes: I.Q. 14, M.E. 13, all others average.

MOUSE MONSTER MENACE

Note: This section can be used as part of the ongoing battle of Doc Feral against the mutant animals, sort of Doc Feral Part II! "Doc Feral Strikes Back." In that case the mice monsters can simply be used by Feral as more weapons to capture the wily mutant players characters. The game master can then ignore most of the adventure set-up notes that follow.

The other possibility is to run this as a separate adventure. One where Doc Feral is the victim and where it's up to the mutant animal player characters to rescue him from his evil assistant and the amplified BIO-E mice monsters. Game masters should then use all the material described below.

Either way, by the time the mutant animal player characters meet up with the Mice Monsters they should be somewhat experienced. At least seasoned enough to realize that simple strength and even Ninja combat tricks aren't enough to handle creatures as powerful as the mice monsters. Overall, encounters with Doc Feral's creations should range from Moderate to Difficult.

PLAYER BACKGROUND

In the early hours, around 2 o'clock in the morning, the player characters will awaken to loud noises outside their lair. Read:

"Off in the distance, but no more than a mile away, you hear the squeal of a car rounding a corner at very high speed. The sound is repeated somewhat closer, then closer again. From the sounds you're sure that the car is travelling at least 70 miles per hour and is headed directly toward you."

Give the players a chance to do a couple of minutes worth of preparation and then read the following:

"The car, from the grumbling of its engine, is oversized and overpowered. Suddenly, it skids to a stop just a couple hundred feet away. A car door opens, then slams shut."

If anyone has managed to get an outside view, from a window or roof top, before the car pulls up they'll see the following:

"A long black car with six wheels leaves a 50 foot skid as it comes to a stop outside your home. One mud-splattered door opens and you see a large figure, perhaps human, perhaps not, quickly get out. You get a glimpse of a gun being put inside his bulky trench coat before he slams the door. In the street light you get a clear view of a tall, powerfully built creature wearing a dark suit and a chauffeur's cap pulled over his forehead. He is moving silently, but his left arm is clutched to his right ribs and he seems to be in some pain."

Any characters who've come in contact with Doc Feral won't need the game master to tell them who this is. They should instantly recognize the bodyguard and chauffeur of their nemesis, Doc Feral. It's none other than **Otto Rattus**. If the player characters don't know about Doc Feral and Otto then this is the time to explain things.

The mutated rat will walk deliberately up to the entrance of the player character's hide-out (whatever entrance they use routinely). If there are any traps then Otto will sidestep or avoid them as if he knew exactly where they were located. Unless he is confronted before he reaches that point he will give a couple of knocks on the door (there is a good chance, with his P.S. of 34, that the door may suffer a bit).

Otto will disarm himself if anyone requests it. If Otto is attacked he will defend himself with the 9mm Uzi concealed under his coat. He also has a 9mm Automatic Pistol at the back of his belt.

When he is confronted by one or more of the mutant animals read the following:

"Otto carefully looks at you as if he were trying to make up his mind about something. You notice that the right side of his coat is wet with blood. After a moment he seems to make a decision and then speaks; 'I have come to speak with you and your leaders. The matter is urgent. I must not be delayed.' Even as he falls silent you see him grimace and stagger slightly from pain."

This is the main opportunity for the player character's to react. Otto wants to talk, but not until he's talking to the leader or leaders of the group. And, yes!, he will know exactly who the leaders are.

If the leader is a ninja master or any NPC then Otto should be invited inside to talk. Once invited in, or after a lengthy wait, read the following:

"Otto starts towards the doorway, staggers, sways to one side and makes a groaning noise. Then, silently, he loses consciousness and falls over."

The characters can easily discover that Otto has been seriously wounded, an open wound and five broken ribs can be detected by anyone with any medical skill. That much shock and loss of blood would kill any ordinary human. He also has a punctured lung and must be hospitalized within 48 hours in order to survive. A search of his possessions will reveal the two guns, three extra ammo clips, and an empty shoulder holster that appears made for a large revolver. There's also a racing form (for placing bets on horse races), a large set of keys (including the car keys), \$1,485.53 cash, his passport, and his wallet (with I.D., credit cards and a list of phone numbers). One coat pocket has a couple of mangled pieces of metal, it will take a few moments to recognize them as former pieces of a pair of handcuffs. In his inside coat pocket there are three security pass-cards, one for BIO-SPAWN, one for InterTech Security, and one for GENELAB. Each is complete with picture I.D. and a built-in electronic circuit.

Note: Game masters should discourage the player characters from tying up Otto. Point out that 1) he's too injured to be any real threat; 2) it would be rather dishonorable to do that to a guest; and 3) judging from the state of the handcuffs, it doesn't seem like it would be a very good idea anyway.

Eventually Otto will regain consciousness. He will ask for water, and, after taking a few sips, he'll say the following:

"Doctor Feral is in danger. He will probably not live until morning. You may be thinking 'good riddance' but you do not know what kind of evil is attempting to take his place. Victor Feral is cruel to animals like ourselves only because he loves humanity too much. Burroughes, the fiend that seeks to take Victor's place, is one who cares nothing for anything but himself."

"By the open of business this morning, unless you help me, the entire financial and scientific empire of Doctor Feral will be under the control of a power-mad murderer."

"If you're going to help then be quick about it. With or without you. I'm going back."

At this point the players should make the decision about whether or not to help Otto. If anyone accuses Otto of setting a trap read the following:

"Otto gives you a strange, forced smile. He coughs up a little blood and says, 'A trick? Of course, it's so obvious! This wound is no doubt a fake!' He struggles to his feet and starts towards the door. 'It's alright,' he says, 'I knew that coming here was a mistake.'"

Unless persuaded (easy, since he doesn't really have anywhere else to turn) or forced (difficult, his P.S. hasn't suffered that much) he will attempt to leave. Eventually, when the group offers to help, he will give them the following story:

"This evening after dinner, the Doctor decided to go on a surprise inspection visit to the laboratories of GENELAB. Karl, a mutant rabbit, was to be his assistant. During the drive Karl rode up front and told me that the Doctor was somewhat concerned about some contradictions between the research reports and the budget requests in that division."

"When we arrived at the lab, we discovered that the chief scientist, Dr. Burroughes, was still there. Furthermore, Burroughes seemed upset at our presence, as if we were interrupting something."

"He then protested bringing myself and Karl into the inner security area. He claimed that the danger of 'contamination' was too great. Over my objections, Doctor Feral decided to leave Karl and myself outside while he continued his inspection."

"About twenty minutes later there was a loud crash from inside the lab. At the same time Karl gave a yelp and started clutching at his control collar. I immediately drew my gun and broke through the door."

"Inside were three of the largest creatures I'd ever seen. Like giant humanoid mice at least 10 feet tall. One was holding the limp form of Doctor Feral."

"At that point I must have panicked. Certainly I completely lost my wits. Instead of doing the sensible thing, shooting that traitor Burroughes, I started shooting at the monster holding Victor."

"It did, absolutely, no good. The creature seemed only annoyed by the shots. Then the other two turned to attack me. By that time I had been joined by four of the plant security guards. Between us we must have fired at least 60 shots."

"That scratch in my side is from a claw."

My wound was caused by only a glancing blow, even so it knocked away my revolver and threw me back out of the room. The rest of the guards were not so lucky."

"I fled to the car, thinking to summon reinforcements. Our private channel was jammed so I decided to drive out. It's been four hours now, and already Burroughes has me framed with everyone who might be of some help.

"My only chance is to strike back tonight! Burroughes can't completely seize control until the banks, offices and stock exchanges open. And if we return quickly the second shift of GENELAB guards will not yet have arrived."

When the character's question Otto they'll get the following answers:

Q: How did you know where we live?

A. "Fools! Do you think that the great Doctor Feral would be so ignorant? We have long known of your whereabouts."

Q. Why did you come to us for help?

A. "Do you think I would choose to come to you? If it were merely my own life . . . But I come to you because I have no other choice. The Doctor is in deadly danger and I have no where else to turn."

Q. Why don't you get help from the police (or BIO-SPAWN)?

A. "That villain Burroughes has seized control. His own pawns are already in positions of power. He claims that I am responsible for some crime. I made the mistake of contacting the police, fortunately they underestimated my strength (he points out a piece from the broken handcuff). I find that I am now wanted for questioning in Victor's disappearance."

Q. Any ideas on how to handle the giant mice?

A. "Heavier weapons might be useful . . . Most important is to somehow separate them. They seem to work together closely, perhaps apart they would be more vulnerable. One on one combat is suicide."

INSIDE INFORMATION

Any characters who have done extensive research on BIO-SPAWN (which should be any animal character!) will recognize GENELAB as a minor research subsidiary. Although officially the company is looking into plant viruses, it's common knowledge in the financial community that BIO-SPAWN has large amounts invested in GENELAB, perhaps as much as \$50,000,000.

Finding out about the chief scientist at GENELAB is usually pretty easy - except that most libraries are closed at 2 o'clock in the morning. If the characters are hooked up to a computer database then they might find out Burroughes' full name, his academic career (high marks and commendations all along), and his current financial status (about \$200,000 in debt).

GAME MASTER INFORMATION

In spite of their fearsome size and appearance the Mouse Monsters are not all that hateful. They have a certain gentleness that they hide from Burroughes to please his own image of them. They do, however, genuinely dislike several of Feral's servants who abused them as youngsters, especially Burroughes himself.

Burroughes hasn't been informed about Otto's escape from police custody so his plan is unchanged. He is setting things up so that Otto and Karl will take the blame for the death of the guards and the disappearance of Doc Feral. He has no intention of killing the Doctor, even the jealous Burroughes recognizes Feral's scientific genius.

Currently Burroughes is still working at his comput-

er terminal deep inside the Life Force Accelerator. He's been giving clues to the police (they should arrive at daybreak) and setting up the financial community (so that he can take over the company first thing in the morning). Burroughes will then blame the death of the guards on all the mutant animals; Otto, Karl and the Mice Monsters.

Karl has been kept unconscious all night and a gun has been placed in his hand. He's currently laid out with the guards out on the outer perimeter fence. He'll be allowed to wake up near the dead guards when the police show up. When the guards get into the inner complex they'll witness an incredible battle between Burroughes and the Mice Monsters . . . at least it will seem to be a battle, it'll actually be Burroughes killing the Monsters with their control collars.

ENCOUNTERS

GENELAB's Outer Perimeter Fence

Once the group arrives at GENELAB read the following:

"You see a large factory-style building surrounded by several acres of grounds. Winding from the main south gate to both the south and east of the building is a service road. To the south is a small visitor's parking lot. On the east side of the building is a larger parking area with 4 panel trucks, 4 vans, 2 minivans, and a car with overhead police lights. All the way around is a high, chain-link fence topped with barbed wire. In the starlight you can see a few scattered bodies on the ground near the main gate."

"The building itself is huge, easily 10 stories high and the size of a city block. From the outside it would seem that the inside is simply one huge room."

"In the center of the south wall is the main entrance, with glass doors and security cameras overhead. Along the west wall is a loading dock with five freight doors and one standard sized door. All the windows are large and between 50' high and the roof. It's hard to tell exactly, but it would appear that the roof is equipped with skylights."

The bodies consist of 11 dead guards and the unconscious (because of the control collar) rabbit Karl. Unless the characters do something really noisy they will not be noticed until they enter the factory building.

Interior of the GENELAB Building

The interior of the building is just one huge open area laid out in the following way:

- The northwest corner contains 8 rows, 10' high and 100' long, of experimental small animal cages. Altogether 4,000 small animals could be housed in this area. Currently only 120 rats, 400 mice and 24 rabbits, all very young and in early stages of modification are being held.

- Along the center of the north wall there are 3 rows of larger cages, 10' high and 75' long. These cages are for sheep, dogs and large chimpanzees and baboons. None of these are currently in use.

- In the northeast corner is the huge cage that houses the Mice Monsters. It is 30' high, 140' long and 90' wide. Large-sized toys, three huge beds, oversized eating utensils and plates, and a large television are the only items inside it.

- 12 laboratory benches, with a huge variety of scientific instruments and equipment are lined up along the east wall. 3 combination surgical/dissection tables are set up in 40' by 40' partitions. One of the surgical tables



has the drugged Doc Feral strapped in (Burroughes was planning on implanting a control collar). Six large refrigerators contain biological specimens. In Burroughes' locked refrigerator compartment there are also some specimens of human cells that have been subject to modification.

- To the southeast there is a closed off room containing a kitchen, a large cafeteria, and a lounge area with comfortable seating and a projection television.

- Along the south wall is the main entrance, flanked to the east by a reception room and to the west by the guards security and surveillance booth.

- Filling the southwest corner are modular office units. 56 separate units are divided by 6' partition walls. Each unit has a desk, a chair, a computer monitor, a two-drawer filing cabinet and a bookcase. Roughly a quarter of the offices show signs of being occupied.

- The freight receiving dock on the south wall is also the main supply storage. Large metal shelf units, the kind used in carpet and furniture warehouses, 40' tall with shelves every 5', are filled with barrels and boxes. A portable elevator can be moved along a track in the floor to access the different shelves.

- Dominating the center of the room is a huge machine, 280 feet north-south, 120 feet east-west and 85 feet tall. As big as an 8-story building it is a solid mass of complex electronics and machinery. At the bottom are several chambers with what appear to be instrument rooms, each with a large table outfitted with straps. All along the walls of the device there are ladders, walkways, hatches and scaffolds. Near the top there seems to be at least two stories with some kind of glassed-in control rooms.

The Mice Monsters will notice any intruders coming in through either of the main entrances. They will alert Burroughes with their control collars and he will then instruct them to attack. That means that the characters should have a full combat round of initiative. There is only a 20% chance per melee round that the Mice Monsters will notice characters entering from the high windows or from the skylight.

If characters enter and then leave, Burroughes will instruct one or two of the Mice Monsters to follow them outside. This could be useful in splitting up the Mice.

Inner Control Centers

Except for the main control center occupied by Burroughes, all the rest of the machinery controls are deactivated. In the final conflict, if the characters succeed in defeating the Mice Monsters, Burroughes will attempt to bluff his way out. He'll use a portable control collar monitor-transmitter and will claim that the entire area has been mined with explosives (not true).

Aftermath

The police will show up at the complex shortly after daybreak. Otto will insist on taking Feral to a hospital immediately (both Otto and Feral need intensive care), then he'll collapse from the strain. At that point the characters can do any of the following:

- Take Otto and/or Feral to a hospital. Characters with compassionate alignments should be made aware that both will probably die unless treated immediately.

