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JAMES BOND 007

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PLUS Gamesmaster

Role Playing
In Her Majesty's
Secret Service



LIVE AND LET DIE



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For Ages 12 to Adult

Map Booklet

LIVE AND LET DIE

Adventure Module

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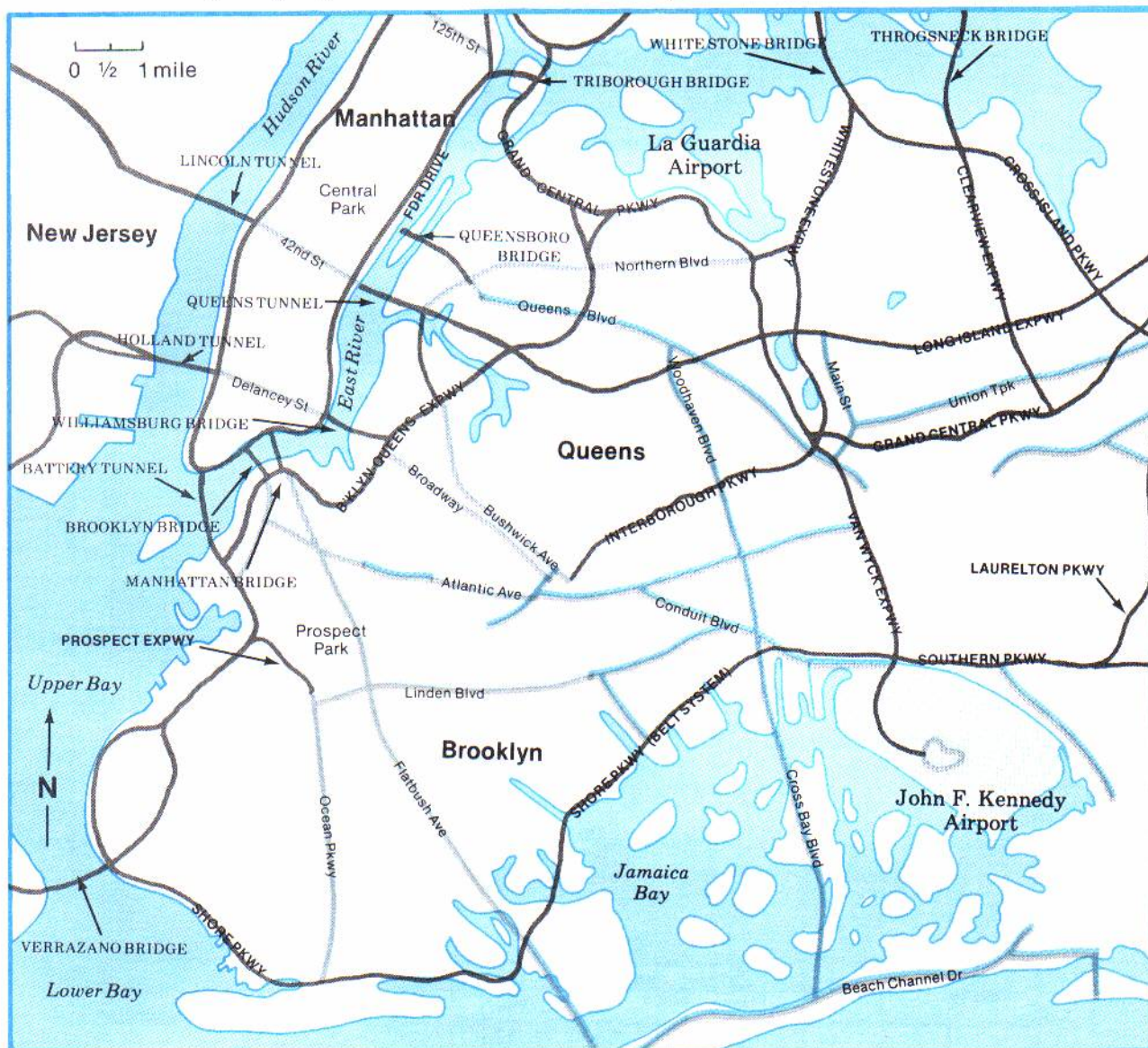
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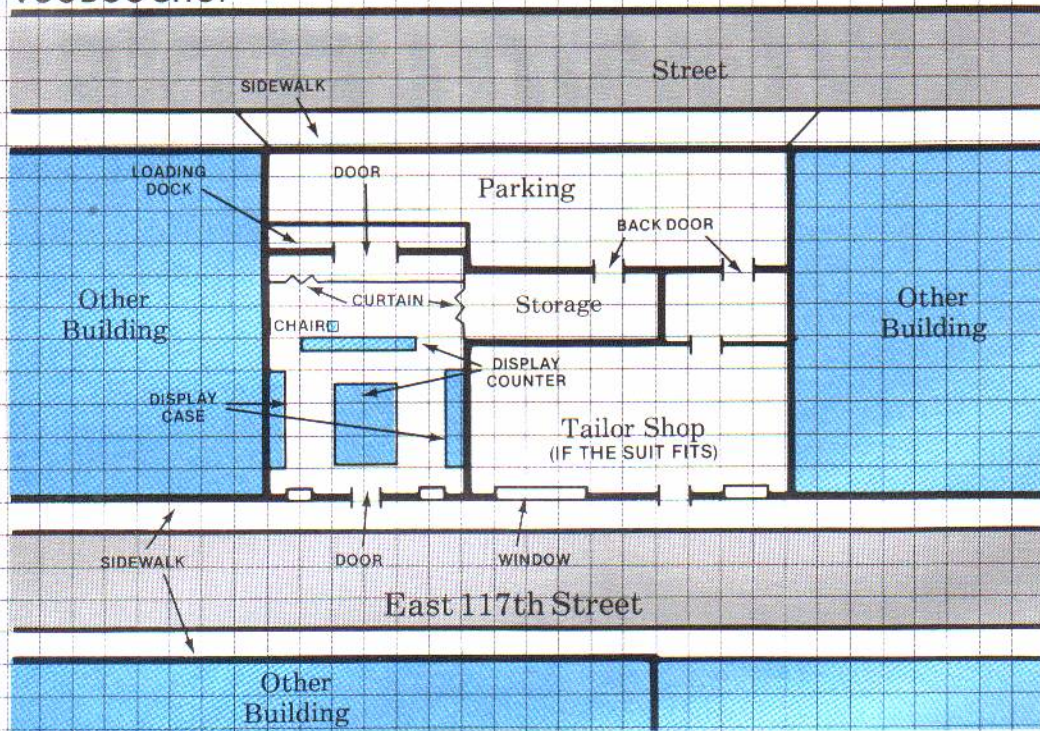
MAJOR ROAD SYSTEMS IN NEW YORK CITY