- Investigate any aspect of the GENELAB complex. Characters with high skills in the sciences (90% and over) can attempt to figure out the machinery and laboratory notebooks.

- Probe the GENELAB computer network. Characters with high computer skills (80% or better) will have a chance to get into various research files. Breaking

into Burroughes' personal file will reveal his plans for mutating humans with the machine.

- Leave. The keys for any of the vehicles in the lot are easy to find.

NPC Characters

OTTO RATTUS

All of Otto's description is unchanged from the one in TMNT (page 98) except that he has been rather badly wounded. He is feverish and in no shape for a fight, but he'll still insist on coming along. His physical combat is reduced to 1 attack per melee, +3 to strike, and +18 to damage. With pistol, automatic pistol, or submachinegun he'll fire at +3 to strike but only 1 out of 8 shots effectiveness.

Alignment: Aberrant

Attributes: I.Q. 11, M.E. 15, M.A. 9, P.S. 34, P.P. 12, P.E. 16, P.B. 8, Spd. 18

Size Level: 11 Weight: 233lbs Height: 6'3"

Hit Points: 48 (now down to 30) S.D.C.: 60 (now 12)

Disposition: Just as mean, suspicious and vengeful as ever, but now he is desperate with worry over Feral.

ZIGGY THE MOUSE-MONSTER

Real Name: Ziggy

Alignment: Immature (see personality)

Attributes: I.Q. 13, M.E. 13, M.A. 13, P.S. 50, P.P. 22, P.E. 41, P.B. 8, Spd. 21

Age: 6 Sex: Male Size Level: 20 Weight: 2,100lbs

Height: 9'4" Hit Points: 43 S.D.C.: 218

Disposition: Pushy and hot-tempered, easily frustrated.

Human Features: Hands - Full

Biped - Full

Speech - Partial

Looks - None

Powers: 1D6 Claws (Climbing)

Digging

Advanced Hearing

Extraordinary Physical Endurance*

*This is a super power that increases Ziggy's P.E. and S.D.C. In addition, he has a +20% save versus coma/death, a +1 save versus psionics, and he takes only half damage from all physical or energy attacks. See Heroes Unlimited.

Level of Experience: 1st level

Level of Education: Pre-School

Occupation: Laboratory Animal

Natural Weapons: 1D6 Claws

Physical Skills/Training:

General Athletics

Body Building

Secondary Skills:

Imitate Voices, 33%

Combat Skills

Attacks Per Melee: 1

+4 to strike, +5 to parry, +7 to dodge, +35 to damage; +1 to roll with punch or fall; +1 to body block (4D6 damage)

Personal Profile: As with the other mice monsters, Ziggy is very immature emotionally and intellectually. He hasn't even developed a real alignment yet. For all the years of his short life he's been following orders - because there's a lot of pain connected with failing to do so. Not loyal to anyone other than his siblings. Could generally be considered as an Anarchist alignment.

GARFIELD THE MOUSE-MONSTER

Real Name: Garfield

Alignment: Immature (see personality)

Attributes: I.Q. 11, M.E. 16, M.A. 15, P.S. 50, P.P. 31, P.E. 31, P.B. 11, Spd. 12

Age: 6 Sex: Female Size Level: 20 Weight: 1980lbs

Height: 9'8" **Hit Points:** 34 **S.D.C.:** 153 -1/60

Disposition: Easy going, unmotivated, lazy.

Human Features: Hands - Full
Biped - Full
Speech - Partial
Looks - None

Powers: Healing Factor*

*Garfield has the power to regenerate 2D6 Hit Points, twice per day. He also recovers 10 S.D.C. every hour, 2 Hit Points every hour, and heals every other wound or broken bone at a rate that's 10 times normal. Other bonuses include +8 versus poison, +3 versus psionics, +20 versus coma/death, and only ½ damage from fire and cold. See Heroes Unlimited.

Psionics: Sixth Sense

Level of Experience: 1st level

Level of Education: Pre-School

Occupation: Laboratory Animal

Physical Skills/Training:

General Athletics

Body Building

Secondary Skills:

Imitate Voices, 53%

Combat Skills

Attacks Per Melee: 1

+9 to strike, +10 to parry, +10 to dodge, +35 to damage; +1 to roll with punch or fall; +1 to body block (4D6 damage).

Personal Profile: Of all the Mice Monsters, Garfield has remained pretty unspoiled. It helps that her power has made her immune to the more painful effects of the control collar (although she pretends that it really hurts - otherwise they raise the power). She's too young to have a developed alignment, but could be considered to be unprincipled.

LINUS THE MOUSE-MONSTER

Real Name: Linus

Alignment: Immature (see personality)

Attributes: I.Q. 14, M.E. 20, M.A. 8, P.S. 41, P.P. 11, P.E. 29, P.B. 8, Spd. 6

Age: 6 **Sex:** Male **Size Level:** 20 **Weight:** 2017lbs

Height: 9'10" **Hit Points:** 34 **S.D.C.:** 118

Disposition: Linus is the most introspective of the giant mice. He is the intellectual leader of the group. He thinks things through very slowly and takes a long time to make up his mind about philosophical or ethical things. In combat he is more of a follower and looks to the other two Mice Monsters for directions.

Human Features: Hands - Full
Biped - Full
Speech - Partial
Looks - None

Powers: Weight Increase*

*Once every melee Linus can cause any creature within 120 feet to experience a weight increase. This means that the victim's weight will double every melee round. The first melee the victim's speed will be ½, by the second melee it will be 1/8, and on the third melee the victim will be immobile and will remain that way until the effect wears off 6 minutes later.

Linus must be able to see the victim, there is no saving throw possible. See Heroes Unlimited super-powers.

Psionics: Animal Control
Animal Speech
Detect Psionics
Mind Block
See Aura

Level of Experience: 1st level

Level of Education: Pre-School

Occupation: Laboratory Animal

Physical Skills/Training:

General Athletics

Body Building

Secondary Skills:

Imitate Voices, 40%

Combat Skills:

Attacks Per Melee: 1

No Bonus to strike, +1 to parry, +1 to dodge, +26 to damage; +1 to roll with punch or fall; +1 to body block (4D6 damage).

Personal Profile: Linus is the shrewdest of the Mice Monsters. He's also managed to keep his super power a secret - he'll only use it when he's scared or when one of his siblings is threatened. Not yet old enough for an alignment, but might be considered to be anarchist.

VICTOR BURROUGHES

Doc Feral's chief scientist at GENELAB is just getting carried away with the possibilities . . . he's now convinced that the techniques that created the Mice Monsters could be used on humans . . . to create some kind of new master race . . .

Real Name: Victor Burroughes

Alignment: Diabolic

Attributes: I.Q. 20, M.E. 9, M.A. 6, P.S. 13, P.P. 8, P.E. 10, P.B. 11, Spd. 6

Age: 60 **Sex:** Male **Size Level:** 10 **Weight:** 260lbs

Height: 6'2" **Hit Points:** 18 **S.D.C.:** 16

Disposition: Pushy, self-important, and self-righteous

Level of Experience: 8th level Scientist

Level of Education: Post-Graduate Studies

Scholastic Bonus: +35%

Occupation: Chief Research Scientist

Scholastic Skills:

Biology - All, 99%

Computer communications and Programming, 99%

Surgery - All, 94%

Radiation Technology - Medical, 90%

Teaching Techniques, 11%

Espionage Skills/Special Training:

Surveillance Systems, 93%

Secondary Skills:

Forgery, 88%

Speak Foreign Language, German, 82%

Pilot Motor Boat, 22%

Fishing, 18%

Combat Skills

Attacks Per Melee: 1

No Bonuses to strike/parry/dodge/damage

Personal Profile: Burroughes is getting on in years and is unhappy with the life he's made for himself. His wife and children left him years ago and moved to another state. Stupid stock market investments have left him in heavy debt. He also tries to live far beyond the means of his generous paycheck.

Now that the Mice Monsters are a success, Burroughes is getting visions of grandeur. He sees himself as a conqueror, leading an army of enormously powerful mutant animals. He will need long-term care in a psychiatric facility as soon as his plans fall apart.

GENELAB TECHNOLOGIES, INC.

The Mouse Monsters are the product of yet another of Doc Feral's various subsidiary corporate laboratories. This time its GENELAB Industries, Inc.: A subsidiary of BIO-SPAWN with no income, but with a research budget of \$43 million. It has a reputation for hiring particularly brilliant new Ph.D.s and for publishing only theoretical papers, never anything with practical applications.

The main item of interest in GENELAB is their success in creating artificial BIO-E Points. Of course, that's not what the scientist characters call it. They

refer to the device as a "Life Force Accelerator" or LFA. In terms of practical effects this device can accelerate and energize the growth of any life forms. Bigger, stronger and even unexpected mutations are now commonplace. Beyond a certain point, when the maximum size is reached, random super powers will appear.

The scientist who's really responsible for all this is Dr. Ronald Mohammed Khemak. He and Feral are still the only ones who actually understand the equipment and make it operate. Eventually they had planned on automating the whole process. After Feral's run-in with Burroughs he's liable to put the whole project in moth-balls.

After the adventure both Feral and Khemak will be somewhat hesitant about the benefits of this research. They will destroy the machinery, but will continue doing computer simulations based on the data that's been stored. Eventually a smaller, more efficient and more controllable device will be possible.

LIFE FORCE ACCELERATOR

The mice monsters were the first successes with the LFA. They required placement for at least 2 hours a day, every day, for the first 5 years of their life. The size and abilities they are exhibiting at 6 years is not representative of their ultimate adult potential. The latest research results indicates that with some adjustments the equivalent of Mice Monsters could be produced in only six months.

Each point of BIO-E implanted in a creature can be used for Size Levels, Super Powers, Animal Powers, or Animal Psionics. In addition the Attributes of the animal can be increased; 1 point of BIO-E for every point of increase. For example, spend 5 BIO-E Points on P.S. and the P.S. will go up by 5.

The artificial BIO-E can also be used to increase S.D.C. Every one BIO-E Point increases the S.D.C. by 2.

The device itself fills a space of roughly 280 feet by 120 feet by 85 feet. In other words it's the size of an 8-story building. Power consumption and maintenance costs are roughly \$25,000 per day.



ANIMAL SUPERPOWERS

Optional Rules For Superpowered Animals

An interesting option for Heroes Unlimited and Teenage Mutant Ninja Turtles games is to allow for the rare case where animal characters have superpowers. Use the following tables if you're rolling the character for a Heroes Unlimited or combination Heroes-TMNT game.

Revised Random Power Table (for use with Heroes Unlimited)

01-10	Robotics
11-20	Bionics & Implants
21-30	Special Training
31-47	Mutants
48-56	Animal Power (TMNT Mutant animal)*
57-65	Physical Training
66-74	Experiments (human or animal)*
75-83	Psionics
84-92	Hardware
93-00	Aliens

*Only these two categories allow for TMNT-style mutant animals.

Between the tables on "The Basic Nature of the Experiment" and "The Sponsoring Organization" just use the following to determine whether the subject will be human or animal.

Origin of Experimental Subject

01-50	Human
51-79	Laboratory Animal (roll on table, TMNT, pg.77)
80-90	Urban Animal (roll on table, TMNT, page 6)
91-95	Rural Animal (roll on table, TMNT, page 6)
96-99	Wild Animal (roll on table, TMNT, page 6)
100	Zoo Animal (roll on table, TMNT, page 6)

If you're using straight TMNT or After the Bomb rules for rolling up characters then it's still possible to have a few superpowered animals. In TMNT (on page 7), if the character turns out to be a "Deliberate Experimentation" then have the player roll again on percentile. A roll of 18% or less means that character will have a superpower.

To modify After the Bomb substitute the following table for the "After the Bomb Revised Random Power Table" (page 6).

After the Bomb Revised-Revised Random Power Table

01-27	Mutant Human with Psionic Power
28-50	Mutant Super-Powered Human.
51-89	Mutant Animal Powers
90-00	Mutant Animal with Superpower

Any animal with superpowers is allowed to roll one superpower on the "Super Power Table" (Heroes page 9). Or, at the game master's option, they can select one superpower from the list below. They must pay for their power out of the BIO-E points.

Every Superpowered Animal is awarded an extra 50 points of BIO-E. This is in addition to the points listed under the category of animal in TMNT.

The 50 extra BIO-E points must go toward the selection of ONE superpower. If there are BIO-E points left over (some powers only cost 20 or 30 or 40 points) they can be applied to the usual mutant animal powers and abilities, such as hands, speech, etc. Likewise, the player may take a portion of his regular allotment of BIO-E points and add them to the 50 to purchase a more costly superpower (some cost 55, 60, 65). Unfortunately, this is likely to limit the character's size

and human appearances/abilities. Of course, this can make for some truly unique and outrageous mutant animals. Can you picture a blazing, normal sized guinea pig with full speech, human hands, flinging fire balls and flying around like a blazing meteor?

SUPER POWERS

1) Alter Physical Structure: Ice 65 BIO-E

Spending the initial 65 BIO-E Points gives the character the basic abilities of this power, including transformation of the body into ice, protection while in the ice body form (A.R.: 14/S.D.C. 400), the strength bonus (+6) and so on. The following is an optional extra ability for those characters who already have the Alter Physical Structure: Ice.

Snow/Ice Creation 15 BIO-E

2) Alter Physical Structure: Metal 70 BIO-E

All the powers described in Heroes Unlimited.

3) Alter Physical Structure: Fire 60 BIO-E

This initial expenditure gives the character the ability to transform into the fiery form (including A.R. 14/S.D.C. 200). The power to create any of the following are optional for characters who already have the Alter Physical Structure: Fire

Fire Ball/Bolts of Flame 15 BIO-E
Wall/Circle of Flame 5 BIO-E
Flight 20 BIO-E

4) Alter Physical Structure: Stone 70 BIO-E

All the powers described in Heroes Unlimited

5) Animal Abilities 0 BIO-E

These powers cannot be selected as a player option. If randomly rolled on the "Super Power Table" then all the abilities are given to the character with no BIO-E charge. The Animal Ability is not rolled but rather is whatever is closest to the character's original animal. Spend the 50 extra BIO-E on the usual abilities.

6) Animal Metamorphosis 20 BIO-E

Do not roll on the "Animal Metamorphosis Table". The animal character is able to do the metamorphosis into its original, unmodified form only.

7) Control Others 50 BIO-E

All the powers described in Heroes Unlimited.

8) Control Elemental Forces: Water 55 BIO-E

All the powers described in Heroes Unlimited.

9) Control Elemental Forces: Earth 55 BIO-E

All the powers described in Heroes Unlimited.

10) Control Elemental Forces: Fire 55 BIO-E

All the powers described in Heroes Unlimited.