 = Major Highway

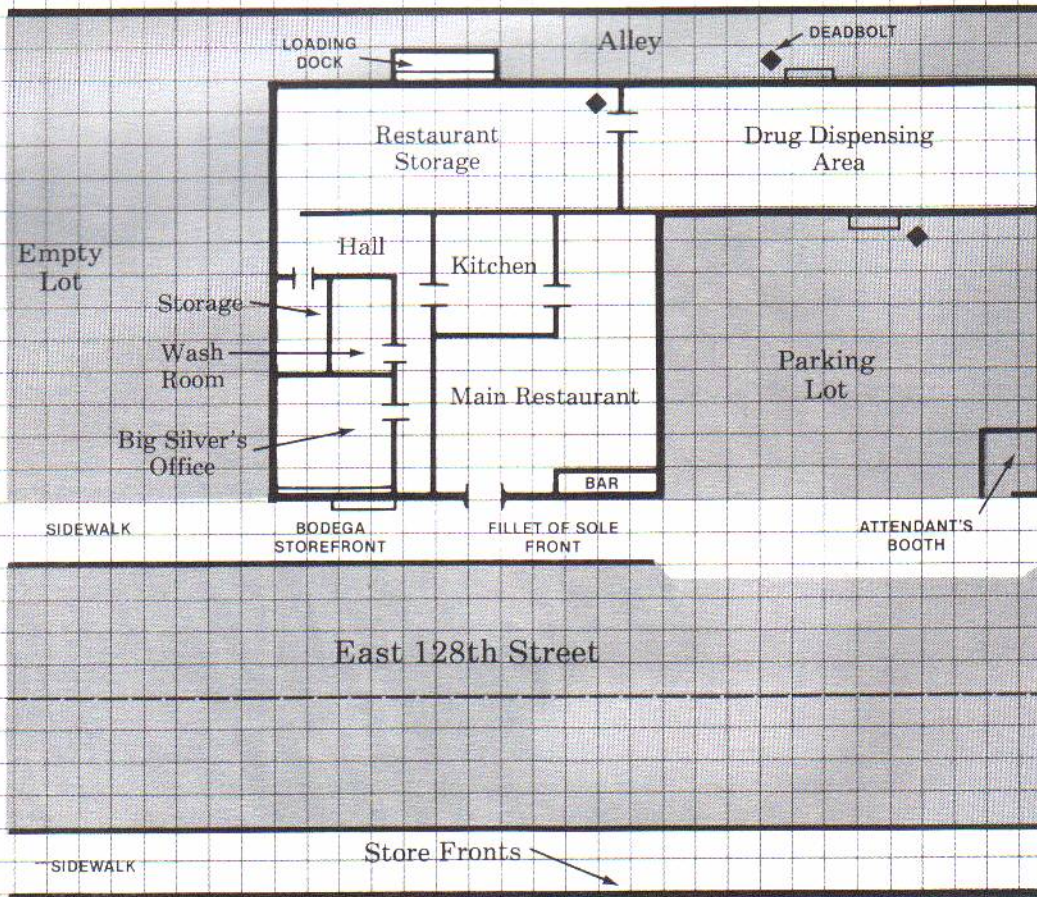
 = 4-Lane Major Road

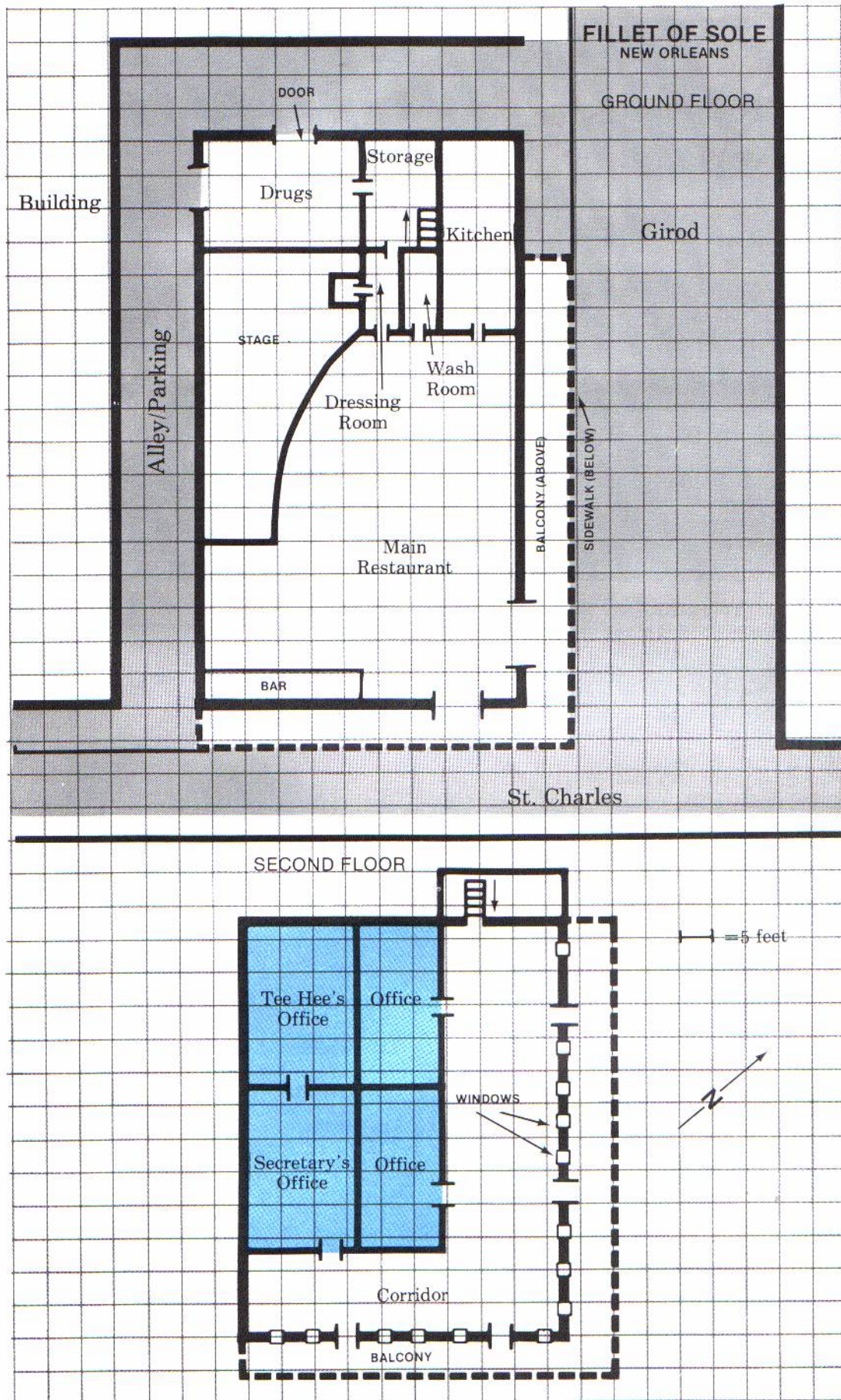
 = Major Road


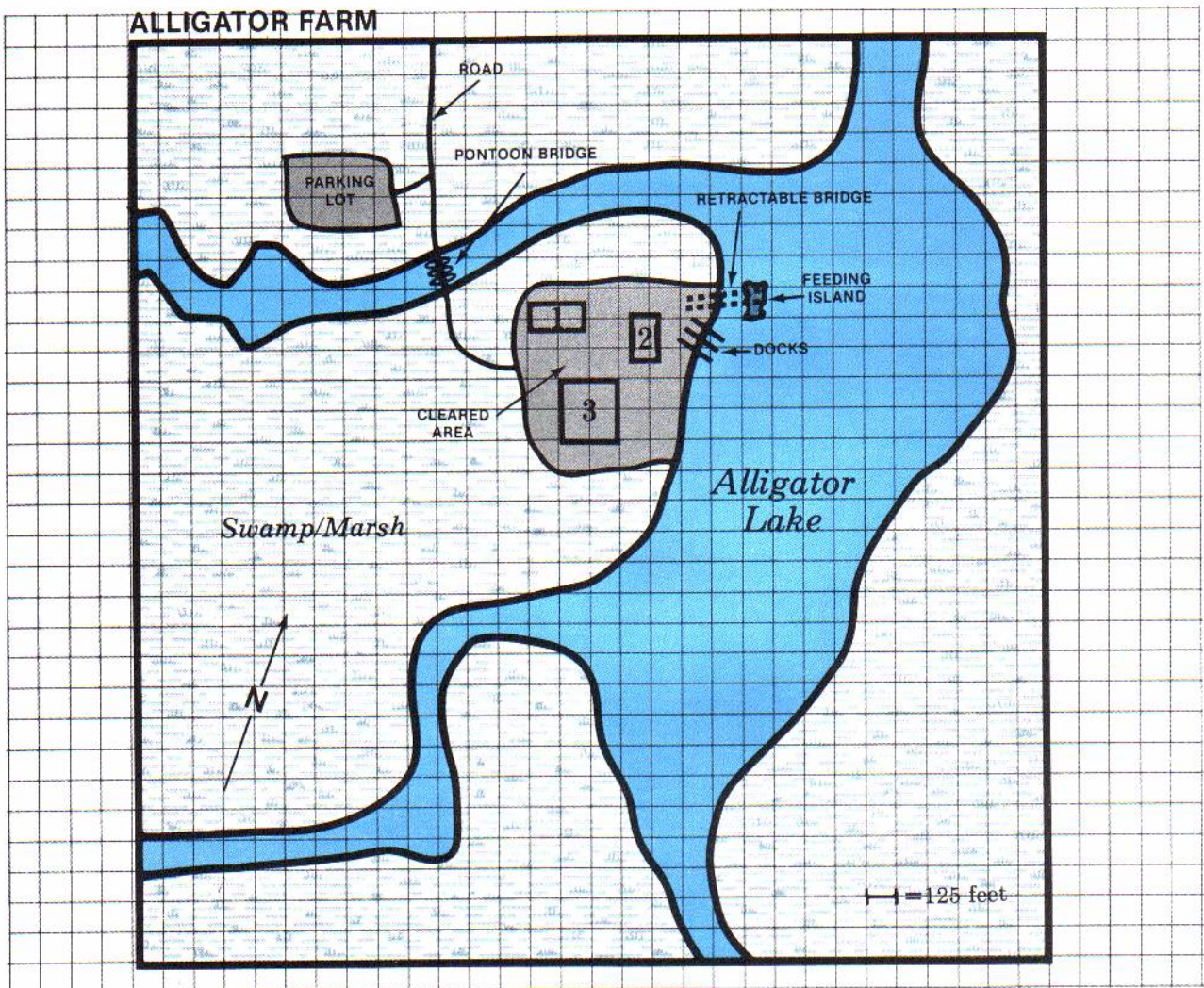
OH CULT VODOODOO SHOP

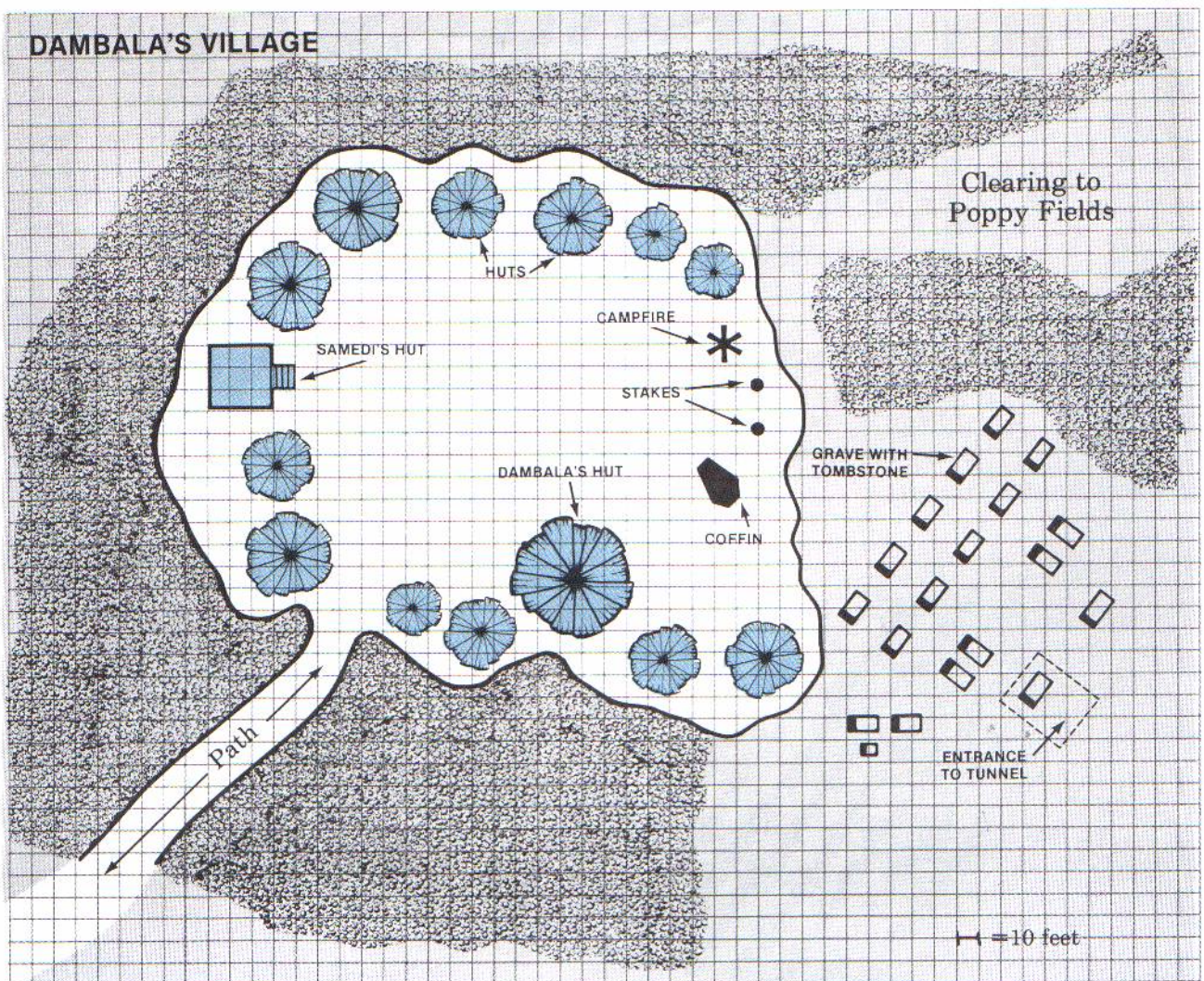
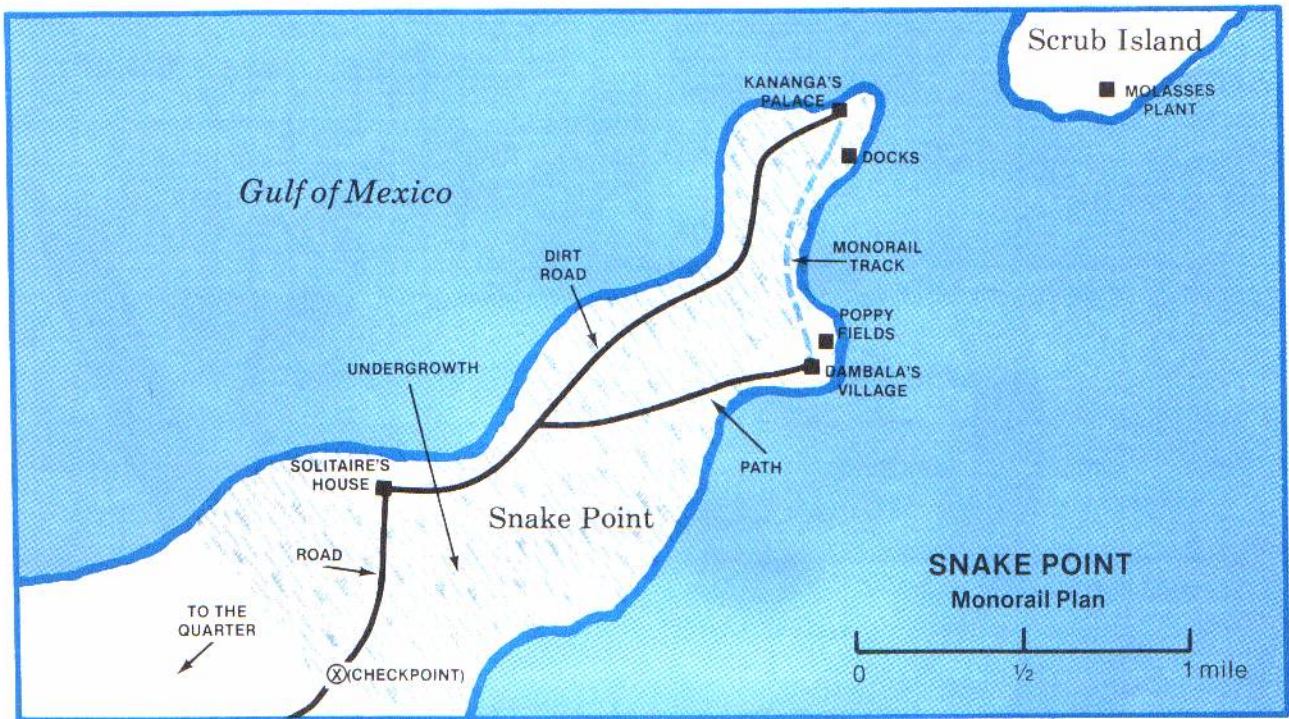


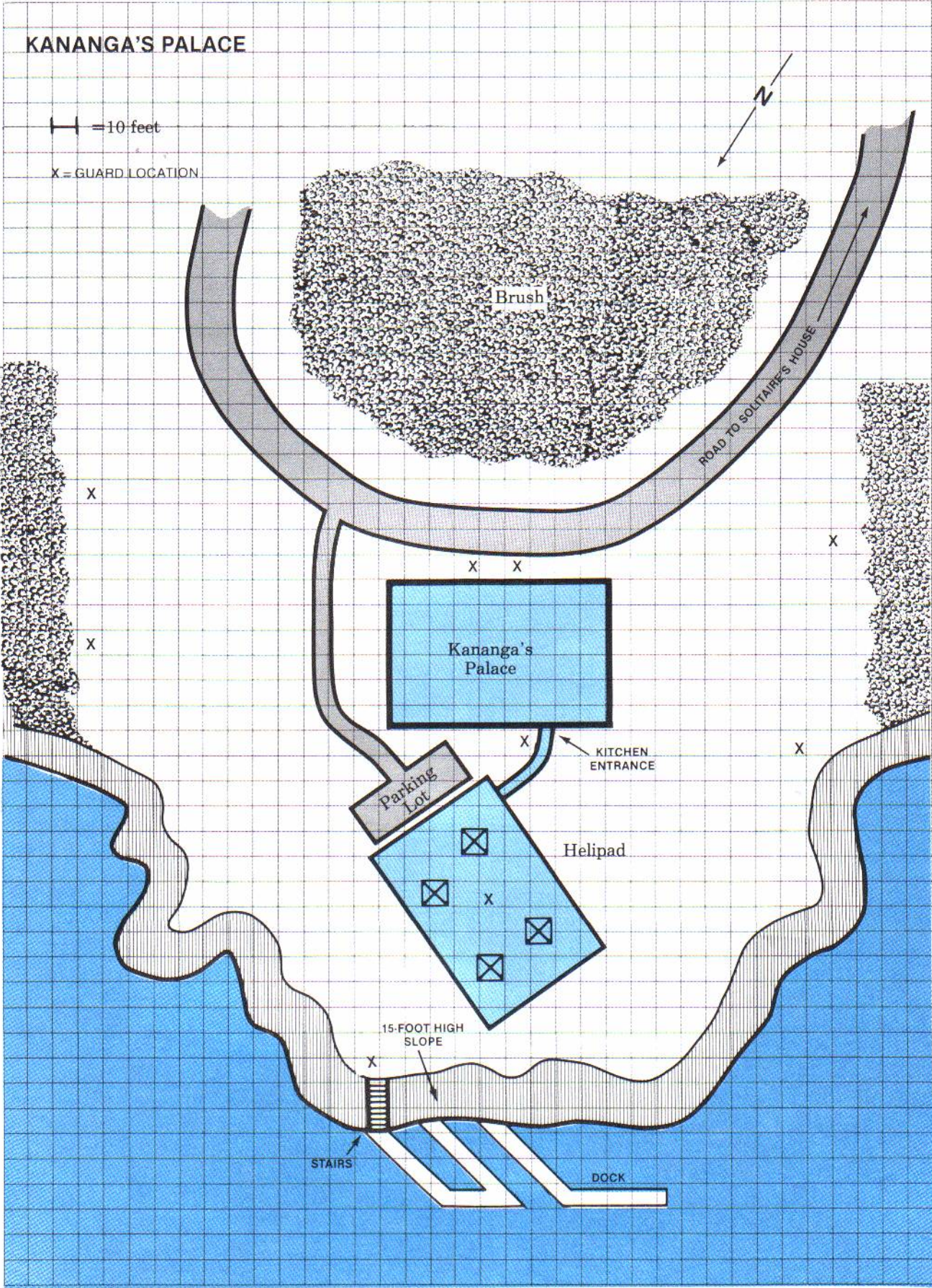
FILLET OF SOLE NEW YORK CITY







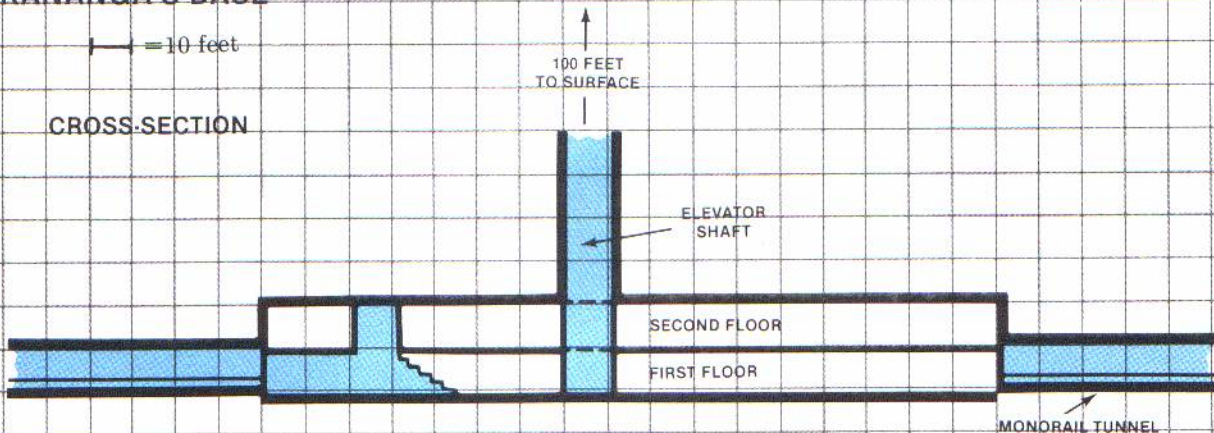




KANANGA'S BASE

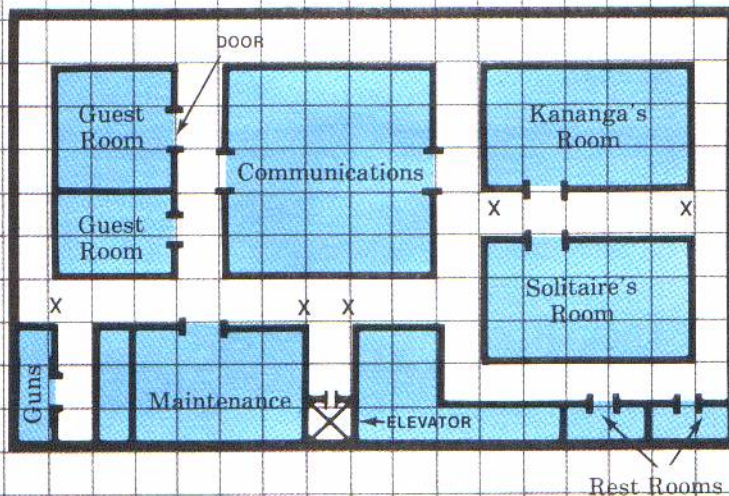
10 feet

CROSS-SECTION

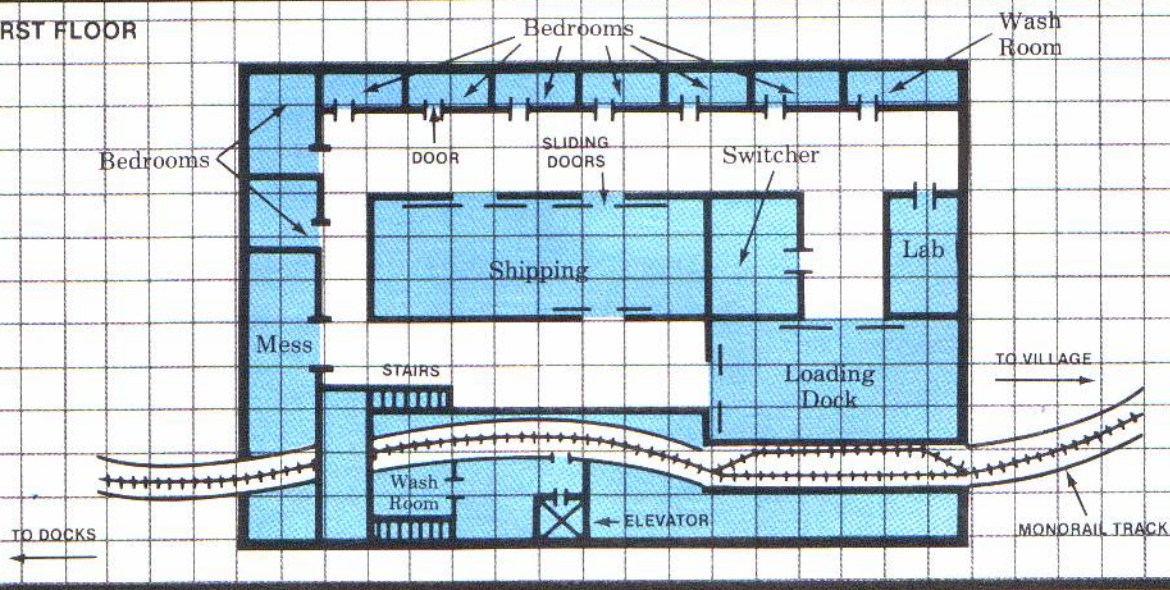


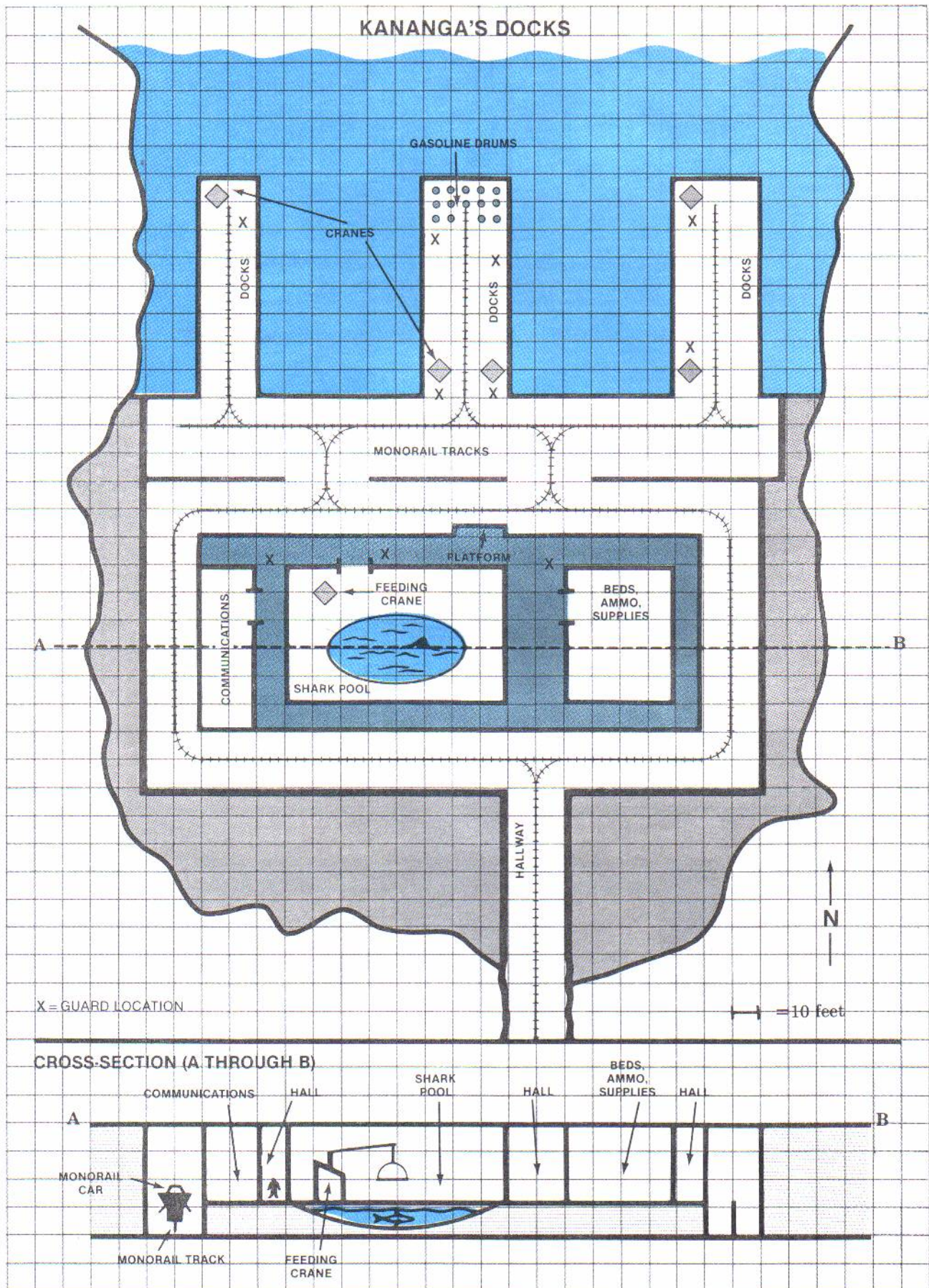
SECOND FLOOR

X = GUARD LOCATION



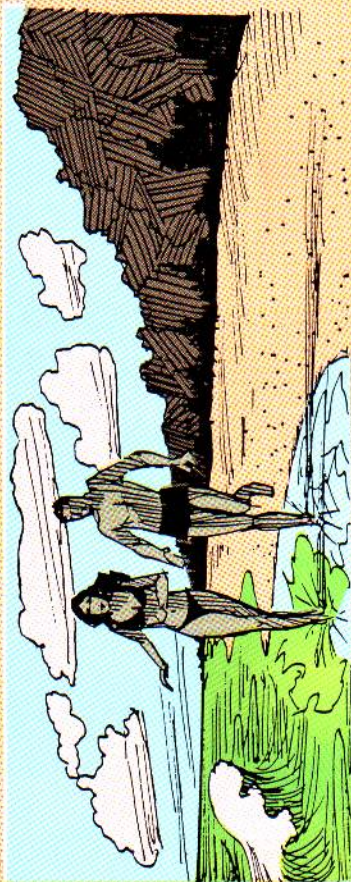
FIRST FLOOR





FOR YOUR EYES ONLY





SAN MONIQUE

Untouched Paradise

Perhaps because of its isolated location in the Gulf of Mexico, this thirty-eight square miles island of hot winds and glowing beaches has not received much attention from tourists. Here the adventurous will find a sleepy land with numerous beaches for soaking up the sun and fantastic coral formations well worth exploring.

The principal city is The Quarter, also the capital of the island, where much of the Old World charm and ornate architecture of the French settlers remains. The limited tourists accommodations and seclusion of the island will make you feel this island paradise is yours alone to explore.

Principal sources of income for San Monique include fishing, sugar cane (from which comes molasses, a major export), and lobster spearing, a business which supplies the hotel kitchens of Puerto Rico. At Point Linda is a salt industry, providing the seasoning to several Caribbean islands. The average islander grows his own Indian corn, sweet potatoes, beans, and pigeon peas on his small farm.

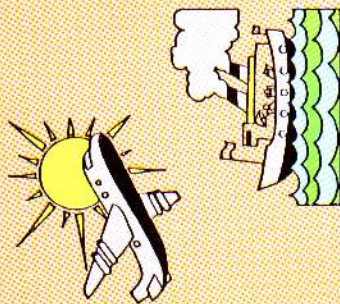
History

Columbus was the first to step foot on this island in 1493, though not much happened for the next 300 years. British settlers arrived in the 18th century, but never claimed the island. They were supplanted in the 19th century by Spanish and French settlers who gave the island its name and beautiful architecture.

Some American tourism began in the 1960's, followed by a move by the government to modernize and industrialize the country. In 1976, San Monique proclaimed its independence and joined the United Nations. Five years ago, Dr. Emman Kananga was elected Premier of the island; he remains in charge of the government to this day.