11) Control Elemental Forces: Air 75 BIO-E

All the powers described in Heroes Unlimited.

12) Create Force-Field 60 BIO-E

All the powers described in Heroes Unlimited.

13) Darkness Control 50 BIO-E

All the powers described in Heroes Unlimited.

14) Energy Absorption 45 BIO-E

All the powers described in Heroes Unlimited.

15) Energy Expulsion Special

All the powers described in Heroes Unlimited.
Choose only one of the following:

Fire 50 BIO-E
Lightning 50 BIO-E
Energy 50 BIO-E

16) Extraordinary Physical Endurance 35 BIO-E

All the powers described in Heroes Unlimited.

17) Extraordinary Physical Prowess 35 BIO-E

All the powers described in Heroes Unlimited.

18) Extraordinary Strength 35 BIO-E

All the powers described in Heroes Unlimited.

19) Flight (Winged) 25 BIO-E

If the animal character was originally winged then there is no BIO-E charge for this power. Otherwise, all the powers described in Heroes Unlimited.

20) Flight (Wingless) 60 BIO-E

All the powers described in Heroes Unlimited. Bird, bat and other characters with normal flight may choose to reject this power and roll again.

21) Glide 20 BIO-E

All the powers described in Heroes Unlimited. Any characters with flight can reject this power and roll again.

22) Gravity Manipulation 55 BIO-E

All the powers described in Heroes Unlimited.

23) Growth 45 BIO-E

All the powers described in Heroes Unlimited.

24) Healing Factor 45 BIO-E

All the powers described in Heroes Unlimited.

25) Heightened Senses 30 BIO-E

All the powers described in Heroes Unlimited.

26) Intangibility 50 BIO-E

All the powers described in Heroes Unlimited.

27) Invisibility 40 BIO-E

All the powers described in Heroes Unlimited.

28) Invulnerability 60 BIO-E

All the powers described in Heroes Unlimited.

29) Magnetism 55 BIO-E

All the powers described in Heroes Unlimited.

30) Mimic 50 BIO-E

All the powers described in Heroes Unlimited.

31) Radar 20 BIO-E

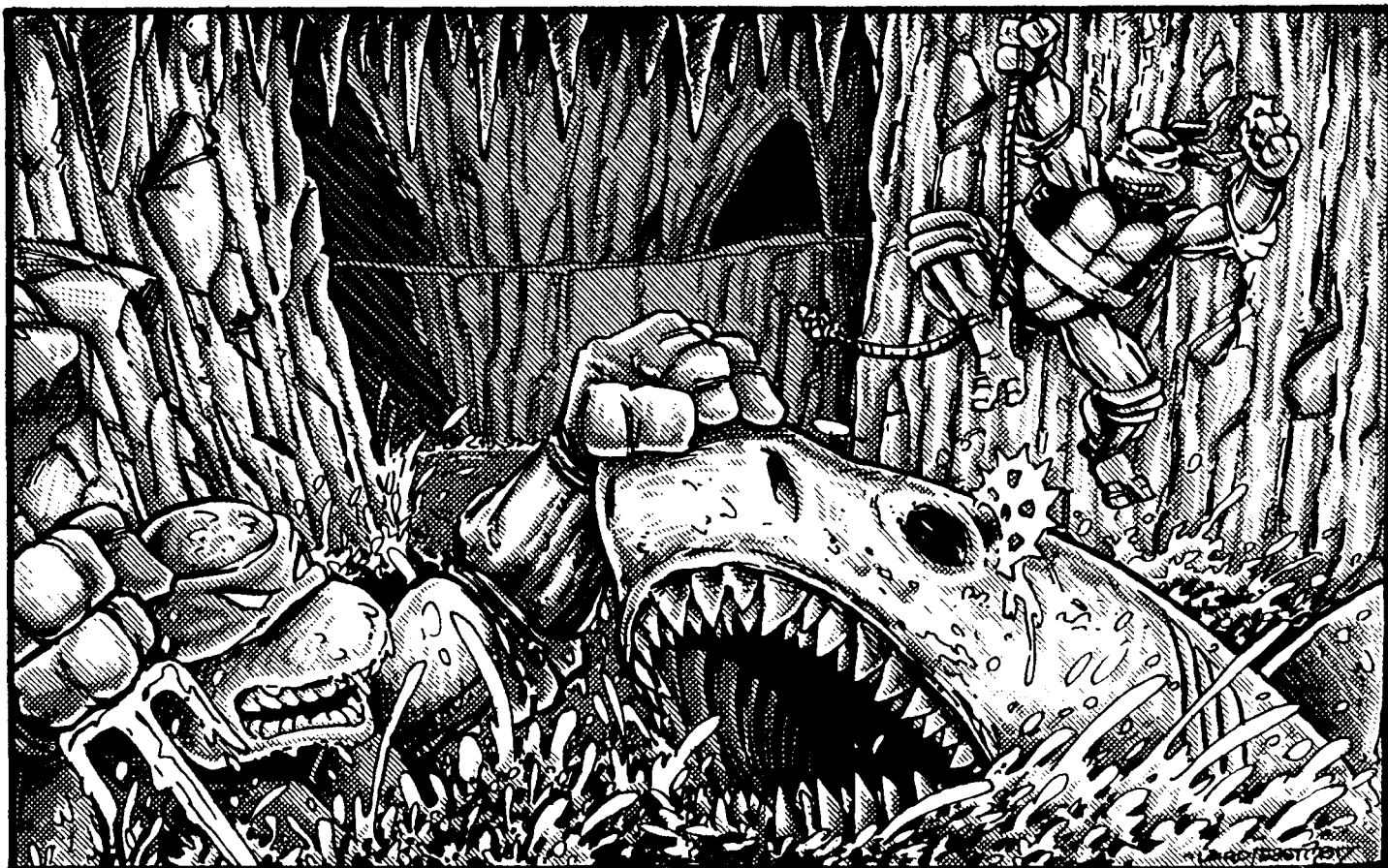
All the powers described in Heroes Unlimited.

32) Shape-Changer 75 BIO-E

All the powers described in Heroes Unlimited.
Note: This is especially powerful, perhaps an overly powerful ability for animal characters.

- 33) Shrink 40 BIO-E
All the powers described in Heroes Unlimited.
- 34) Sonic Power 40 BIO-E
All the powers described in Heroes Unlimited.
- 35) Speed 45 BIO-E
All the powers described in Heroes Unlimited.
- 36) Stretching 35 BIO-E
All the powers described in Heroes Unlimited.
- 37) Teleport 55 BIO-E
All the powers described in Heroes Unlimited.
- 38) Transferral/Possession 50 BIO-E
All the powers described in Heroes Unlimited.

- 39) Underwater Abilities 25 BIO-E
If the character's original animal already had underwater abilities (i.e. turtles, alligators, otters) then there is no BIO-E charge for this power. Otherwise, all the powers described in Heroes Unlimited.
- 40) Vibration 40 BIO-E
All the powers described in Heroes Unlimited.
- 41) Weight Decrease 35 BIO-E
All the powers described in Heroes Unlimited.
- 42) Weight Increase 40 BIO-E
All the powers described in Heroes Unlimited.



I WANT TO GO HOME! NOT TO MY FAMILY'S SMALL APARTMENT, HERE IN NEW YORK CITY, AMERICA... BUT HOME TO THE LAND OF MY BIRTH-- CHINA!



LIFE THERE WAS SO SIMPLE, SO BEAUTIFUL... IN OUR SMALL VILLAGE, WE ALL SHARED A CULTURE AND LIFESTYLE... WE WERE A COMMUNITY! HERE, IT IS SO DIFFERENT... WE DON'T FIT IN...



WE LEFT CHINA TO ESCAPE RELIGIOUS PERSECUTION... AND FOUND THE FREEDOM WE CRAVED IN AMERICA! BUT WE ALSO FOUND MORE HATE AND VIOLENCE THAN WE THOUGHT POSSIBLE!

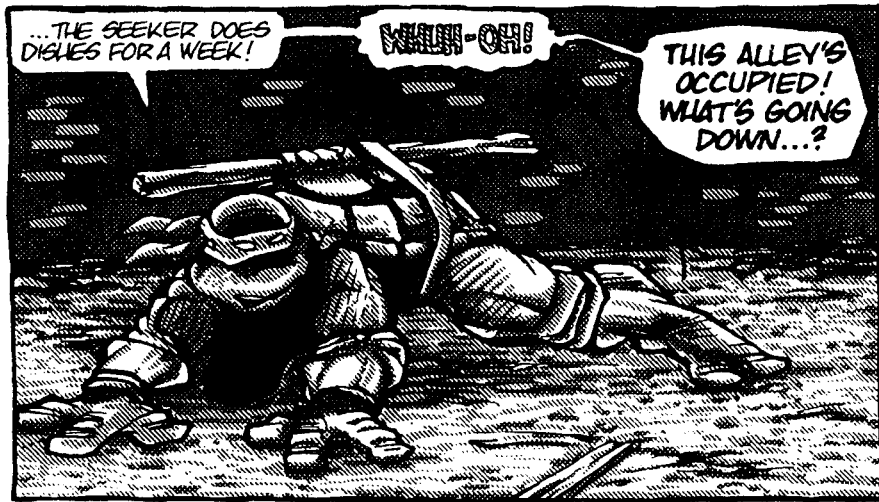
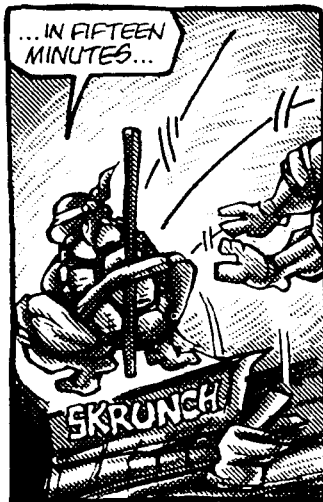


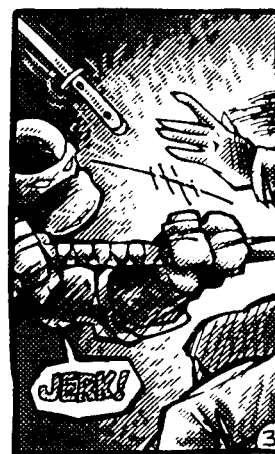
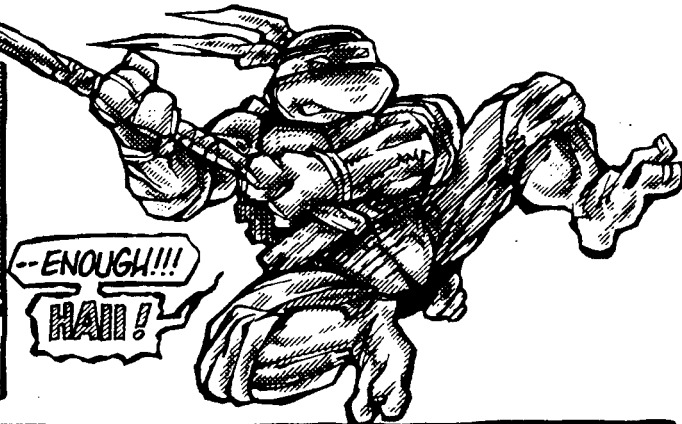
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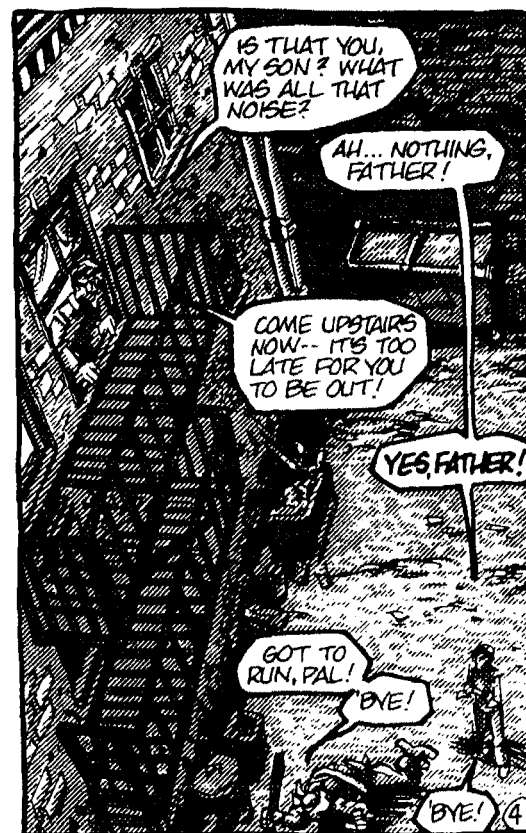
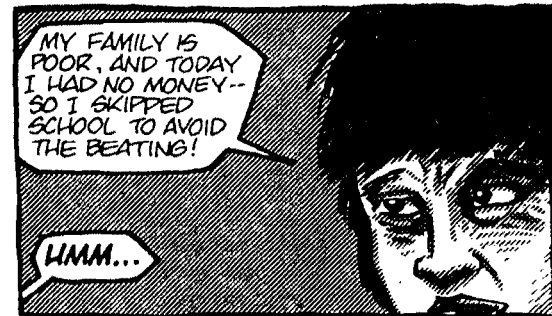
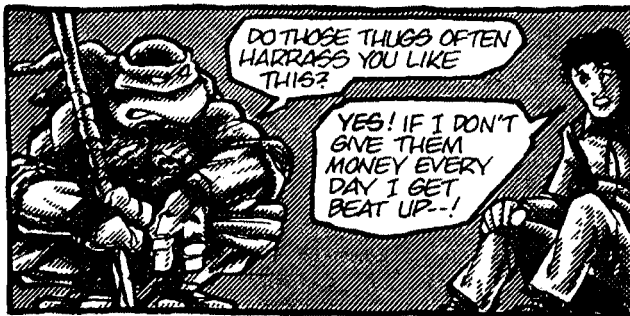
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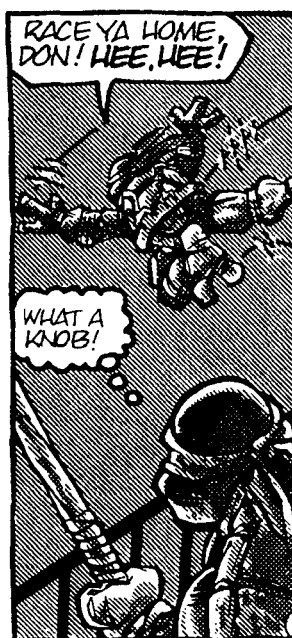
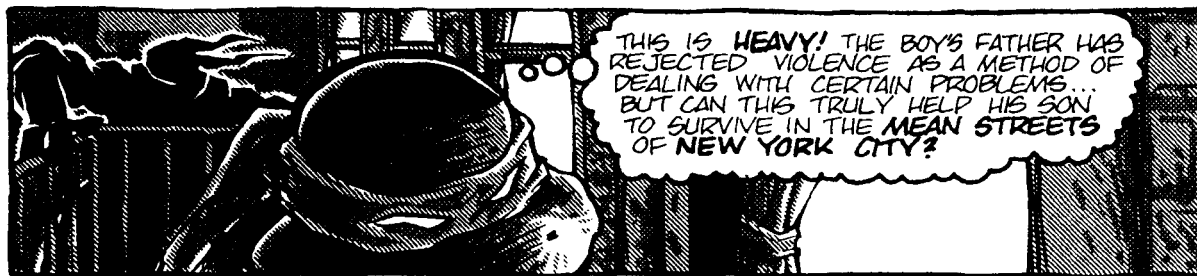
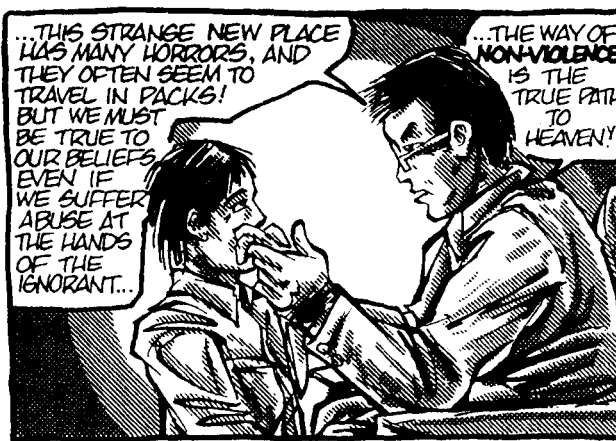
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INKS BY RYAN BROWN
LETTERING - STEVE LAVIGNE