Exploring San Monique

The beaches and reefs are San Monique's prime tourist draw. The Quarter contains the only major tourist accommodation, the Hotel Caberet. Of special interest in Fort Adkins, built by the British in 1769. Crocus Bay, with its natural harbor, is the best spot to rent a fishing boat. Tourists are not allowed near Snake Point, on the north-east corner of the island, since this area is the personal property of the Premier; you must make an appointment in advance to visit this area.

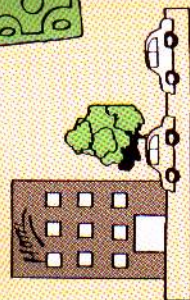
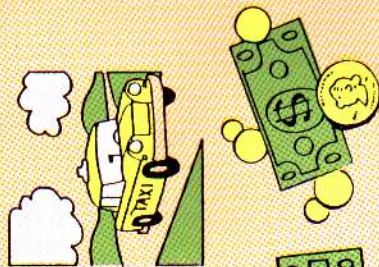


REACHING THE ISLAND: By Air. Windward Airlines flies one round-trip flight per day from San Juan (flight time is 2½ hours). The plane lands at San Monique Airport, located just outside the capital city, The Quarter. From San Juan, connecting flights can be made to all major U.S. cities, Mexico, South America, London, Madrid, and Paris.

By Water. Some pleasure boats stop here on their way to the rest of the Caribbean. From New Orleans, it is approximately 20-24 hours of travel for the average small craft.

GETTING ABOUT. Taxis are available, and the drivers are very willing to act as tour guides. There are several independent car dealers who are willing to rent cars to tourists.

CURRENCY. The San Monique (SM) dollar is the official currency. Six SM dollars equal one pound; 3.5 SM dollars equal \$1 US.



HOTEL. The only recommended hotel in San Monique is the Hotel Caberet in the capital city. It has 34 rooms, but accommodations are somewhat spartan.

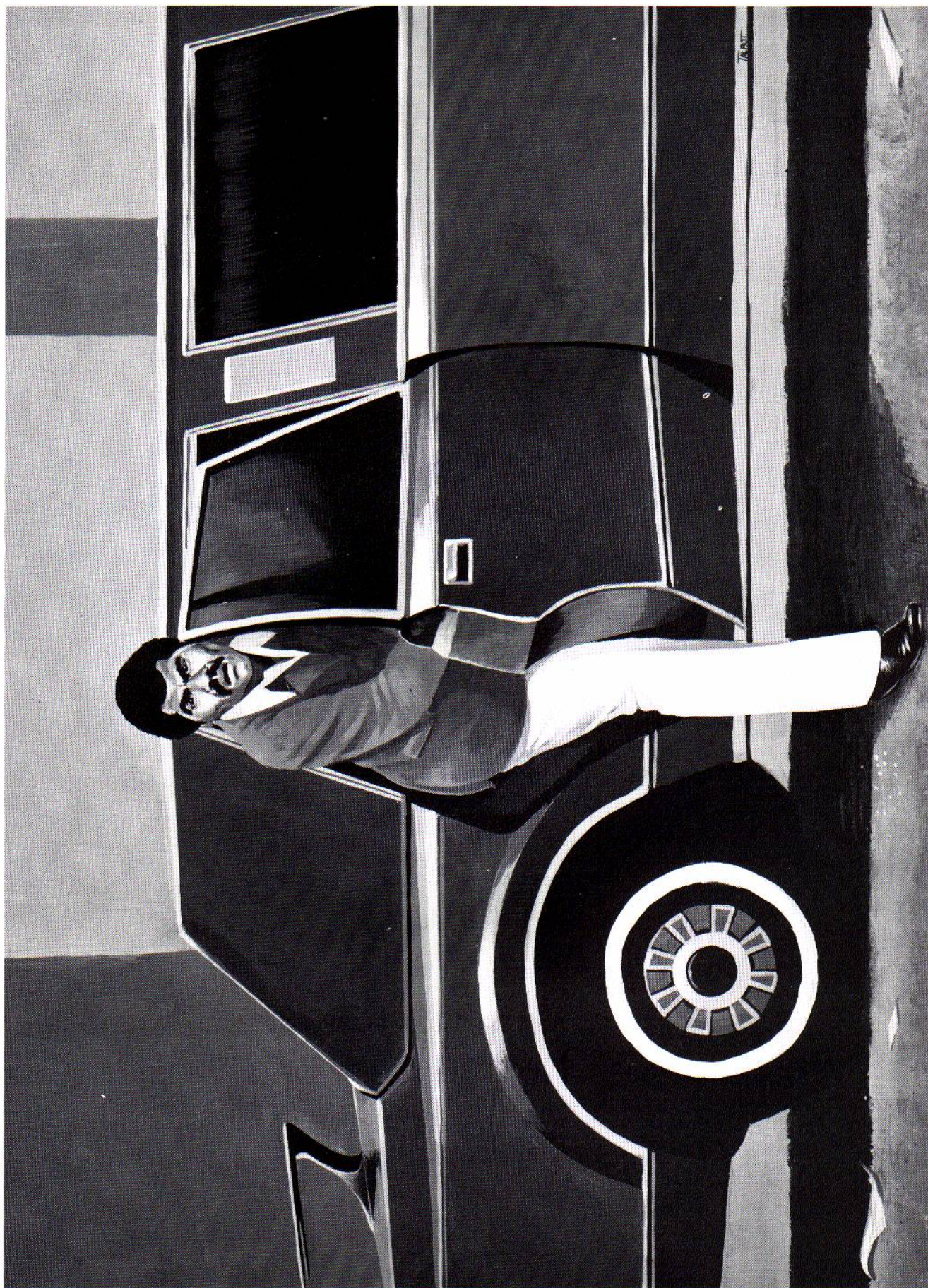
RESTAURANT. The restaurant at the Hotel Caberet is recommended. Sample lunch offers lobster, seasoned fish stew, sweet and sour conch, salad, French bread, rice, and coffee. This restaurant also doubles as a nightclub after 8 P.M.