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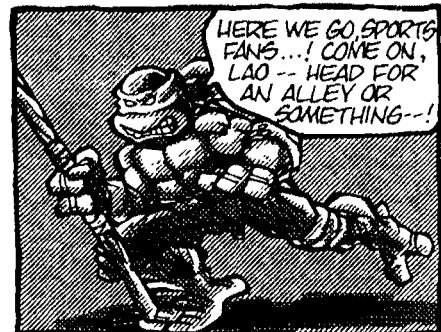
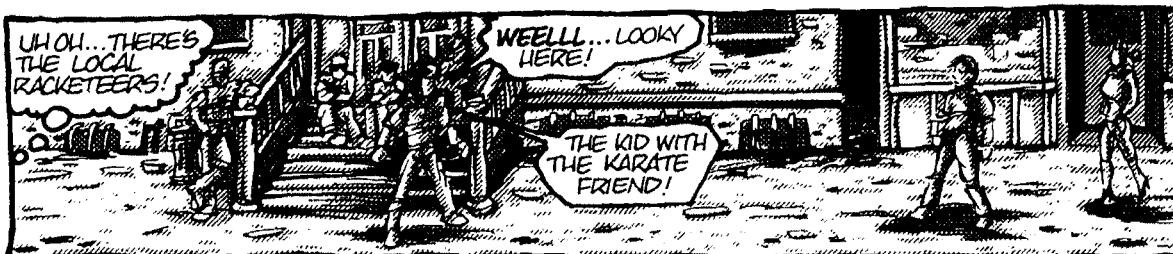


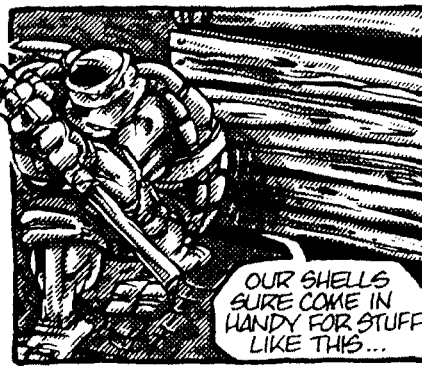
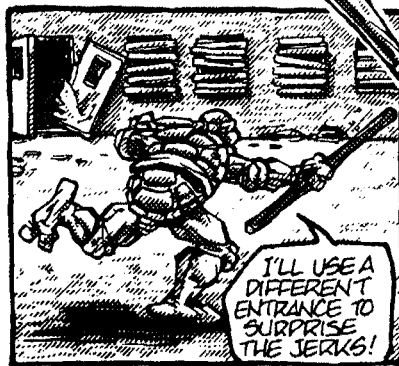
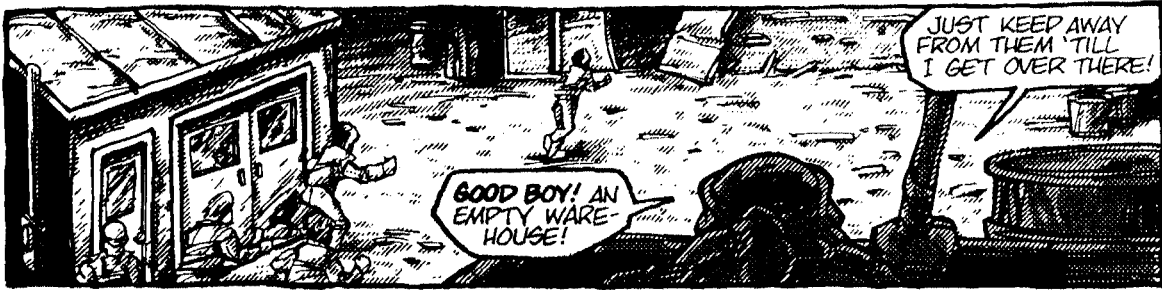






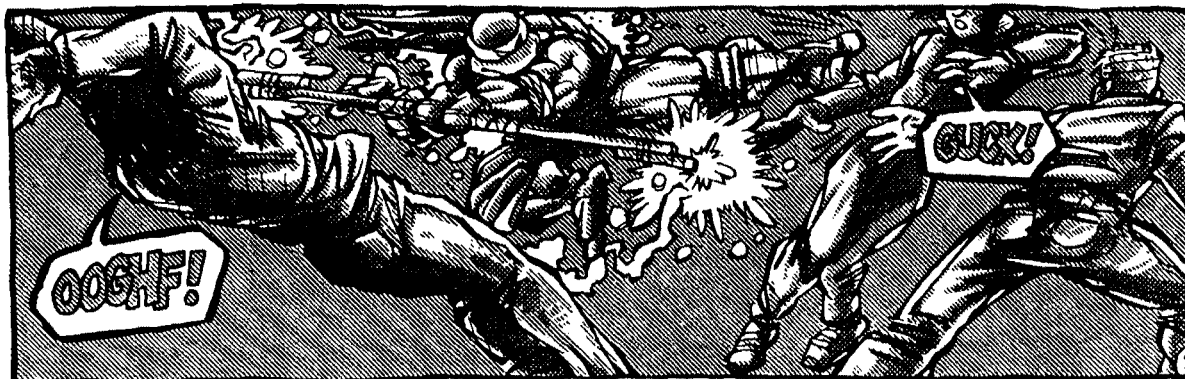
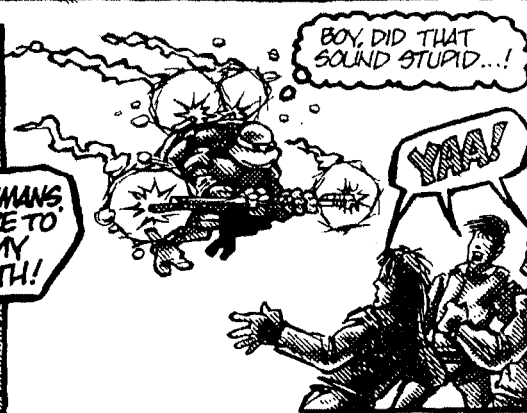
"AFTER MY FIRST ENCOUNTER WITH THE MYSTERIOUS NINJA CREATURE, I WONDERED IF IT WOULD BE MY LAST... BUT THE EVENTS OF THAT DAY WERE MERELY A PROLOGUE OF THINGS TO COME..."

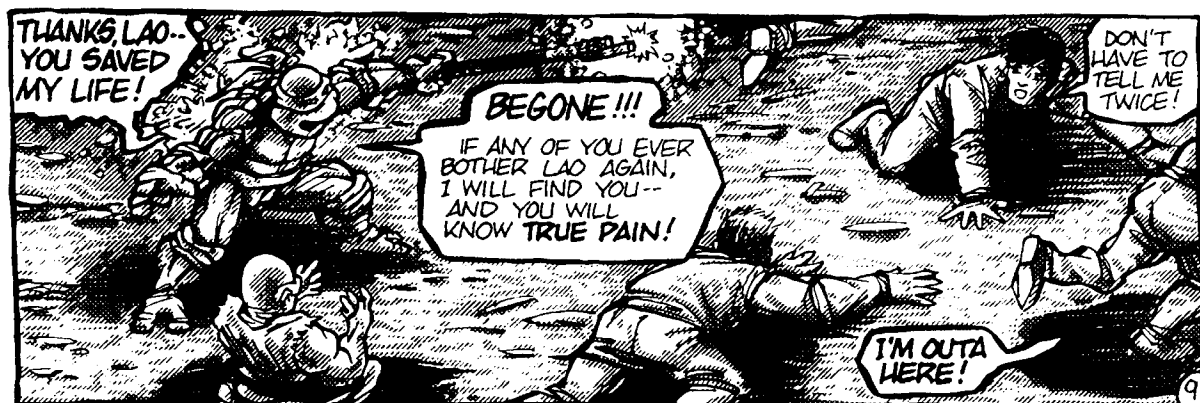






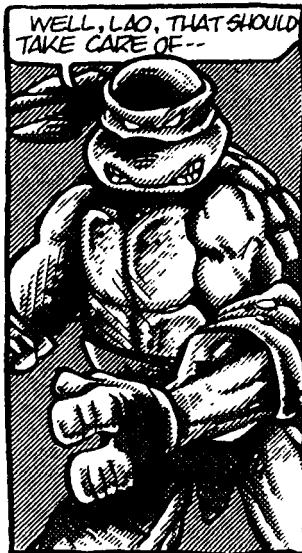
...TO SCARE
THOSE PUNKS!







OUCH! THESE THINGS GET HOT!



WELL, LAO, THAT SHOULD TAKE CARE OF--



--LAO? WHAT'S WRONG?

PUNISH ME, NINJA! I'VE USED MY HANDS TO HARM ANOTHER...

...I'VE DISHONORED MYSELF AND MY FAMILY! OH, WHAT DID I DO?!

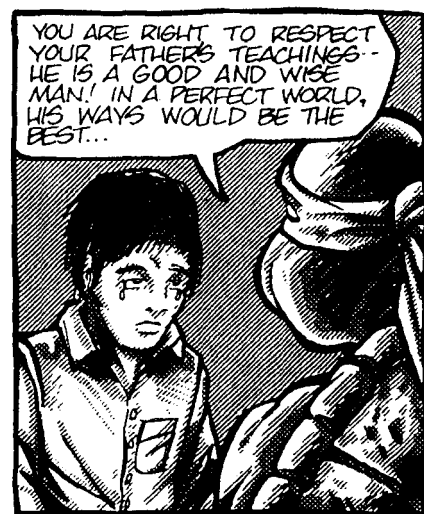


I CAN NEVER FACE MY FATHER-- HE'LL KNOW I'VE DISGRACED HIM...

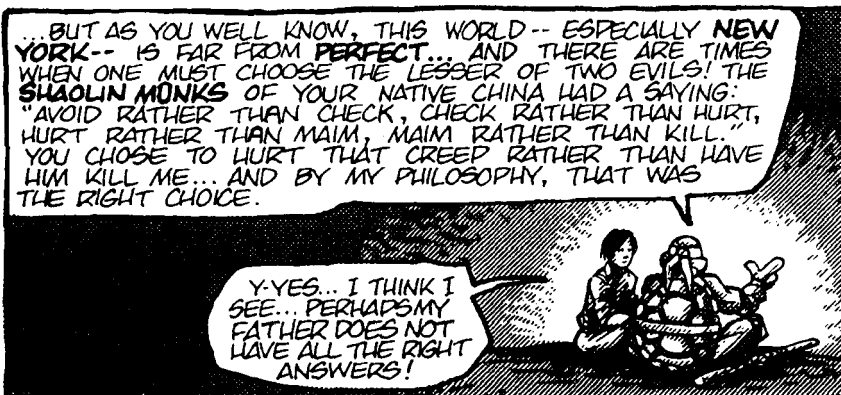
I MUST RUN AWAY!



NO, CHANG LAO-- YOU'VE DONE NO WRONG. YOU ACTED TO SAVE MY LIFE-- HOW COULD THAT BE DISHONORABLE?



YOU ARE RIGHT TO RESPECT YOUR FATHER'S TEACHINGS-- HE IS A GOOD AND WISE MAN! IN A PERFECT WORLD, HIS WAYS WOULD BE THE BEST...



...BUT AS YOU WELL KNOW, THIS WORLD-- ESPECIALLY NEW YORK-- IS FAR FROM PERFECT... AND THERE ARE TIMES WHEN ONE MUST CHOOSE THE LESSER OF TWO EVILS! THE SHAOLIN MONKS OF YOUR NATIVE CHINA HAD A SAYING: "AVOID RATHER THAN CHECK, CHECK RATHER THAN HURT, HURT RATHER THAN MAIM, MAIM RATHER THAN KILL." YOU CHOSE TO HURT THAT CREEP RATHER THAN HAVE HIM KILL ME... AND BY MY PHILOSOPHY, THAT WAS THE RIGHT CHOICE.

Y-YES... I THINK I SEE... PERHAPS MY FATHER DOES NOT HAVE ALL THE RIGHT ANSWERS!



COME ON, LAO... LET'S GET YOU HOME! I'LL COME TO SEE YOU AGAIN AND WE'LL TALK MORE.

YOU'LL MAKE IT... TRUST ME!

"AND HE DID COME AGAIN... WE HAVE SPENT HOURS AFTER SCHOOL, TALKING AND LEARNING FROM ONE ANOTHER. HE IS TEACHING ME THE ARTS OF NINJITSU, AND I TELL HIM TALES OF MY HOMELAND. I STILL EAGERLY AWAIT HIS VISITS, ALTHOUGH HE COMES LESS AND LESS OFTEN LATELY... HE SAYS I'LL MAKE IT NOW, AND I BELIEVE HIM. AT THE VERY LEAST, NO ONE TAKES MY LUNCH MONEY FROM ME ANYMORE!"