WARNING: Voodoo is the official religion of San Monique. Many of the small villages conduct voodoo rites on their official holy days. Tourists are encouraged to keep away from any voodoo rituals to avoid angering the islanders. Most voodoo rites occur at night. Saturday, in particular, is known as "night of the loa" (voodoo spirit) in San Monique.



This Mission Sheet is part of the *Live and Let Die* Adventure Module, a supplement to the *James Bond 007* Game.

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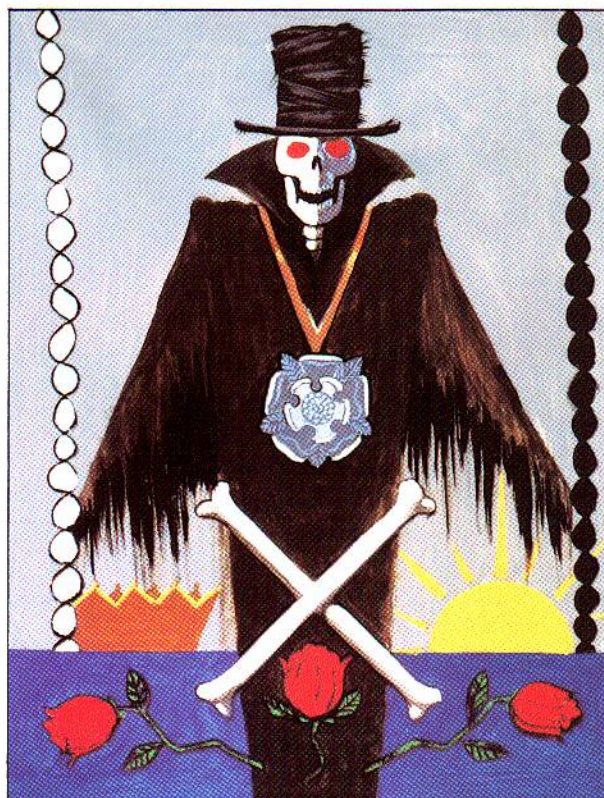
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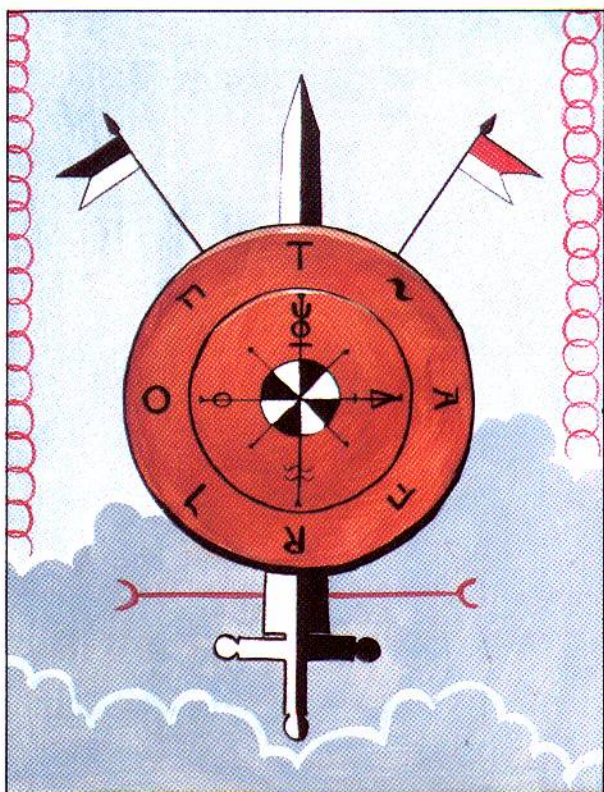




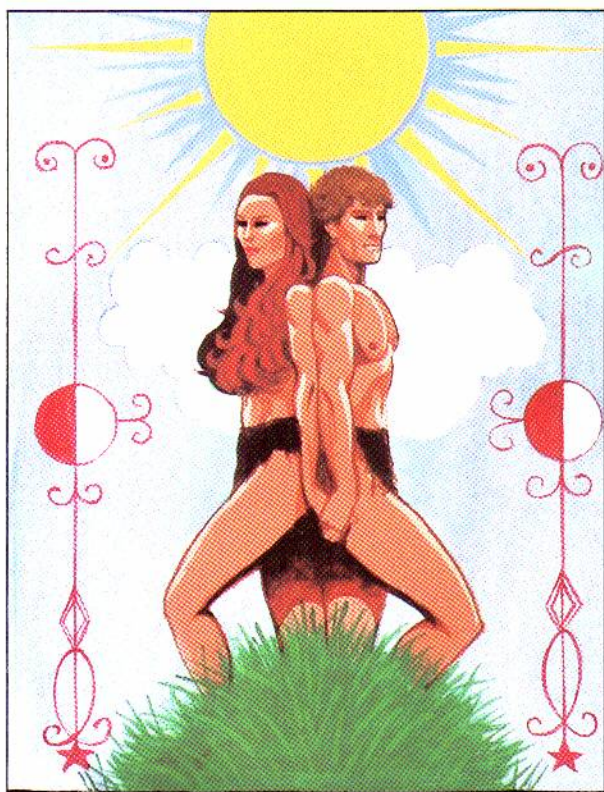
HIGH PRIEST



DEATH



FORTUNE



LOVERS

WORLDWIDE TELECOMMUNICATIONS

We'll help you reach anyone in the world

NEWORLEANS TO NEWYORK:TKT5679

MAY 1 (MONDAY)

WMPZIV:

OERERKE'W ASQER WSPMXEMVI WECW YO WIRHMRK LSROMIW SZIV

XS LEWWPI CSY EFSYX HEAIW WXST XEOI GEVI SJ XLIQ XLIR GSQI

AMXL ALMWTIV XS XLI JMPPIX LIVI -- STOP

FMK

WORLDWIDE TELECOMMUNICATIONS

We'll help you reach anyone in the world

NEWORLEANSTO NEWYORK:TKT5679

MAY 1 (MONDAY)

SILVER:

KANANGA'S WOMAN SOLITAIRE SAYS UK SENDING HONKIES OVER

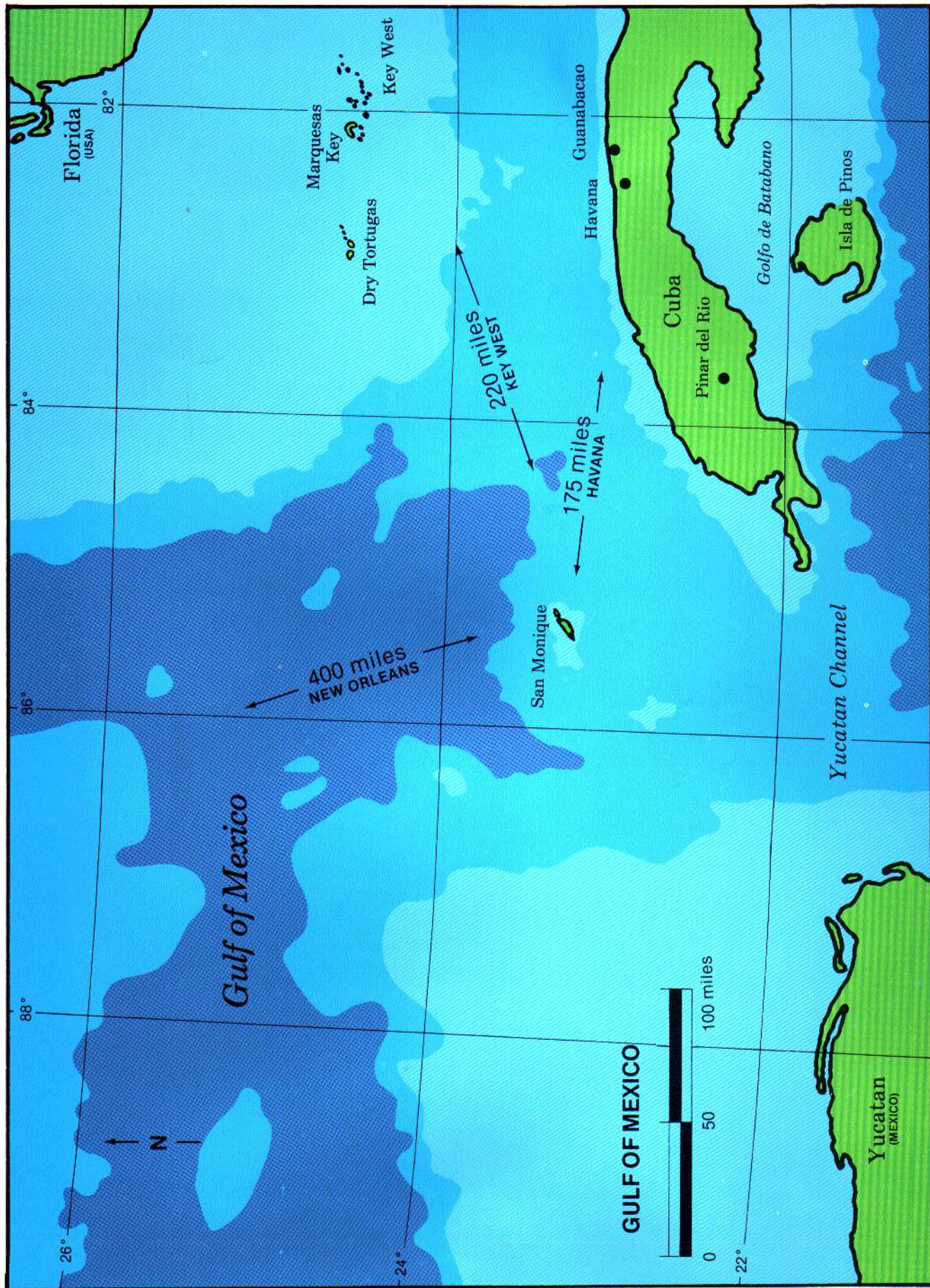
TO HASSLE YOU ABOUT DAWES STOP TAKE CARE OF THEM THEN COME

WITH WHISPER TO THE FILLET HERE -- STOP

BIG

GM NOTE: Do not give out this version of the cablegram until the characters have decoded the other version.

GM NOTE: Cut along lines and give props to players as indicated in text.



Fine Dining

NEW YORK SOUL FOOD
WITH A CAJUN TOUCH



The Fillet of Soul Restaurant (New Orleans). Owner T. H. Johnson proudly introduces the latest addition to the Fillet of Soul restaurant chain. "We plan to open restaurants nationwide," says the always cheerful Mr. Johnson. " 'cause everybody should get a chance to try real down-home cooking." Mr. Johnson's arm was replaced with a mechanical arm ("Lost a tussle with a croc," he quips), and he occasionally uses his new appendage to delight customers when he prepares his specialty ("It's real easy to cut up fried chicken for the folks!"). Located on the corner of St. Charles and Girod in the French Quarter, the Fillet of Soul is open from 10 a.m. to 2 a.m. Nightly cabaret review. All major credit cards accepted. Casual attire allowed.

Mr. Johnson laughingly agreed to share one of his favorite recipes with us: Gran'ma Lee's Wagon Wheels and Lizard Tails. It's actually fried okra; cutting the okra horizontally makes the slices look like wagon wheels and slicing them vertically makes them look like . . . well, lizard tails.