THE END

10

THE WHITE RONIN

Note: This is by far the most Difficult and challenging Teenage Mutant Ninja Turtles adventure yet published. Game masters must limit the number of characters to a maximum of seven on this adventure. Prudent game masters will do well to inform the players of the following:

1. This is a potentially deadly adventure, in playtesting over 30% of the characters were killed. NOTE: Each player will face a deadly trap from which there is only one escape, failure means death with NO SAVING THROW.
2. The adventure requires some flexibility on the part of the players. They will be expected to play in character yet also they will need to absorb something of the oriental attitude toward honor and other things.
3. One of the most dangerous things about this adventure is that the characters are often expected to operate alone. Please warn the players of this.
4. The characters should be reminded before departing that they will be very much at the mercy of their opponents; in this game of death it is highly recommended that characters obey the rules, or at least until they gain the power to change the rules.
5. This adventure is unique in that it impels the players to play the HONORABLE side of their characters. Failure in this, as with everything else in The White Ronin, results in death.



PLAYER BACKGROUND:

Using The Characters In An Existing Campaign

As a prelude to this adventure the game master should arrange for a few run-ins with The White Ronin. Eventually the White Ronin will resort to kidnapping someone close to the player characters. At that point the game master can use the following material as an example.

Player Background: Using The Pre-Rolled Characters

The first step is for the players to choose their characters. Read the following:

"The characters available to the group are three teams of three characters each (choose 7). These are group characters, so they each have full bonuses. It is recommended that your group include at least one from each team.

"Degas, Whistler and Picasso are a trio of flying sparrows. They are rather light and use bows and traditional ninja weapons (Nunchuks, Wakazashi and Kusari-Gama). Of the three, Picasso is the least concerned with honor and tradition.

"Dali, Modigliani, and Escher are a trio of human-looking badgers. They are large (all over 6' and over 200 pounds) and use Daisho, No-Daichi and Sai. Dali is by far the most concerned with honor.

"Moore, Oldenburg and Calder, a trio of only partly-human Lynx. They are medium sized. The only weapons they use are Shuriken, otherwise their claws suffice. Calder is by far the wildest and least disciplined of all the group."

PLAYER CHARACTERS: OPTIONAL

Need some extra players characters and don't have time to roll them up? Want to play "The White Ronin" but don't want to risk losing an experienced player character? Just use any of the nine characters listed here. All these characters are students of the Ninja master, Yinfu Taragawa. All are considered 3rd or 4th level.

DEGAS

Mutant Sparrow with FLIGHT. 3rd Level.

Alignment: Scrupulous

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

A.R.: 4 S.D.C.: 44 Hit Points: 36 Age: 16

Weight: 64lbs Height: 4'5"

Human Features: Hands - Full (with Extra Limbs)

Biped - Full

Speech - Partial

Looks - None

Weapons Proficiencies:

W.P. Nunchuks (paired weapons)

+3 to strike, +1 to parry, +3 to entangle.

W.P. Short Bow (+3 to strike, 5 shots per melee)

Physical Skills/Training:

Acrobatics

Hand to Hand Ninja, 3rd Level

Excellent Balance and Sense of Direction

Walk Tight Rope, Climb Rope, Climbing and

Back Flip, 3rd level.

Special Training and Skills:

Pencil or Charcoal Drawing, 85%

Paramedic, 80%

Chemistry, 93%

Ventriloquism, 78%

Prowl, 86%

Swimming, 90%

Combat Skills (Unarmed and Hand to Hand): Ninjitsu**Attacks Per Melee: 4**

+3 to strike, +3 to parry, +3 to dodge (+6 while in flight) +5 to roll with punch or fall, +5 to pull a punch; body flip/throw for 1D6 damage. Kick attack does 1D6, jump kick (double damage), leap attack (double damage), and Paired Attack (no parry).

WHISTLER

Mutant Sparrow with FLIGHT. 3rd level.

Alignment: Scrupulous

Attributes: I.Q. 12, M.E. 13, M.A. 12, P.S. 15, P.P. 12, P.E. 18, P.B. 17, Spd. 21.

A.R.: 4 **S.D.C.:** 46 **Hit Points:** 39 **Age:** 16

Weight: 62lbs **Height:** 4'4"

Human Features: Hands - Full (Extra Limbs)

Biped - Full

Speech - Partial

Looks - None

Weapon Proficiencies:

W.P. Wakazashi

+2 to strike, +2 to parry, +1 to throw.

W.P. Short Bow (+3 to strike, 5 per melee)

Physical Skills/Training:

Acrobatics

Hand to Hand Ninja, 4th level.

Excellent Balance and Sense of Direction

Walk Tight Rope, Climb Rope, Climbing, and

Back Flip

Special Training and Skills:

Tracking, 78%

Explosive and Demolitions, 81%

Biology, 66%

Prowl, 86%

Basic Swimming, 90%

Combat Skills (Unarmed and Hand to Hand):**Attacks Per Melee: 5**

+3 to strike, +3 to parry, +3 to dodge (+6 while in flight), +5 to roll with punch or fall, +5 to pull a punch.

Body flip/throw for 1D6 damage.

Kick attack does 1D6, jump kick (double damage),

leap attack (double damage) and paired attack (no parry).

PICASSO

Mutant Sparrow with FLIGHT. 4th level.

Alignment: Unprincipled

Attributes: I.Q. 13, M.E. 12, M.A. 18, P.S. 15, P.P. 14, P.E. 14, P.B. 11, Spd. 9

A.R.: 4 **S.D.C.:** 50 **Hit Points:** 36 **Age:** 16

Weight: 60lbs **Height:** 4'9"

Human Features: Hands - Full

Biped - Full

Speech - Full

Looks - None

Weapon Proficiencies:

W.P. Kusari-Gama

+3 to strike, +1 to parry, +3 to entangle.

W.P. Box (+3 to strike, 5 per melee)

Physical Skills/Training:

Acrobatics

Hand to Hand Ninja, 4th level

Excellent Balance and Sense of Direction

Walk Tight Rope, Climb Rope, Climbing and Back Flip.

Special Training and Skills:

Escape Artist, 76%

Pick Locks, 55%

Prowl, 86%

Basic Swimming, 89%

Combat Skills:**Attacks Per Melee: 4**

+3 to strike, +3 to parry, +3 to dodge (+6 while in Flight); +5 to roll with punch or fall, +5 to pull a punch; body flip/throw for 1D6 damage; kick attack does 1D6, jump kick (double damage), leap attack (double damage), and Paired Attack (no parry).

DALI

Mutant Badger, 4th level.

Alignment: Principled

Attributes: I.Q. 12, M.E. 11, M.A. 5, P.S. 24, P.P. 14, P.E. 9, P.B. 16, Spd. 18

A.R.: 4 **S.D.C.:** 70 **Hit Points:** 43 **Age:** 15

Weight: 221lbs **Height:** 6'2"

Human Features: Hands - Full

Biped - Full

Speech - Full

Looks - Full

Weapons Proficiencies:

W.P. Daisho (paired, both long and short swords)

+3 to strike, +3 to parry, +1 to throw.

Physical Skills/Training:

Acrobatics

Hand to Hand Ninja, 4th level.

Excellent Balance and Sense of Direction

Walk Tight Rope, Climb Rope, Climbing, and Back Flip

Running

Boxing

Body Building

Special Training and Skills:

Basic Accounting, 74%

Escape Artist, 62%

Basic Electronics, 85%

Prowl, 86%

Basic Swimming, 90%

Combat Skills (Unarmed and Hand to Hand)**Attacks Per Melee: 4**

+3 to strike, +4 to parry, +5 to dodge, +9 to damage, +4 to roll with punch or fall, +4 to pull a punch; knock out, stun on 19 or 20; body flip/throw for 1D6 damage; kick attack does 1D6, jump kick (double damage), leap attack (double damage); and paired attack (no parry).

MODIGLIANI

Mutant Badger, 4th level.

Alignment: Scrupulous

Attributes: I.Q. 11, M.E. 6, M.A. 9, P.S. 25, P.P. 11, P.E. 11, P.B. 18, Spd. 19.

A.R.: 4 **S.D.C.:** 73 **Hit Points:** 41 **Age:** 15

Weight: 245lbs **Height:** 6'4"

Human Features: Hands - Full

Biped - Full

Speech - Full

Looks - Full

Weapon Proficiencies:

W.P. No-Daichi (Your weapon, Blood-finder, does 4D6 Damage)

+3 to strike, +3 to parry, +1 to throw.

Physical Skills/Training:

Acrobatics

Hand to Hand Ninja, 4th level

Excellent Balance and Sense of Direction

Walk Tight Rope, Climb Rope, Climbing, and Back Flip.

Body Building

Boxing

Running

Special Training and Skills:

Basic Photography, 55%

Explosive and Demolitions, 58%

Automobile Mechanics, 92%

Prowl, 86%

Basic Swimming, 88%

Combat Skills (Unarmed and Hand to Hand):**Attacks Per Melee: 4**

+3 to strike, +4 to parry, +6 to dodge, +10 to damage, +4 to roll with punch or fall, +4 to pull a punch; knock out, stun on 19 or 20; body flip/throw for 1D6 damage; kick attack does 1D6, jump kick (double damage); leap attack (double damage); and paired attack (no parry).

ESCHER

Mutant Badger, 4th level.

Alignment: Scrupulous

Attributes: I.Q. 14, M.E. 7, M.A. 5, P.S. 24, P.P. 12, P.E. 11, P.B. 20, Spd. 18

A.R.: 4 **S.D.C.:** 68 **Hit Points:** 44 **Age:** 15

Weight: 228lbs **Height:** 6'1"

Human Features: Hands - Full
Biped - Full
Speech - Full
Looks - Full

Weapon Proficiencies:

W.P. Sai (Paired)

+3 to strike, +2 to strike, +1 to throw,
+3 to entangle.

Physical Skills/Training:

Acrobatics
Hand to Hand Ninja, 4th level.
Excellent Balance and Sense of Direction
Walk Tight Rope, Climb Rope, Climbing, and
Back Flip.

Running

Boxing

Body Building

Special Training and Skills:

Disguise, 74%
Imitate Voices, 68%
Basic Carpentry, 91%
Prowl, 86%
Basic Swimming, 92%

Combat Skills (Unarmed and Hand to Hand):

Attacks Per Melee: 4

+3 to strike, +4 to parry, +5 to dodge, +9 to damage;
+4 to roll with punch or fall, +4 to pull a punch; knock
out, stun on 19 or 20; body flip/throw for 1D6 damage;
kick attack does 1D6, jump kick (double damage), leap
attack (double damage), and paired attack (no parry).

MOORE

Mutant Lynx with NIGHTVISION and CLAWS that
do 2D6 Damage.

Alignment: Scrupulous

Attributes: I.Q. 12, M.E. 14, M.A. 8, P.S. 16, P.P. 23,
P.E. 13, P.B. 6, Spd. 9

A.R.: 4 **S.D.C.:** 61 **Hit Points:** 45 **Age:** 19

Weight: 193lbs **Height:** 5'4"

Human Features: Hands - Partial
Biped - Partial
Speech - Partial
Looks - None

Weapons Proficiencies:

W.P. Shuriken (+1 to strike, 2 per melee)
Damage: 1D4 per Shuriken

Physical Skills/Training:

Acrobatics
Hand to Hand Ninja, 3rd level
Excellent Balance and Sense of Direction
Walk Tight Rope, Climb Rope, Climbing and
Back Flip

Special Training and Skills:

Escape Artist, 61%
Tracking, 79%
Climbing, 95%
Prowl, 86%
Basic Swimming, 86%

Combat Skills:

Attacks Per Melee: 4

+7 to strike, +7 to parry, +3 to dodge, +1 to damage.
+3 to roll with punch or fall, +3 to pull a punch.; body
flip/throw for 1D6 damage; kick attack does 2D6 damage
jump kick (double damage), leap attack (double damage),
and paired attack (no parry).

OLDENBURG

Mutant Lynx with NIGHTVISION and CLAWS that
do 2D6 Damage. 4th level.

Alignment: Unprincipled

Attributes: I.Q. 13, M.E. 5, M.A. 9, P.S. 15, P.P. 23,
P.E. 7, P.B. 6, Spd. 12.

A.R.: 4 **S.D.C.:** 55 **Hit Points:** 41 **Age:** 19

Weight: 185lbs **Height:** 5'5"

Human Features: Hands - Partial
Biped - Partial
Speech - Partial
Looks - None

Weapon Proficiencies:

W.P. Shuriken (+1 to strike, 2 per melee)
Damage: 1D4 per Shuriken

Physical Skills/Training:

Acrobatics
Hand to hand Ninja, 4th level
Excellent Balance and Sense of Direction
Walk Tight Rope, Climb Rope, Climbing and
Back Flip.

Special Training and Skills:

Cooking, 67%
Surveillance Systems, 72%
Prowl, 86%
Climbing, 93%
Basic Swimming, 80%

Combat Skills (Unarmed and Hand to Hand):

Attacks Per Melee: 4

+7 to strike, +7 to parry, +3 to dodge; +3 to roll with
punch or fall, +3 to pull a punch; body flip/throw for
1D6 damage; kick attack does 2D6, jump kick (double
damage), leap attack (double damage), and paired attack
(no parry).

CALDER

Mutant Lynx with NIGHTVISION and CLAWS that
do 2D6 Damage.

Alignment: Aberrant

Attributes: I.Q. 9, M.E. 7, M.A. 8, P.S. 14, P.P. 25,
P.E. 10, P.B. 11, Spd. 8

A.R.: 4 **S.D.C.:** 57 **Hit Points:** 43 **Age:** 19

Weight: 168lbs **Height:** 5'3"

Human Features: Hands - Partial
Biped - Partial
Speech - Partial
Looks - None

Weapons Proficiencies:

W.P. Shuriken (+1 to strike, 2 per melee)
Damage: 1D4 per Shuriken

Physical Skills/Training:

Acrobatics
Hand to Hand Ninja, 3rd level
Excellent Balance and Sense of Direction
Walk Tight Rope, Climb Rope, Climbing (85%),
and Back Flip.

Special Training and Skills:

Explosives and Demolitions, 70%
Prowl, 86%
Basic Swimming, 88%

Combat Skills (Unarmed and Hand to Hand):

Attacks Per Melee: 5

+8 to strike, +8 to parry, +3 to dodge; +3 to roll with
punch or fall, +3 to pull a punch; body flip/throw for
1D6 Damage; Kick attack does 2D6, jump kick (double
damage), leap attack (double damage), and paired attack
(no parry).

Because a maximum of only SEVEN characters can be played in this adventure (unless the GM makes up more individual death traps), the players must select seven out of the nine provided.

After the player characters are selected it's time to dive into the scenario. Read the following:

"For many years now your great Ninja master, Yinfu Taragawa, has sought out mutant animals, freed them from persecution and trained them as Ninja. Yinfu is a very good man, one who works to help others. He has frequently moved against evil-doers, especially those who traffic in illegal drugs. Recently, since a stroke paralyzed his left side, you, his pupils, have made numerous strikes against a band of drug smugglers new to America. They call themselves **The White Ronin**.

"Unlike the other petty criminals and bandits, this latest group has an old and honored tradition of smuggling that dates back to feudal Japan. They initially tried fighting against you directly but could not win against your animal cunning and skill.

"Frustrated again and again, they finally turned to another, more ancient way of dealing with problems. A few weeks ago Yinfu's daughter disappeared, kidnapped by The White Ronin. They, in an attempt to be honorable, have challenged Yinfu or his champions to a test. The winner of this test will become the new owner of the American drug "turf" and the other would be required to withdraw. If you lose, then Yinfu's daughter will be returned, and you will pledge to no longer interfere with their operations. Of course, even if you win, The White Ronin will continue their operations elsewhere in the world.

"The test will take place in an ancestral castle on one of the more remote islands of Japan. To quote The White Ronin challenge, "You must face death three times! And you must face death alone!" More details will be provided when you arrive in Japan.

"Yinfu has summoned all of you to his bedside and explained all of this to you calmly, asking each of you in turn if you are willing to go."

The game master should then ask each player in turn if they are willing to take their character into such a dangerous and challenging situation. Only after each player has agreed will the game master continue.

"Yinfu smiles at your acceptance and says, 'I am proud of you, my mighty warriors.' He then sternly says (looking directly at Calder), 'It is my wish that each of you act honorably! Do not commit any act of barbarism for that will surely lose us the respect of our worthy opponents.'"

"If possible," Yinfu tells you with caution, 'once the test is complete, only when the test is complete, then you may wish to attack the rulers of The White Ronin directly. Thus, you could free his daughter and break their power forever!'"

GAME MASTER INFORMATION

The White Ronin are engaged in many illegal, immoral and evil activities. Yet if they are to maintain their Ninja skills they must follow certain of the ancient traditions. Losing face, losing honor, is something that they cannot tolerate. Therefore, they will stick to the terms of their agreement with the mutant animals.

However, The White Ronin are not so foolish as to make it a totally even contest! They have vigorously stacked the deck in their favor. First, they insist that each Ninja animal combatant survive a death trap. This isn't quite as unfair as it might seem. Every ninja member of The White Ronin has been required to go

through these tests for hundreds of years. Still, it's not really fair to the mutant animals who haven't been trained for this kind of test.

By insisting on running the combat on their home ground The White Ronin have been able to bring together some of their very best warriors. These are the champions of their organization.

The challenge rounds will take place right after all the ninja animals have finished with the Death Trials (one way or another). After that it'll be first come, first served. The first animal in line will be matched with a White Ronin of the closest size level. When all the combat matches have finished the victors from each side will meet again.

Every time a character loses he or she is dropped from the competition. So long as a character keeps winning, they'll have to keep fighting. This will last until one entire side has been eliminated.

Between matches there will be medical attention available for both sides. Between matches a character will heal up to 12 S.D.C. and up to 6 Hit Points.

ENCOUNTERS

The Journey

Let the characters take time to decide what possessions they want to take along. Since this is a particularly difficult mission they should be allowed anything that they can fit in an overnight bag, up to 50 pounds, and up to \$2,000 worth. Each character is allowed an additional piece of oversize carry-on luggage.

Read the following:

"The first part of your journey was simple. You arrived with only a small overnight bag and your primary weapons, at a small airport in Hawaii. From there a private jet has ferried you to a landing field on a tiny Japanese Island. As the sound of the departing aircraft fades away you notice a single, elderly, Japanese man bowing toward you. He does not make a sound, but motions for you to follow him through the woods. He is unarmed and he wears formal robes.

"You walk through along a path bordered by stone lanterns until you come to a picturesque low building. Inside you find a row of men and woman bowing toward you. A woman approaches and speaks softly to you."

"Welcome to the Mi-Ko (pronounced Mee Ku) Inn," she says. 'You are on an island near to that of The White Ronin. It is our traditional role to house the initiates and challengers who will voyage to that terrible place. It will be our pleasure to see to your needs and pleasures while you recover from jet lag and the rigors of your journey. You will stay here until daybreak of the day after tomorrow.'"

That evening the characters will be treated to a Japanese bath, complete with bath-house girls. Following the bath will be a delicious Japanese dinner and entertainment from the women of the Inn.

The next day the characters will have an opportunity to explore the island. On the opposite end from the Inn there is a small fishing village (complete with satellite dishes and television antennas). There is also a Shinto shrine, a large graveyard (with open graves for each of the characters), and a good view of the White Ronin castle, on an island four miles away.

Ito Yamatsura, the man who met them at the airfield is the Innkeeper. He speaks no English and lets his daughter Mika do all the talking to the characters. That night, if the characters have been respectful, he may be coaxed to demonstrate his skill at Zen



Archery. It will involve sitting in the middle of the dining room and firing six shots in rapid succession out through one of the paper walls. The following morning the characters will find that the arrows are in a 2" group in the middle of a post about 240 feet down the path.

His family includes: his wife, three daughters and four sons, all trained in Bow Staff. There are four retainers as well, two female and two males, also trained in staff.

The next morning the old man will load the characters into a traditional wood boat and take them to Castle Taninjatsu, the fortress of the White Ronin.

The Castle Taninjatsu

An unarmed retainer will meet the group at the water-level entrance to the castle. He will first load a body onto the boat (the body is neatly wrapped in two pieces, body and head). Read the following:

"An unarmed retainer leads you silently through the castle. After passing through a number of courtyards, stairs and hallways you finally arrive at a long underground hallway. Every 30' along the hall is a large metal door. The retainer speaks, 'Each of these doors leads to one of the Death Traps of the White Ronin. Please remember that everything you need to escape will already be in the room. Your wit and skill are all that is needed to escape. Just stand in front of the door you choose. It will open presently.'"

Seven Traps for Seven Ninjas

Each of the following traps are potentially fatal. The possible outcomes are simple, either the character lives or the character dies. Each of the traps has a

unique solution that must be solved by the player. There are no Saving Throws, no rolls against I.Q., no easy solutions.

The best way to run death traps is to concentrate on running with that character one-on-one for the entire time, until death or until the trap is defeated. Use a clock, if possible. It is strongly recommended that these traps be run in real time! Note: You should caution the other players not to talk or interfere during the death traps - after all, everyone will have a turn...

Once a room has been used for a character it will not open again for another character. The doors open automatically when a character stands silently in front of them. Each time a door opens the game master should read the following:

"The door automatically swings open. You feel a tingle of anticipation and a twinge of fear as you realize that this must be one of the infamous Death Traps. Do you enter?"

Death Trap #1: Please read:

"The door shuts behind you. You hear the 'snick' or bolts closing and realize that you are well and truly trapped. On the opposite wall is a door. It bears a single inscription; the word 'Patience.'"

"Looking around the room you take in its dimensions, 20 feet by 20 feet with a 12 foot ceiling. You notice that there are no doorknobs on either door. The walls and ceiling are featureless concrete. The floor is made-up of identical tiles, each 1' by 1' square. They are all grey except for one bright green one near the center of the room. There is nothing else in the room."

From this point on the game master should respond only to questions and actions of the character. If the character wishes to examine the room again then say:

"All the walls and ceiling are plain concrete. Except for the inscription, 'Patience,' the doors are featureless metal without visible handles, key-holes or hinges. There are exactly 399 grey tiles and 1 green tile set into the floor."

No amount of searching will reveal anything else. Only one player action will have any effect; putting weight on the green tile. As soon as the character steps on, presses, sits down on, or otherwise depresses the green tile, read:

"As the green tile is depressed you hear a mechanical clip, easily recognized as that of an explosive mine being armed. 'Tick, tick, tick' comes a steady beat from under the green tile. A loud voice speaks to you, 'You have just set a 35 pound anti-tank mine. You have exactly 3 minutes to die.' The voice stops."

The game master should check the time and occasionally say 'tick . . . tick . . . tick . . .' until the time is up.

Optional Hint: If the character wants to release the tile (by lifting his foot, taking off the pressure, getting up, or whatever) then say:

"For some reason you have a bad feeling about that."

If the character ever releases the green tile before the 3 minute time is up read the following:

"There is the greatest flash of light you have ever experienced. You are dead before you realize that the mine has detonated."

The solution to the trap is deceptively simple: Just keep the green tile depressed for the entire 3 minutes. Releasing it at any point will trigger the explosion and destroy the character. When the three minutes are up, as long as the tile has never been released, read:

"The ticking stops, the door opens, you feel an incredible sense of relief. You have survived your first test."

Death Trap #2: Please read

"The door swings shut behind you. You hear the 'snick' of bolts closing and realize that you are well and truly trapped. On the opposite wall is a door. It bears a single inscription; the word 'Solitude.'"

"Looking around the room you take in its dimension, 20 feet by 20 feet with a 12 foot ceiling. You notice that there are no doorknobs on either door. The walls, floor and ceiling are featureless concrete. The wall to your left has a small, roughly 3" in diameter, hole right at the base of the far corner. The only object in the room is a small cage, about 1 foot by 1 foot by 1 foot."

"As you are examining the room you suddenly hear a strange rumbling noise from behind the right hand wall. Startled, you realize that the wall is moving slowly, pressing inward!"

From this point on the game master should respond only to questions and actions of the character. The character has exactly 3 minutes before the right wall meets the left wall and squashes the life out of the character. If the character wishes to examine the room again then say:

"All the walls and ceiling are plain concrete.

Except for the inscription, 'Solitude' the doors are featureless metal without visible handles, key-holes or hinges. The only other features are the hole in the far left corner and the cage on the floor. You calculate that you have (check the clock) minutes before the right wall reaches the left wall and kills you."

If the character wishes to examine the cage then read the following:

"The cage is made out of bamboo, it is a cube, one foot long on each side. Inside the cage there is a rather frantic, tiny grey mouse. The mouse is running around looking for a way out. You notice that there is a sliding door on one side of the cage. It is unlocked."

If the character examines the hole then read:

"The hole continues straight for about three feet, then it seems to turn to the right. That's all you can see."

No amount of searching will reveal anything else. Only one player action will have any effect; letting the mouse run out through the hole. As the mouse runs down the third turn in the tunnel it will trigger the release mechanism.

Optional Hint: If the character wants to kill the mouse, then say:

"For some reason you have a bad feeling about that."

When and if the character releases the mouse read the following:

"As soon as you release the mouse it quickly darts towards the hole in the left wall. Are you going to try to stop it or block its path?"

Blocking the mouse is fairly easy. It's just an ordinary creature, no match for a ninja mutant animal. Keep reminding the character about how much time is left, how close the wall has come.

If the character ever kills the mouse (or refuses to release him even to the bitter end) read the following:

"Killing the mouse seems to have had no effect. As the final seconds tick away you are slowly crushed tightly between the walls. The pressure continues until you lose consciousness. Permanently."

If the character lets the mouse through the hole then read the following:

"You hear the mouse scamper away down the tunnel. After a few moments you hear a loud 'click.' The wall returns quickly back to where it started and soon the doors are revealed. The door with the 'solitude' inscription opens, you feel an incredible sense of relief. You have survived your first test."

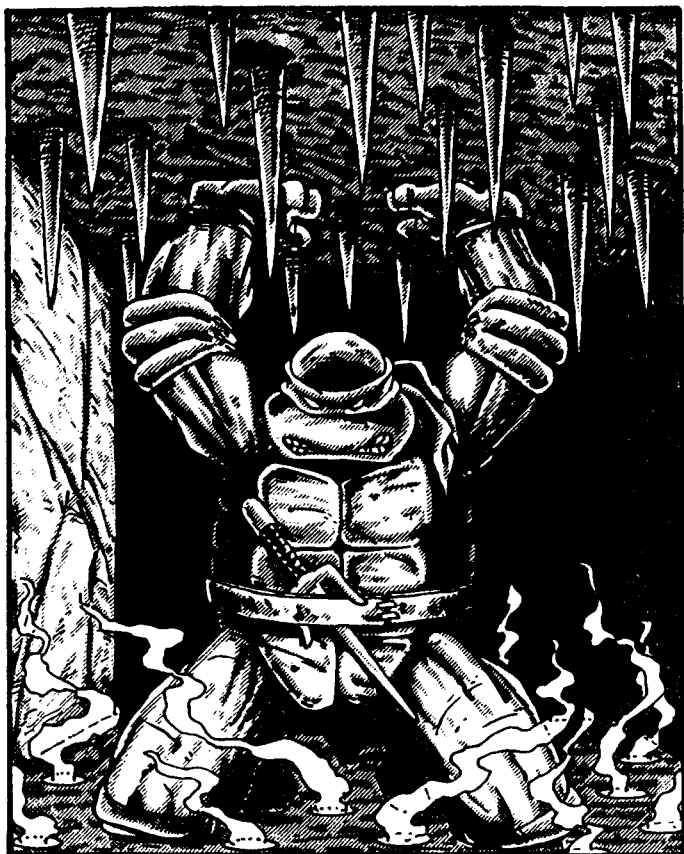
Note: If a mutant mouse with the psionic ability Speak to Animals happens to show up in this room then conversation with the caged mouse is possible. The main dialog of the mouse will be:

"I want to get out of this cage."

"That hole looks like a safe place."

"I'm worried about my mate, she's pregnant you know."

and "That wall is getting too close, I'm going to be crushed."



Death Trap #3: Please read:

"The door swings shut behind you. You hear the 'snick' of bolts closing and realize that you are well and truly trapped. On the opposite wall is a door. It bears a single inscription; the word 'Fulfillment.'

"Looking around the room you take in its dimensions, 10 feet by 10 feet with a 12 foot ceiling. You notice that there are no doorknobs on either door. The walls are featureless concrete. The ceiling is made of metal and has about 100 protruding spikes at 1' intervals all over its surface,"

"The floor is also concrete but there are about 100 small holes punched in every foot or so. You realize that the position of the spikes on the ceiling should exactly match the holes in the floor. There are no other objects in the room."

"As you are looking around you suddenly hear a grinding sound from above. You see that the entire ceiling is slowly moving down toward you. You're just feeling that things could hardly be worse when you get a whiff of an unpleasant smell. Looking down you see that some kind of thick yellowish gas is seeping up out of the holes in the floor."