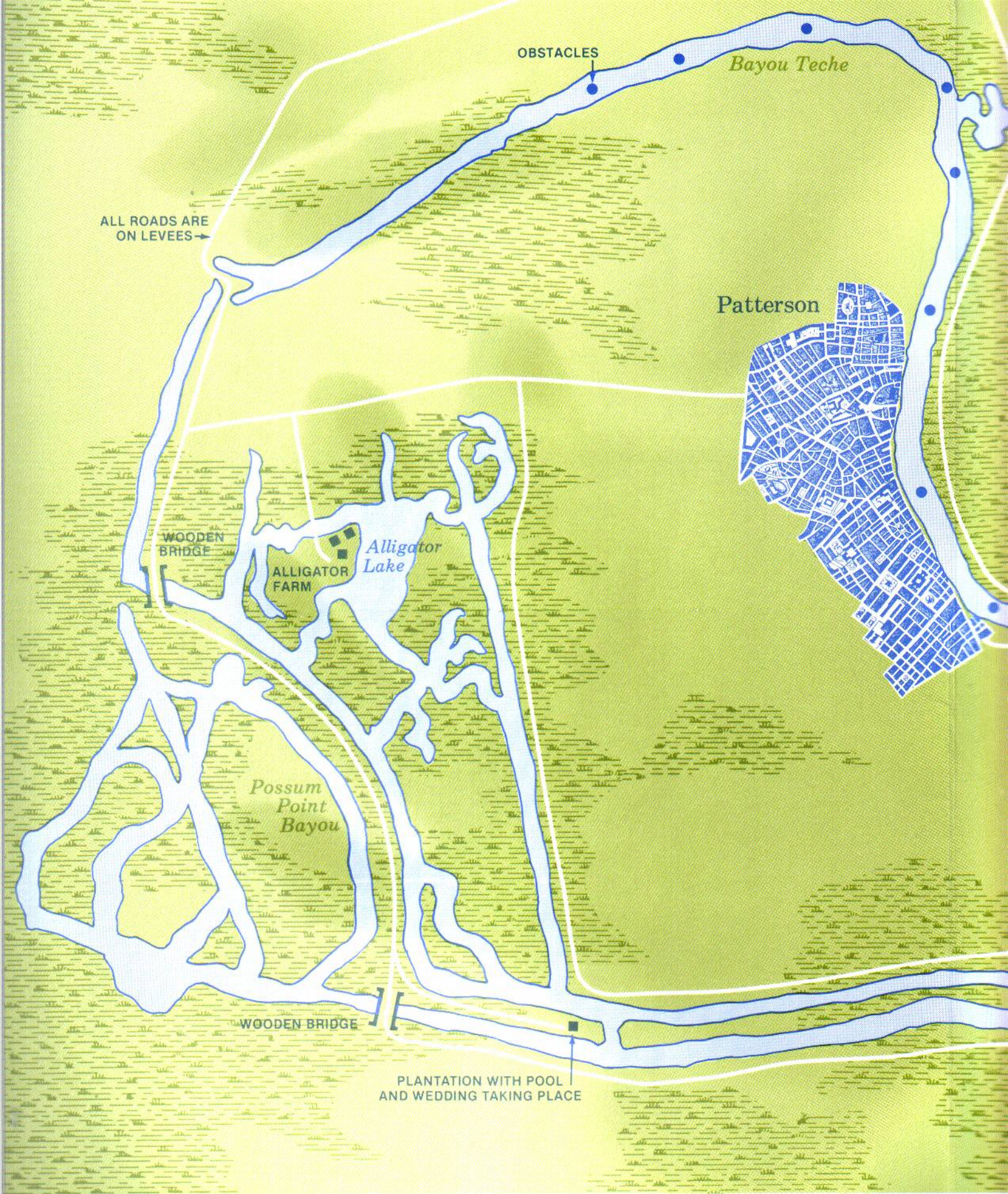
Gran'ma Lee's Wagon Wheels and Lizard Tails

2 pounds fresh okra
1 cup yellow cornmeal
1 cup vegetable oil

1 egg
½ cup milk
1 teaspoon salt
¼ teaspoon pepper

In a small bowl, combine egg and milk. Cut half of okra horizontally (wagon wheels) and the other half vertically (lizard tails). Combine cornmeal, salt, and pepper. Dip okra into egg mixture and then into cornmeal mixture. Fry in hot oil, turning as needed, until dark brown. Drain. Serves 8.

TOP SECRET
Classified
Information





GM NOTE: While the scale for major features is correct on this screen, the scale for minor details (bridges, levees, etc.) is exaggerated for ease of play.

3500903

This screen is part of the *Live and Let Die* Adventure Module, a supplement to the *James Bond 007* Game.
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Gamesmaster Guide

LIVE AND LET DIE

A Tournament Level Adventure Module
for the *James Bond 007* Game

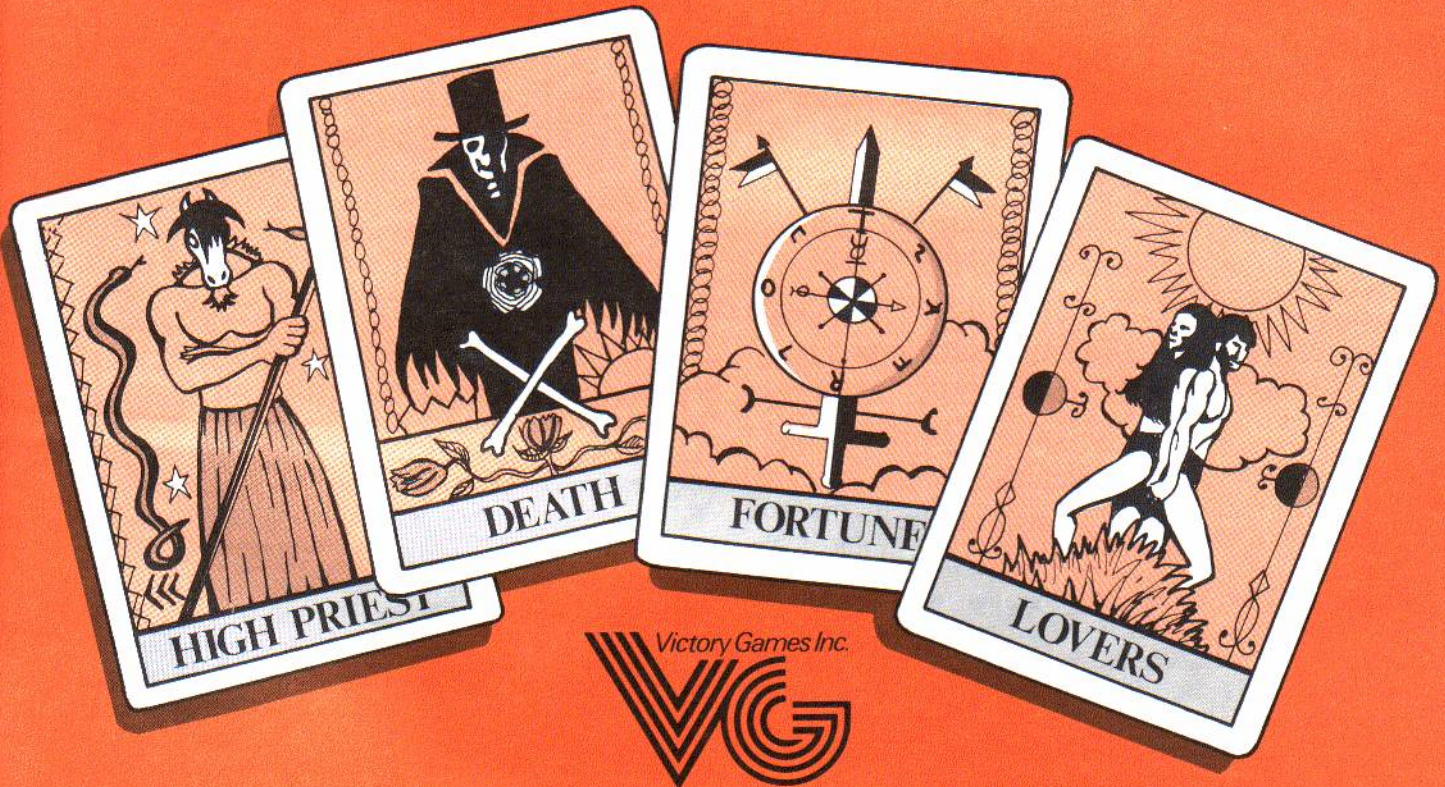
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Part I: Introduction and Briefings



A. Introduction

The *Live and Let Die* Adventure Module is designed to be played by up to three characters and a Gamesmaster. It offers a challenge to one character of “00” rank, two of Agent rank, or three of Rookie rank. If your party contains a different combination of character ranks, you can alter the adventure according to the guidelines offered in this booklet.

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

You should familiarize yourself thoroughly with the story line and details of the mission. It is not necessary to memorize it completely, but you should know it well enough so that, in the middle of running the adventure, you will be able to locate any specific piece of information you need.

Read the adventure through first to gain an overall understanding of the purposes of the NPCs and the details about the locations in the mission. Then read it again, high-lighting or underlining the important details and making notes for yourself in the margins. It is to be expected that you will have to look up information while running the mission, but you should try to avoid long delays while you fish up some forgotten detail.

You will also notice variations in the personalities of the NPCs in this adventure when compared with their counterparts in the movie. These variations are designed to make the adventure different from the movie, in case your players do not wish to recreate the movie’s plot ex-

actly. If you wish to stay close to the premise of the movie, feel free to change the personalities as you see fit.

The information in this booklet is organized to help you run the mission smoothly. The “Briefing for the Characters” in this section presents the background materials the characters must have before beginning the mission. You can either read it directly to your players, as M (you) telling the characters what he wants accomplished, or you can paraphrase it. The “Briefing for the Gamesmaster” provides you with the information regarding Kananga’s and Mr. Big’s master plan. It contains the information the characters are supposed to uncover during their investigations; this information differs from what they learn in the briefing with M. The section “Notes on the Adventure” provides a general outline of what the characters should do during their mission, a timetable for the adventure, descriptions of the props and maps used in the adventure, and suggestions on how best to run the mission. The section “Q Branch Equipment” describes the special items the characters will be given by M.I.6 for the mission.

Part II of this booklet includes the various characteristics and skills for the major NPCs the characters will encounter, plus information about these NPCs that is relevant to the adventure. Part III describes the major locations the characters will visit during their mission and what will occur in these locations. Part IV explains the consequences of the adventure should the characters succeed or fail, plus ideas on altering the adventure and creating new missions, using the NPCs and locations in this adventure. Finally, Part V contains descriptions and information about New Orleans and New York, the two major cities in which the mission takes place.

This adventure includes an M.I.6 Mission Envelope, containing eight Mission Sheets. These sheets contain maps and clues for the characters, which are handed to the players as indicated in the text. The Mission Sheets include a map of the Gulf of Mexico (showing the location of San Monique), a map of the island of San Monique, a travel guide to San Monique, four Tarot cards on one sheet, a black and white photo showing Solitaire and Kananga, a black and white photo of Mr. Big, an article about Tee Hee and the Fillet of Soul restaurant in New Orleans, and an encoded message from Mr. Big to Big Silver (and a decoded version of the message).

There are a number of maps included with the

adventure. On the stiff screen is a map of the area around Mr. Big's Alligator Farm where the characters will become involved in a chase. The other maps are included in an 8-page Map Booklet; these maps are for your eyes only. They are described in "Props and Maps" in D. Notes on the Adventure, below.

The center four pages of this booklet contain filled-out cards for the major NPCs in this adventure. You can either make photocopies of the cards and attach them to index cards, or you can copy the information on NPC Cards of your own. There is also an index for the adventure on page 34. These four pages can be removed from the booklet if you wish.