At this point the game master should check the time. It will take 3 minutes for the ceiling to reach the floor. From this point on the game master should respond only to questions and actions of the character. If the character wishes to examine the room again then say:

"All the walls are plain concrete. Except for the inscription, 'Fulfillment,' the doors are featureless metal without visible handles, keyholes or hinges. The ceiling is studded with spikes and should reach the floor in roughly (check time). The gas must be heavier than air because, so far,

it's staying down near the floor."

No amount of searching will reveal anything else in the room. Individual spikes are immobile and do not turn, twist, pull off or move in any way. Likewise the holes each seem to be about 6 inches deep, just deep enough to accommodate the spikes.

If the character ever wishes to examine all the spikes, or the spike that corresponds to the hole with no gas, then read:

"One of the spikes is shorter than all the others, it seems to have about 2 inches of the tip removed.

If the character ever wishes to examine all the holes, or the hole corresponding to the blunted spike, then read:

"It's sort of hard to tell at first, but on careful examination you see that only one of the holes is not releasing any gas."

Only one player action will have any beneficial effect: If the character pushes a finger or any other small object into the hole with no gas. Read:

"You hear a 'click' from somewhere down below. The ceiling starts moving back up. The gas is quickly drained away. The door with the 'fulfillment' inscription swings open. You feel an incredible sense of relief. You have survived your first test."

If the character fails to find the right hole then read the following:

"You crouch down lower and lower until you are completely under the layer of foul-smelling gas. You are not sure if you died from the gas or from the spikes puncturing your body, or just from being crushed between the ceiling and the floor.

Death Trap #4: Please read:

"The door swings shut behind you. You hear the 'snick' of bolts closing and realize that you are well and truly trapped. On the opposite wall is a door. It bears a single inscription; the word 'Completion.'

"Looking around the room you take in its dimensions, 20 feet by 20 feet with a 12 foot ceiling. You notice that there are no doorknobs on either door. The walls are featureless concrete. The floor is also made of concrete, but is fitted with sixteen 6" wide drains covered by metal grates. The ceiling is also concrete but has two holes about 4 feet apart near the center of the room. Hanging from the two holes in the ceiling are matching cables. The cables seem to be two in. diameter, heavy duty, insulated electrical cable. They are each almost 12 feet long, hanging almost all the way down to the floor. The last inch of each cable, the part nearest the floor, is an inch of naked, gleaming copper."

"You are examining all this when you suddenly hear the rush of water. Water is coming up out of the drains! If the cables are electrified you are in serious trouble." (They are!)

The game master should make note of the time. It will take exactly 3 minutes for the room to completely fill with water. If the character ignores the cables then read the following:

"The water is already over a half inch deep. It is now only a fraction of an inch from the tips of the dangling cables. What are you doing?"

If the character continues to ignore the cables,

or, if at any point the character lets both ends fall into the water, read:

"You feel a huge tingle. You never feel anything else, ever again."

If the character keeps the cables out of the water then from this point on the game master should respond only to questions and actions of the character. If the character wishes to examine the room again then say:

"All the walls and ceiling are plain concrete. Except for the inscription, 'Completion,' the doors are featureless metal without visible handles, keyholes or hinges. The two cables extend up to holes in the concrete ceiling. There are sixteen drains under the water on the floor. The water is still rushing into the room. You calculate that in (check time) the room will completely fill with water."

If the character moves the two cable ends together for just a second, read the following:

"You touch the two cable ends together and a blinding flash and a loud snap of a massive electric spark is the result. The smell of ozone is strong as you examine the separate, blackened ends of the cables."

If the character moves the cable ends together and holds them together read the following:

"As you hold the two cables together you are aware of a massive amount of heat and electrical static. Just as the bare copper starts to glow you hear a loud 'snap' off in the distance. The water quickly drains out of the room. The door marked 'Completion' swings open, and the exit door swings open. You feel an incredible sense of relief. You have survived your first test."

If the character manages to somehow insulate the ends of the cables then the water will completely fill the room and the character will eventually drown.

Death Trap #5: Please read:

"The door swings shut behind you. You hear the 'snick' of bolts closing and realize that you are well and truly trapped. On the opposite wall is a door. It bears an inscription; 'The Mouth of the Dragon.'

"Looking around the room you take in its dimensions, 20 feet by 20 feet with a 12 foot high ceiling. You notice that there are no doorknobs on either door. The walls and the ceiling are featureless concrete. The floor is also made of concrete, but in the middle of the room there is a cylindrical pedestal. The pedestal is 3 feet in diameter and 4 feet tall. On top of the pedestal is a beautiful statue of a dragon made out of bronze. It is facing directly toward you. The dragon's mouth is open and you realize with a start that there is a hissing noise coming from it. What are you doing?"

Give the character a chance to get close, move off to the side, or perform some other actions. Read:

"The interior of the dragon's mouth fills with a red glow."

If the character is still standing directly in front of the dragon then ask if there's anything he'd like to do. If he moves out of the way then read the following:

A spurt of hot, burning liquid shoots out of the dragon's mouth, spraying part of the ceiling, the door you just came through and covering that section of the floor with an inch of burning jelly (Napalm). As soon as the flow stops the whole

pedestal rotates an eighth of a turn so that it's facing the left corner next to the door. You hear a hissing coming from the dragon."

The game master should make note of the time. It will take exactly half a minute for the dragon to spurt again. Each time the sequence will be exactly the same; hissing, then glowing, then spurting, then 1/8th turn, then a half minute wait. The jelly will continue to burn until the entire room is ablaze.

Other than the bursts every half minute, the game master should respond only to questions and actions of the character. If the character wishes to examine the room again then say:

"All the walls, floor and ceiling are plain concrete. Except for the inscription, 'Mouth of the Dragon,' the doors are featureless metal without visible handles, keyholes or hinges. The dragon statue is hissing. (Number) of walls and (number) of corners are covered with burning napalm. If the dragon moves and shoots (number) more times then you will have no place left to go."

If the character ever stands in front of a dragon spurt, or if the character hasn't solved the problem by the time the last corner is covered then read:

"You never realized that being burned to death would be quite so painful."

If the character puts an item of any kind in the dragon's mouth then read:

Moving something around inside the dragon's mouth doesn't seem to do anything. You can't feel anything in there this way either."

If the character puts a hand in the dragon's mouth read the following:

"Putting your hand into the mouth of the dragon statue you can feel it vibrating, you can feel the heat, and you can feel the throat, a small opening just large enough for your finger."

If the character puts a finger down the dragon's throat then read the following:

"As you push your finger down the dragon's throat you feel a small switch. Do you want to flick it?"

If the answer is 'yes' then read:

"You flick the switch and hear a loud 'click' off in the distance. The hissing inside the dragon dies down. The door marked 'The Mouth of the Dragon' swings open. You feel an incredible sense of relief. You have survived your first test."

Any attempt to break the dragon off the pedestal will be successful. At that point the flow of napalm is unobstructed. The character burns up.

Death Trap #6: Note: Characters with wings will NOT be admitted to this room. Please read:

"The door swings shut behind you. You hear the 'snick' of bolts closing and realize that you are well and truly trapped. On the opposite wall is a door. It bears a single inscription; the word 'Inside.'

"Looking around the room you take in its dimensions, 20 feet by 20 feet with a 12 foot ceiling. You notice that there are no doorknobs on either door. The walls are featureless concrete. The ceiling is also concrete but there is a 2 inch thick rope that hangs from the ceiling to about an inch from the floor."

"As you are looking around you suddenly feel the floor start to move. It is slowly moving away from the right wall as it disappears into the left wall. It looks like it will take about a minute for the floor to be completely retracted."

At this point the game master should check the time. If the character asks what is below the floor read the following:

"The gradually disappearing floor reveals a 120 foot deep shaft. At the bottom are 6 foot long, very narrow, sharpened spikes. You see a few skeletal remains between the bristling spikes. You estimate that there are roughly 3600 spikes down there."

From this point on the game master should respond only to questions and action of the character. If the character wishes to examine the room again then say:

"All the walls and ceiling are plain concrete. Except for the inscription, 'Inside,' the doors are featureless metal without visible handles, keyholes or hinges. The rope is almost exactly 12 feet long and exactly narrow enough to fit in the hole in the ceiling."

When the first minute is up the character should be hanging from the rope (the only other choice is falling). As soon as the floor has completely retracted read the following:

"As soon as the floor has fitted flush into the left wall you feel a vibration from the rope. You realize that the rope is now being raised up through the hole. You estimate that the last of the rope will disappear into the hole in two minutes."

The game master should now keep track of the two minutes until the rope disappears.

No amount of searching will reveal anything else in the room. If the rope itself is examined, ask exactly how it's being examined. If the player examines the end of the rope, or somehow cuts it open or frays it open, then read:

"Exactly in the middle of the rope you see a small piece of wire. It seems to run along the entire length of the rope."

Only one player action will have any beneficial effect; if the character pulls on the wire then read the following:

"You hear a 'click' from somewhere up above. The rope stops being pulled upward. The floor quickly slides back out from the wall. The door with the 'inside' inscription opens. You feel an incredible sense of relief. You have survived your first test."

If the character ever jumps or falls down, or if the rope is completely retracted then read the following:

"You fall the surprisingly short 120 feet. You feel sharp pains. You don't have time to figure out where the pains are coming from before you die."

Note: If someone attempts to hold onto the 2" hole in the ceiling, there is a handy 2" rod that will be inserted. Bye, bye.

Death Trap #7: Please read:

"The door swings shut behind you. You hear the 'snick' of bolts closing and realize that you are well and truly trapped. On the opposite wall is a door. It bears a single inscription; the word 'Failure.'"

"Looking around the room you take in its dimensions, 10 feet by 10 feet with a 12 foot ceiling. You notice that there are no doorknobs on either door. The walls are featureless concrete. Both the ceiling and the floor are made of metal and covered with hundreds of minute holes."

"As you are looking around you suddenly hear a hissing sound from above. You see that some kind of blue gas is seeping out of the ceiling holes. Just then you get a whiff of an unpleasant smell. Looking down you see some kind of thick red gas is seeping up out of the holes in the floor."

"The bluish gas must be lighter than air because it's staying up near the top of the room. By the same token, the red gas must be heavier than air because it's staying near the floor. You estimate that the two gasses will meet in the center of the room in about 3 minutes."

At this point the game master should check the time. It will take 3 minutes for the ceiling gas to meet the floor gas. From this point on the game master should respond only to questions and actions of the character. If the character wishes to examine the room again then say:

"All the walls are plain concrete. Except for the inscription, 'Failure,' the doors are featureless metal without visible handles, keyholes or hinges. The ceiling and floor are both metal and covered with at least 4,000 holes each. You estimate that the gases will mix in roughly (time)."

No amount of searching will reveal anything else in the room. Carefully examining the door by touch where failure is inscribed, the character will notice that the word feels odd; not like metal. The holes each seem to be about 8 inches deep. The gases are unpleasant but they are each breathable. If the character waits around long enough for the gases to mix then read:

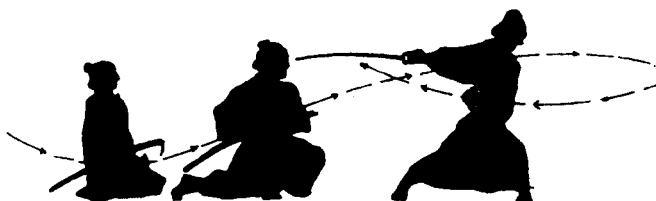
"When the gasses meet they seem to combine into some kind of white vapor. That's all you notice before you die."

Only one player action will have any beneficial effect; the inscription "Failure" on the door covers an area that is not metal. This is painted plaster. If the character punches, strikes, or kicks the inscription then read:

"Smashing through the 'Failure' inscription causes a 'click' somewhere in the ceiling. The gases are sucked out of the room. The door with the smashed inscription swings open. You feel an incredible sense of relief. You have survived your first test."

Optional Hint: If the character wonders out loud about the inscription then read:

"Failure? That's a word that doesn't exist in the vocabulary of a ninja. It should be an obscenity."





Seven Assassins for Seven Ninjas

Once the ninja animals leave the Death Traps they'll move into the corresponding assassin area (i.e. leaving Death Trap #3 takes the characters into Assassin Area #3).

Note that the player characters have been given a clue about this attack. "You will face death three times." With all of these attacks, not that on the first strike, the player character will not be able to parry or dodge. Unless they've been suspicious enough to make some kind of preparation.

Assassin Area #1: Please read:

"After leaving the Death Trap you walk into a totally dark room. You can dimly make out an exit about 20 feet straight ahead (Note: characters with nightvision will clearly see the assassin and will be able to respond accordingly)."

Nobutada Itsu

This assassin has been equipped with nightgoggles and quietly lies in wait for his victim. Unless the Ninja animal has some kind of warning (Sixth Sense, Advanced Smell, Sonar, etc.) the first attack of the assassin will be unopposed with no parry or dodge possible. Nobutada is armed with Kusari-Gama.

A.R.: 4 Hit Points: 14 S.D.C.: 22

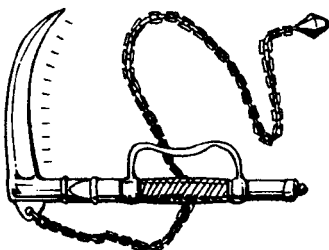
Attacks Per Melee: 2

+3 to strike, +1 to parry,
+1 to dodge,
+2 to entangle.

1D8 damage.

Break-Off Conditions:

This assassin will break off and flee as soon as he takes any kind of damage.



Assassin Area #2: Please read:

"After leaving the Death Trap you walk into a hallway lined with sliding paper walls. You can see a stairway about 40 feet ahead.

Kamu Shukuji-Aratame

This assassin is armed with Katana (3D6 damage) and is waiting motionless on the other side of the right-hand paper wall. If the character continues he will strike right through the wall (no bonus to strike). Unless the player character attempts some kind of detection he will be attacked without possibility of parry or dodge.

A.R.: 4 Hit Points: 18 S.D.C.: 21

Attacks Per Melee: 3

+4 to strike, +2 to parry, +3 to dodge

Break-Off Conditions: He will flee as soon as his hiding place is discovered.

Assassin Area #3: Please read:

"After leaving the Death Trap you walk up a set of stairs into the open air. In the middle of the courtyard is a reed-filled pond crossed by a small bridge. On the other side of the pond there is another doorway."

Jikku Tsuibushi

This assassin is lying in wait under the shallow water. He is breathing through a pair of reeds. When he sees someone crossing the bridge he will leap up and strike with his Wakazashi (2D6 damage).

A.R.: 4 Hit Points: 9 S.D.C.: 28

Attacks Per Melee: 2

+4 to strike, +1 to parry, +1 to dodge

Break-Off Conditions: He will flee as soon as he meets any real opposition.



Assassin Area #4: Please read:

"After leaving the Death Trap you walk into a brightly lit hall. You see a woman dressed in a formal Japanese gown. She is weeping softly on a bench about 40 feet away. Beyond her there is a doorway that leads to an upward staircase.

Ikina Kuroishi

This assassin has disguised himself as a woman and is holding a dagger under his handkerchief. He will wait until the ninja animal is actually in touching range. Unless the character takes precautions the strike will be unopposed (no parry or dodge possible) and will do double damage. The dagger does 1D4 damage.

A.R.: 4 Hit Points: 11 S.D.C.: 19

Attacks Per Melee: 4

+5 to strike, +1 to parry, +1 to dodge.

Break-Off Conditions: He will attempt to flee as soon as the battle looks hopeless.



Seven Challenges for Seven Ninja

Once the characters get past the assassins they meet one of the castle retainers. They will then be escorted to an interior courtyard of the castle. There they will be tended to by servants. This is the site of the final challenge. For each ninja animal who has survived the first two trials, a new formidable opponent will be selected from the White Ronin listed below.

An upper viewing box (30' up) contains the White Ronin ruling elite; Taijitsō Zai, Larry Kim and William Cass. There are also 20 White Ronin guards concealed here and there.



Selecting Combatants: An Example

Assume that the characters, Degas, Calder, Moore and Esher were the only remaining Ninja animals to face the White Ronin. They would be matched in the following way:

Degas (64 pounds) - Musamoto Kunahara (95 pounds)
Calder (168lbs) - Arimoto Yamaguchi (165lbs)
Moore (193lbs) - Tateyama Uda (190lbs)
Esher (228lbs) - Gashira Sukune (225lbs)

What if Calder and Esher were the only survivors? They'd have to fight in the following matches:

Calder (168lbs) - Musamoto Kunahara (95lbs)
Esher (228lbs) - Tateyama Uda (190lbs)

In the final round it could then turn out to be:

Esher (228lbs) - Musamoto Kunahara (95lbs)

If, in the second round, only one character managed to survive, that character would have to fight each of the three opponents in turn.

The Combatants

#1: Tokimuni Soga

A warrior armed with a Bisento (Japanese Polearm). He's huge and tough, a former Sumo wrestler who was ejected from the sport for taking illegal bribes. His high A.R. is simply from the extra layers of fat and muscle that an opponent must penetrate.

Size Level: 12 **Height:** 6'5" **Weight:** 325lbs

A.R.: 6 **Hit Points:** 32 **S.D.C.:** 91

Attacks Per Melee: 2

+2 to strike, no parry, +2 to dodge, +6 to damage (2D6); +2 to roll with punch or fall, body block/tackle does 1D8.

Combat Techniques: A stand-up and slug it out kinda guy, he doesn't bother with parry or dodge he just tries to hit as much as possible.

Break-Off Conditions: He will fight until ordered to stop, even if terribly wounded and doomed to defeat.

#2: Masamoto Kuwahara

Fights with Daisho (matched swords that do 2D6; Wakazashi and Katana that do 3D6 damage). He is small and graceful and disdains the use of armor.

Size Level: 7 **Height:** 5'3" **Weight:** 95lbs

A.R.: 4 **Hit Points:** 31 **S.D.C.:** 32

Attacks Per Melee: 4

+5 to strike, +6 to parry, +7 to dodge, no bonus to

Assassin Area #5: Please read:

"After leaving the Death Trap you walk into a dimly lit hallway lined with suits of Japanese armor. The armor is quite old and there are six suits, three along each wall. 50 feet away, at the end of the corridor there is a doorway."

Higo Tamesada

Hiding in the last suit of armor on the left is this assassin. Each suit is holding a Bisento (Japanese pole arm) and he is no exception. He will wait until the ninja animal is directly in front of him before he attacks.

A.R.: 11 **Hit Points:** 8 **S.D.C.:** 24

Armor: Antique Japanese Armor **A.R.:** 11 **S.D.C.:** 80

Attacks Per Melee: 1

+1 to strike, +1 to parry, +1 to dodge, Damage: 2D6

Break-Off Conditions: Since he can't move very fast in the armor he will surrender as soon as he takes any hit point damage.

Assassin Area #6: Please read:

"After leaving the Death Trap you walk into a dimly lit room. In the middle of the room you see a large, low table. On the table is a naked pale white corpse. Past the table there is another doorway."

Ujimitsu Nonomura

This assassin is armed with shuko (claws inserted under the fingernails). He has applied makeup to his face so that anyone will immediately recognize him as a dead body.

A.R.: 4 **Hit Points:** 18 **S.D.C.:** 24

Attacks Per Melee: 3

+4 to strike, no parry, +2 to dodge, Damage: 1D6 each.

Break-Off Conditions: If he takes a bad wound he'll attempt to play dead (after all, he already looks dead!).

Assassin Area #7: Please read:

"After leaving the Death Trap you walk up a steep stairway. Upstairs you find yourself outside in a walled courtyard. On the other side of a large tree you see an open doorway."

Sumihiko Mikoto

Hiding up in the tree is this assassin with his Yari (straight spear). He will wait for the ninja animal to pass beneath him.

A.R.: 4 **Hit Points:** 28 **S.D.C.:** 16

Attacks Per Melee: 3

+3 to strike, +2 to parry, +1 to damage (1D8)

Break-Off Conditions: This assassin will not retreat, he will attack as long as possible.

damage +5 to roll with punch or fall, +5 to pull a punch; body flip/throw for 1D6 damage. Kick attack does 1D6, jump kick (double damage), leap attack (double damage), and paired attack (no parry), critical attack on 18, 19 or 20.

Combat Techniques: Masamoto will attempt a leap attack or jump attack every other melee round.

Break-Off Conditions: He's a sensible fighter, if it looks like he's hopelessly outmatched, or if he takes a really massive hit, he'll resign. He will also resign if his hit points ever fall below 20.

#3: Kuni Uragaki

A Ninja who fights assassin style with a Tanto (Japanese dagger). Although he is small and relatively unprotected he is the deadliest of the opponents.

Size Level: 8 **Height:** 5'6" **Weight:** 135lbs

A.R.: 4 **Hit Points:** 29 **S.D.C.:** 32

Attacks Per Melee: 5

+4 to strike, +3 to parry, Damage: 1D4 (Death blow on a natural 18/19/20); +6 to roll with punch or fall, +5 to pull a punch; body flip/throw for 1D6 damage; kick attack does 1D6 damage, jump kick (double damage) leap attack (double damage), and paired attack (no parry).

Combat Techniques: He will not use the jump kick, leap attack or paired attack unless it seems obvious that he's already won the match. He would much rather rely on his parry skill and count on his 5 attacks per melee. Every blow he strikes is an attempt at Death Blow.

Break-Off Conditions: If things are going badly, for example if all his S.D.C. are expended, then he will fake a bad fall and withdraw from the contest.

#4: Arimoto Yamaguchi

This is an expert in the use of the Kusari-Gama (axe and chain), the classic ninja favorite. His armor is worn under his ninja outfit and is not visible to opponents.

Size Level: 9 **Height:** 5'8" **Weight:** 165lbs

A.R.: 10 (see armor) **Hit Points:** 18 **S.D.C.:** 38

Armor: Light Chain Tunic **A.R.:** 10 **S.D.C.:** 40

Attacks Per Melee: 4

+5 to strike, +1 to parry, +4 to dodge, +3 to entangle, +1 to damage (1D10); +2 to roll with punch or fall, +2 to pull a punch.

Combat Techniques: Against opponents with a single weapon he will always attempt an entangle in the first strike of every melee round. Against opponents with two weapons he will attempt to entangle a leg and knock them over.

Break-Off Conditions: Arimoto is a bit crazy, he won't surrender until he's down to his last 5 hit points.

#5: Mochiui Shikaga

Tall and muscular, Mochiui is a giant of a man. He uses a huge Hammer that does 1D10 damage. He appears in a full suit of traditional Japanese armor.

Size Level: 13 **Height:** 6'8" **Weight:** 340lbs

A.R.: 15 (see armor) **Hit Points:** 40 **S.D.C.:** 30

Armor: Massive suit of full Japanese armor **A.R.:** 15 **S.D.C.:** 260

Attacks Per Melee: 2

+4 to strike, +12 to damage (1D10)

Combat Techniques: He will not bother with any of the subtle techniques. His method is to hit, and keep on hitting until the opponent can no longer get up.

Break-Off Conditions: He will fight as long as something remains on his armor. When all the armor's S.D.C. is expended he'll resign.

#6: Gashira Sukune

This warrior is wearing a chest and arm protector of traditional Japanese design. He is an expert with

the No-Daichi (giant sword - 4D6 damage).

Size Level: 11 **Height:** 6' **Weight:** 225lbs

A.R.: 12 (see armor) **Hit Points:** 18 **S.D.C.:** 40

Armor: Partial Japanese Chain **A.R.:** 12 **S.D.C.:** 80

Attacks Per Melee: 3

+4 to strike, +2 to parry, damage 4D6

Combat Technique: Straightforward attacks and parries, he will never do any unconventional or original moves.

Break-Off Conditions: He will not resign under any circumstances. If gravely injured he will accept some bandages, but then insist on continuing the combat.

#7: Tateyama Uda

The best swordsman in the challengers, he fights with a family Katana (long sword) that does 3D6 damage

Size Level: 10 **Height:** 5'10" **Weight:** 190lbs

A.R.: 14 (see armor) **Hit Points:** 28 **S.D.C.:** 34

Armor: Partial Japanese Chain **A.R.:** 14 **S.D.C.:** 75

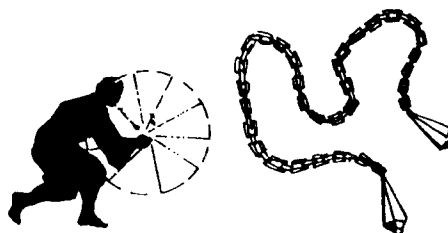
Attacks Per Melee: 3

+5 to strike, +2 to parry, damage: 3D6

+5 to roll with punch or fall, +5 to pull a punch; body flip/throw for 1D6 damage; kick attack does 1D6, jump kick (double damage), leap attack (double damage), and paired attack (no parry).

Combat Techniques: Tateyama will do leap attacks every third melee round. If his weapon seems ineffective against a particular opponent he may decide to shift to unarmed combat.

Break-Off Conditions: When he loses 10 or more hit points he will resign.



Typical White Ronin Guard

All 24 castle guards are armed with short swords and 9mm sub-machineguns.

A.R.: 4 **Average Hit Points:** 12 **Average S.D.C.:** 20

Armor: Bulletproof Armor **A.R.:** 11 **S.D.C.:** 30

Weapon Proficiencies:

W.P. Wakazashi, 3rd level (+2 strike/+1 parry/+1 throw)

W.P. Sub-Machinegun, 3rd level (+1 to strike, 1/8 hits)

Attacks Per Melee: 2

+1 to strike, +1 to parry, +2 to dodge, damage 1D8.



The Final Battle

After the battle is over, if the players character's win they will be congratulated. The woman will be released from her hiding place in America, the White Ronin will stay out of the United States, and the animals are free to go. Even losing characters will be free to go. That should be the end of the adventure unless the following conditions are met.

If the ninja animals win the combat, and if they are relatively uninjured, and if at least three of them are still standing, then the ninja animals can challenge the leaders of the White Ronin to personal combat. It's a unique opportunity because the leaders will lose face if they refuse.

This is simply an attempt to kill off the leadership of the White Ronin organization. Of the characters are successful then they will disrupt the entire organized crime world for a year or more.

On the other hand, this will be a kill-or-be-killed kind of battle. No mercy will be shown on either side.

Taijitsu Zai (Ninja Sword)

The traditional leader of the White Ronin. He leaves the actual running of the organization to his subordinates Larry Kim and William Cass. He always carries an antique Ninja sword (the equivalent of a Wakazashi).

Size Level: 8 Height: 5'1" Weight: 109lbs

A.R.: 4 Hit Points: 21 S.D.C.: 24

Attacks Per Melee: 6

+7 to strike, +8 to parry, +5 to damage 2D6/sword blow; +6 to roll with punch or fall, +5 to pull a punch; body flip/throw for 1D6 damage; kick attack does 1D8, jump kick (double damage), leap attack (double damage), and paired attack (no parry).



Combat Techniques: For the first three melee rounds he will make only one or two attacks, concentrating on dodges and parries. After that he will go all out, attacking the full 6 times per melee.

Break-Off Conditions: Old man that he is, he will attempt to flee after losing any hit points.



William Cass (Katana)

The White Ronin leader of the American division. He is a large, lean black man who dresses in a White Ronin guard outfit.

Size Level: 11 Height: 6'5" Weight: 230lbs

A.R.: 15 (see armor) Hit Points: 28 S.D.C.: 34

Armor: Composite Chain/Bulletproof A.R.: 15

S.D.C.: 55

Attacks Per Melee: 4

+5 to strike, +2 to parry, damage 3D6; +5 to roll with punch or fall, +5 to pull a punch; body flip/throw for 1D6 damage; kick attack does 1D6, jump kick (double damage), leap attack (double damage), and paired attack (no parry).

Combat Technique: Mostly he will rely on simple swordsmanship. Cass will do leap attacks only if it seems that victory is imminent.

Break-Off Conditions: He will have to be down to 8 hit points or less before he will flee.



Larry Kim (Unarmed)

Kim is the leader of the Korean branch of the White Ronin. He also runs the international organization. He is the finest unarmed martial artist in the whole White Ronin. He is short but very powerfully built and is always calm and smiling.

Size Level: 10 **Height:** 5'8" **Weight:** 180lbs

A.R.: 4 **Hit Points:** 34 **S.D.C.:** 40

Attacks Per Melee: 5

+5 to strike, +3 to parry, +3 to dodge, open hand does 1D6+5 damage; +6 to roll with punch or fall, +8 to pull a punch; body flip/throw for 1D6 damage; critical on 19-20, death blow on natural 20; kick attack does 1D8, jump kick (double damage), leap attack (double damage), and paired attack (no parry).

Combat Technique: He will use unarmed combat only. He enjoys doing jump kicks and doing body flips on opponents.

Break-Off Conditions: He will fight to the death.

The Aftermath

Whether or not the ninja animals succeed, the innkeeper will be waiting to pick up any survivors down at the dock. The return to the States will be just a reverse of their departure.