B. Briefing for the Characters

The mission begins with M personally visiting a character's flat in London. There is no teaser for the adventure (there was none in the movie). If you wish, you can have the character "sharing" the flat with a Fellow Secret Agent of the opposite sex.

Before the actual briefing occurs, first determine in whose flat the briefing will occur. If only one character is going on the mission, the briefing will take place in his flat. If there are two or three characters, randomly select one of their flats. You can have M arrive with the other character(s) in tow.

It is 5:48 on the morning of Monday, May 1. A quick glance through the peephole in the door reveals an impatient M (with the other characters present). The other characters look a bit disheveled since M roused them from their beds less than an hour ago. M has his pipe in mouth, nervously chewing it as he waits for the character to answer.

If there is a "guest" present at the character's flat, you can start things out on a light note by reminding the player of M's attitude towards fraternizing with agents of other nations. The character can have the guest hide in closets or other rooms during the briefing, and allow other characters or M to almost discover the guest's presence. The excuses the character makes up to keep the guest from being discovered could prove amusing.

Note: *You may want to talk over this situation with the player whose character's apartment is being used for the briefing. Obviously, you will be aware of the "guest," but you do not have to reveal the guest's presence to the other characters. Their stumbling upon the guest and their attempts to conceal the guilty character's faux pas from M could lead to a nice sense of camaraderie.*

Otherwise, you can have M and the other characters bull their way in, discover the guest, and have the character remove the person before the briefing begins. M will mutter to himself about tightening security measures for his agents.

If there is no "guest," simply have M and the characters rouse the tenant of the flat. After the social ameni-

ties have been taken care of, M will request a cup of hot coffee and will tell the others to be seated.

"Good morning, _____ (insert flat owner's M.I.6 number)," M will say, "_____ (insert other characters' numbers) and I have been awake for some time now. Is the coffee ready yet? No? Anyway, I have a rather urgent assignment for you, so I'll explain while you start packing.

"Three of our agents have been killed within the last 24 hours — Dawes in New York, Hamilton in New Orleans, and Baines in the Caribbean. Three M.I.6 agents eliminated in such a short time is highly unusual, I'm sure you realize. I want you to find out if these three killings are in any way connected.

"Baines was working on a small island called San Monique; it's located about 100 miles northwest of Cuba. Dawes was in New York, keeping an eye on San Monique's Premier, one Dr. Emman Kananga. I can understand some connection there, but it's Hamilton's death that I don't understand. He was on loan to the Americans, working in New Orleans on some drug-smuggling ring. Ah, it seems the coffee is finally ready."

The host character will offer to serve coffee at this point. You should have the other characters make a Connoisseur roll (+1 Ease Factor modifier) to determine the kind of coffee. On a Quality Rating 2, 3, or 4, the character will recognize it as Colombian, with a bit of Turkish added. Any Quality Rating 1 result will additionally reveal that it was prepared in a Berns coffee maker, and will gain the character a Hero Point.

As the coffee is passed, M will comment on their last assignment. "By the way," he will say (if the last mission was a success), "congratulations are in order." You can insert more details about their last mission, and have M sound pleased. If their last mission was a failure, M will say, in a rather sarcastic tone, "Chief of Staff seems impressed with your progress so far."

At this point the doorbell will ring. Miss Money Penny will be at the door with materials for the characters. M will greet her and say, "Ah, Money Penny, punctual as usual. Please hand out the materials you've brought."

Moneypenny will hand out the following props to the characters: a black and white photograph of Kananga and Solitaire, the map of the Gulf of Mexico, and the map of San Monique. These three props are found in the Mission Envelope. Moneypenny also has airline tickets for the characters, and she carries a package marked "Special Ordnance."

Moneypenny will say to the characters, "Here are your tickets to New York. This photo shows Dr. Emman Kananga and an acquaintance of his called 'Solitaire.' This map of the Gulf of Mexico shows the location of San Monique, and here is a map of the island itself."

Once the props have been seen by the characters, M will continue the briefing. "Doctor Kananga is in New York, visiting the United Nations for the first time in ages. He has recently begun openly supporting the Soviet position in the current arms limitation talks. Since this was such a change from his previous neutrality on the subject, we became curious as to the reasons for his change. Dawes was assigned to initiate a casual observation of Dr. Kananga. At the same time, we had Baines visit San Monique to test the waters there, so to speak. Both men arrived two days ago. In their initial reports, they stated that nothing seemed out of the ordinary. Thus, it came as some surprise when both men were found dead."

"We have kept the C.I.A. informed of our activities, and they are willing to help us. Your contact in New York will be one Harold Strutter, who is helping out with surveillance now that Dawes is gone. Strutter will fill you in on what Dawes was up to. You will be able to contact Strutter at the Hockey Deli — whatever that is — at 223 Third Avenue. He will ask you if you would like a lettuce sandwich. Your countersign will be 'Hold the M.'

"Your flight leaves at 9 A.M. and will arrive at J.F.K. Airport in New York at 11:30 A.M. After arranging transportation, your first stop should be this Hockey Deli to contact Strutter. Then check out Dawes' hotel room, since he was apparently killed there early this morning. The room will be kept sealed until you get there. He was staying at the Royalty Hotel, 37 Central Park South. You can book your reservations either there or at the Plaza next door."

"I want you to find out what you can about Dawes' death. After nosing about New York, head for New Or-

leans, where Felix Leiter will fill you in on Hamilton's activities. Hamilton also arrived there two days ago, and his first reports were equally uninteresting. Again, I want you to learn what you can in New Orleans that might connect Hamilton's death with the others."

"Finally, you should head down to San Monique to meet Baines' C.I.A. contact. Leiter will give you the person's name."

"Needless to say, I am not happy with the death of three of our agents. I want to know why they were killed, and I want this information fast."

M will then turn to Moneypenny and take the package marked "Special Ordnance" from her. He will open it and hand the Q Branch watches to the characters. If there is only one character on the mission, M will hand him the Magnetic watch; if there are two characters, he will also hand them a Geiger Counter watch; and if there are three characters, he will hand them a Rotary Saw watch as well. (See D. Q Branch Equipment, below, for details). The characters should decide amongst themselves who will wear which watch.

Note: *The Geiger Counter watch has no direct effect on this adventure. There are no radioactive materials connected with the drug-smuggling operation. The watch is included as a "red herring" — something the players may think their characters need, but actually do not. In the movies Bond always finds a use for the equipment provided by Q Branch. It is suggested that you sometimes give the characters a piece of Q Branch equipment that may not be relevant to the characters' mission. You will find this helps prevent the players from assuming too much about the mission from the equipment they are given. The players may indeed come up with a practical use for the equipment. After all, M.I.6 is not omniscient about what the characters will need on their mission, but usually they offer useful equipment.*

M will say to the characters as he hands out the watches, "Now please take care of that (those) watch(es). The overburdened British taxpayers would be chagrined if they knew how disrespectful some of our operatives are with Special Ordnance equipment."

The briefing is complete at this point. M and Miss Moneypenny will depart, allowing the characters to discuss their plans. Their flight will leave at 9:00 A.M. exactly from Heathrow Airport.

C. Briefing for the Gamesmaster

The deaths of Hamilton, Dawes and Baines are definitely connected, and they tie in with what may be the biggest drug-smuggling operation to hit the continental United States. Each of the M.I.6 agents stumbled upon clues about this operation and was immediately eliminated by the opposition.

The operation has been engineered by Dr. Emman Kananga, Premier of San Monique, and Mr. Big, the

major crime boss of Harlem and New Orleans. They have formulated a plan which, if successful, will double the number of heroin addicts in the United States. The basis of their plan is to distribute free heroin through a chain of Fillet of Soul restaurants Mr. Big is building across the United States. The restaurants serve soul food as their legitimate front, and then will give out packets of heroin to anyone saying the correct password. They will

offer the special service for one year, during which time they expect many more people to become addicted. The other importers of illegal substances (such as the Mafia) will be driven out of business. Once they have cornered the market on heroin, Big and Kananga will double the previously high price of the substance and reap huge profits, both from the old addicts and the many, many new ones.

Kananga is in charge of growing poppies in San Monique and distilling the opium paste. The paste will be mixed in with shipments of molasses (a famous export of San Monique) and will be imported into the United States through New Orleans. Mr. Big will have the molasses sent to his alligator farm, where the opium paste will be separated and then distilled into heroin. Mr. Big and his gang will oversee the distribution of the heroin through the Fillet of Soul restaurants.

Note: *The contamination of the molasses with opium paste will not be noticed by simple visual examination. Only a taste or chemical analyses will reveal the presence of the opium. The Science skill or Botany, Chemistry or Toxicology Field of Experience can be used to discover the contamination.*

The plan is just beginning to go into operation. A test shipment of the molasses-opium has been shipped to New Orleans, arriving on Sunday night, April 30th. It is currently at Big's alligator farm outside of New Orleans, being distilled into heroin. The first major shipment is scheduled to leave San Monique at midnight Thursday, May 4th. It will take 22 hours to reach the alligator farm near New Orleans.

THE UNHOLY ALLIANCE

Dr. Emman Kananga was attracted into this cooperative venture with Mr. Big because he wishes San Monique to stay out of the influence of either the United States or the Soviet Union. When elected Premier of San Monique five years before, he barely had a majority of votes. He has been rather ruthless in silencing all political opposition on the island and ensconcing himself permanently as leader of his country. He has drawn foreign aid both from the United States and the Soviet Union during his time in office, using the money to build his palace and secret underground base.

The Soviet Union has threatened to withdraw its financial assistance to San Monique because Kananga has maintained neutrality towards both superpowers. Until the heroin operation is in full swing, Kananga needs their continued support, and thus he has started taking the Soviet side in the arms limitation talks. It was this change in political diplomacy that first drew M.I.6's interest to San Monique and its Premier.

Kananga has been to the United Nations a number of times before becoming Premier and several times since. It was during his second visit that he heard of Mr. Big, who at that time was beginning to expand his activities from Harlem to New Orleans. He arranged to meet the gang leader, and their common disregard for the average human led to mutual admiration. Mr. Big

provided Kananga with gunmen to eliminate political opponents, and Kananga reciprocated by offering refuge to Big's gang members when American lawmen were after them. Their plan to monopolize the heroin trade in the United States arose in the last year, and Kananga immediately imported the poppies to start their plan going.

Kananga's most valuable asset is Solitaire, a young woman with remarkable prophetic powers. Second in importance are his chief advisers, Baron Samedi and High Priest Dambala. Kananga has actively supported the rites of voodoo on San Monique, and most citizens of the island believe deeply in the powers of voodoo. It was through the aid of these three assistants that Kananga rose to power in the first place.

Mr. Big's gang is also dominated by three assistants. Tee Hee and Whisper are long-time associates of Big and are usually found with him. Tee Hee is Big's bodyguard and manages the Fillet of Soul restaurant in New Orleans, and Whisper runs the Oh Cult Voodoo Shop in New York. Big Silver is Mr. Big's muscle man, in charge of operating the Fillet of Soul restaurant in New York. Kananga uses Solitaire's occult powers to help Mr. Big's gang locate any forces working against them.

DEATHS OF THE M.I.6 AGENTS

It was Solitaire's mystical powers that led to the deaths of Baines, Hamilton and Dawes. Her tarot card readings indicated three threats to Kananga and Mr. Big,



and, as a result, the minions of these two were quite prepared when the M.I.6 agents stumbled upon the drug smuggling operations.

Dawes overheard a conversation between Big Silver (Mr. Big's henchman in New York) and Kananga about a "shipment" arriving that day (April 30th). Kananga noticed Dawes and had Big Silver follow the agent back to the Royalty Hotel. Silver then killed Dawes at the hotel with one of his special cupro-nickel bullets (see Part III: C. The Royalty Hotel).

Hamilton was discovered when he followed Tee Hee to the New Orleans dock where the test shipment of molasses/opium was delivered. Tee Hee was expecting something, and he attacked the agent as soon as he saw him. He tore the agent's throat open with his mechanical arm. Tee Hee left the body at the dock as a warning to other busybodies (see Part III: I. Pier #23).

Baines was investigating the molasses plant on Scrub Island and stumbled upon Kananga's docks and underground base where the opium paste is mixed with the molasses (see Part III: P. The Underground Base). Thanks to Rosie Carver's betrayal and Solitaire's warning, Baines' appearance was expected. He was captured by Baron Samedi and taken to Dambala's village, where he was killed by snakes in a voodoo rite.

Thus, the three killings are definitely related, but finding out what happened is not the crux of this adventure. The characters must learn the connection between Mr. Big and Kananga, uncover the drug-smuggling operation, and stop it.



D. Notes on the Adventure

GENERAL COURSE OF THE MISSION

What the characters decide to do will define the course of the mission. Presented below is an outline of how the adventure will normally run, as the characters gather clues and encounter the various NPCs. This series of events is separate from the Mission Timetable (see below) in that it indicates what the character should do to complete their mission. You may need to change encounters or move props, if you find the characters wandering idly about, so as to get them going in the right direction again.

1. When the characters arrive in New York, they will already find themselves the target of trouble. Whisper will be awaiting them, thanks to a warning by Solitaire. He will Tail them and attempt to use his car's mirror dart gun to scare them off.

2. The first stop the characters should make in New York is the Hockey Deli, where they will meet Harold Strutter. The C.I.A. agent will direct them to Dawes' room at the Royalty Hotel; there they will discover that their fellow agent was killed by a special cupro-nickel bullet. Also, they will find the Lovers tarot card, which will be useful when they meet Solitaire. By returning to the Hockey

Deli to check with Harold Strutter, they will learn that the bullet is used by a Big Silver, who operates out of Harlem.

3. The characters will now have two possible leads: Whisper's car (if they have been able to track down its owner) and Big Silver's bullet. They will have to visit Harlem to pursue these clues. (They will probably become involved in a combat or chase with Big Silver and his accomplices at this point.) If they have followed Whisper to the Oh Cult Voodoo Shop, they will be steered toward the Fillet of Soul where Big Silver is located. They will otherwise be told by people on the street that Big Silver runs the restaurant. If they survive the meeting with Big Silver at the restaurant, they will find a coded cable from Mr. Big to Silver and Whisper. The cable originated in New Orleans, and this should be their next point of arrival. The characters should be given every chance to get the cable.

4. On the flight to New Orleans, the characters should find the article on Tee Hee owning the Fillet of Soul restaurant; this clue will probably lead them to investigate the restaurant. Once they reach New Orleans, the characters will find themselves again targets of more

of Mr. Big's gang. They will probably encounter Sheriff J. W. Pepper, who will prove either a help or hindrance to them. The characters will find Felix Leiter at the Royal Orleans Hotel; he will tell them that Rosie Carver was Baines' contact in San Monique and that he has enlisted the aid of Quarrel. Leiter suspects there is a drug-smuggling operation in the Caribbean area, though its exact location is unknown. The characters will encounter a Mrs. Bell, who will give them the Fortune tarot card (which will prove quite beneficial to them).

5. The characters may decide to visit Pier #23, where Hamilton was killed. Here they will learn that Tee Hee was at the dock the night Hamilton was killed and that a boat made a suspicious delivery. There is another Fillet of Soul restaurant in New Orleans, which they may decide to investigate. They may be captured here by Tee Hee and brought to the Alligator Farm, where they will meet Mr. Big. It is likely they will become involved in a major chase around the bayous of Louisiana. It is expected that the characters will escape and eliminate Mr. Big and his gang. If they capture Mr. Big, they will know definitely that Kananga is involved in the drug smuggling plot. Otherwise, they should have gathered sufficient clues to lead them to San Monique next.

6. Depending on how the characters reach San Monique (either secretly or openly), they will probably encounter Rosie Carver first. She will tell them that Baines was found dead near a small village on the island (Dambala's village). Her identity as a KGB agent will probably be revealed early on, removing her from the mission. Their next major contact will be Quarrel, who will be able to get them around the island in his boat. The characters will be ready at this time to approach Kananga's palace and underground base.

7. The most effective way the characters will have of reaching Kananga safely is by meeting Solitaire and making her change her loyalties (Seduction by a character is the only way this will happen). She will either help them reach Kananga or accompany them. The characters should discover the underground base and the ship ready to sail for New Orleans with the opium. Kananga will, of course, do his best to eliminate his enemies at this point. The characters will succeed in their mission if they stop the opium shipment from leaving San Monique and eliminate Kananga (assuming Mr. Big and his henchmen have already been eliminated).

Note: *It is quite possible that the characters will arrive after the boat has sailed. They will still be able to succeed in their mission if Mr. Big's New Orleans and New York operations have been eliminated. Otherwise, they will have to return to New Orleans or New York to prevent the successful delivery of the opium to Big's operation. If Mr. Big is dead, his operations will be carried on by Tee Hee. In effect, the characters must eliminate both sides of the drug smuggling operations to succeed.*

The events outlined above may change, depending on the actions of the characters. Players familiar with the movie may try to jump ahead by going to San Mo-

nique before investigating New Orleans. They should be captured immediately by Kananga's people and deported (see Part III: L. San Monique, for details).

MISSION TIMETABLE

This timetable describes the events that take place apart from the characters' actions. It provides you with a framework for determining how well the characters are doing at any time in the mission. If you find the characters lagging significantly, you may need to force encounters to get them moving in the right direction.

Note: *It is very important for you to understand that Kananga and Solitaire will leave New York before the characters arrive. Solitaire will have warned Mr. Big of the danger presented by the characters' arrival, but she will not be present for the characters to find. Kananga will keep warning Mr. Big of the characters' actions in New York and New Orleans because of Solitaire's mystical powers.*

All times for the timetable are given for Eastern Standard Time (New York and San Monique time). Add five hours to determine London time and subtract one hour for New Orleans time. The "A" by the dates refers to the arrival time of the characters in New York.

Saturday, April 29 (A minus 2 days): The trial shipment of molasses and opium is sent to New Orleans. Mr. Big arrives in New Orleans from New York. Kananga and Solitaire arrive in New York for conference on Monday morning. Baines, Hamilton and Dawes are given their assignments and arrive at their respective locations.

Sunday, April 30 (A minus 1 day): Rosie Carver traps Baines; he is killed by Dambala at 12:01 A.M., his body is found by Carver at 2 P.M. local time (7 P.M. London time). The trial shipment arrives in New Orleans. Hamilton is killed at the docks, and his body is found at 7 P.M. local time (1:30 A.M. Monday, London time). Dawes sees Kananga meeting Big Silver, and is later killed in his hotel room. The body is found at 9:30 P.M. New York time (2:30 A.M. Monday, London time). M decides to act on this information.

Monday, May 1 (A day): The characters are briefed by M at one of their apartments at 5:48 A.M. London time (12:48 A.M. EST). The characters leave Heathrow at 9:00 A.M. and arrive in New York at 11:30 A.M. Kananga and Solitaire leave Kennedy Airport for San Monique at 11:15 A.M. after Kananga has warned Silver of the characters' arrival. Kananga's freighter leaves for his docks at San Monique.

Tuesday, May 2 (A plus 1): The freighter arrives at San Monique, and the loading of the first major opium shipment begins. Quarrel arrives at San Monique and waits for the characters at Crocus Bay.

Wednesday, May 3 (A plus 2): The freighter is filled by 7:45 P.M. and leaves for New Orleans.

Thursday, May 4 (A plus 3): The freighter arrives in New Orleans at dusk, and the opium/molasses mixture is removed for processing.

Friday, May 5 (A plus 4): The first shipment is distilled and the heroin is sent to the Fillet of Soul restaurants.

Saturday, May 6 (A plus 5): The free heroin arrives by plane in New York and is distributed.

The only change that might occur in this timetable is the time that the freighter will leave San Monique. This change will occur only if Mr. Big and Tee Hee have been eliminated by early Wednesday (May 3), and someone has notified Kananga. He will either redirect the freighter to New York (if the operation there is still intact under Big Silver) or keep the ship at the docks (if the operations in both New York and New Orleans are gone).

PROPS AND MAPS

Described below are the various props included in the Mission Envelope and the various maps and floorplans for the adventure. Props should be handed to the players as indicated; if the characters miss a prop in the ideal location, you can move it to a new spot to find.

The Tarot Cards: These include the Lovers, the High Priest, Fortune, and Death. The Lovers card will normally be found in Dawes' hotel room in New York; if necessary, you can have Strutter, or even a stranger on the street, hand it to them should the characters miss the card in Dawes' room. The High Priest card will normally be found in the characters' room in New York; it can alternately be discovered at any other New York location or on the airplane the characters use to go to New Orleans. The Fortune card will be handed to them by Mrs. Bell at their hotel in New Orleans or it will be found in their hotel room; it can also be given to them by Leiter before they leave for San Monique. The Death tarot card will be found in Samedi's hut in San Monique.

It is important for the flavor of the adventure that the appearance of the first three cards should be as mysterious as possible. No one the characters talk to will know anything about the cards.

Note: *If for some reason the characters lose one or more of the cards, they will be able to find exact duplicates (with the same powers) in the tarot deck in Baron Samedi's hut on San Monique.*

Map of the Gulf of Mexico and Map of San Monique: These two maps will be handed to the characters during their briefing with M. The first map shows San Monique in relation to the other islands in the Gulf; the second shows the major highlights of San Monique.

Illustration of Kananga and Solitaire: This picture is also handed to the characters during the briefing with M. It is from the M.I.6 files. It is important for the players to realize that Kananga looks nothing like Mr. Big and that they are not the same person.

Illustration of Mr. Big: This picture is given to the characters by Harold Strutter after they have investigated Dawes' room. Strutter should be used to point out the obvious differences between Big and Kananga.

Tourist Guide to San Monique: This prop should be

given to the characters if they visit the San Monique consulate. Alternately, it can be given to them by Felix Leiter before they go to San Monique.

Cablegram: The coded version of this prop is found in Big Silver's office. The decoded version should be given to the characters after they successfully break the code.

Article on Tee Hee: This prop is found in a magazine aboard the plane the characters use to fly to New Orleans. It shows a picture of Tee Hee with his mechanical hand and a blurb about his ownership of the Fillet of Soul restaurant in New Orleans.

The maps and floorplans included with this adventure are for the locations where the major action occurs. Those places where little activity occurs are not given maps; you can fill in the details for these places as you see fit. The maps and floorplans in the 8-page Map Booklet are for the GM's eyes only.

The map of the Louisiana bayous on the stand-up screen is used during the chase after the characters escape from Mr. Big's alligator farm. It is not an exact representation of the bayous, but it will help you keep track of the various vehicles involved.

The map showing the major routes from Kennedy Airport to Manhattan (on page 1 of the Map Booklet) is used when the characters are Tailed by Whisper and in any chase that might occur. The floorplans of the Oh Cult Voodoo Shop on page 2 are used if the characters track Whisper to his shop, and the floorplans of the Fillet of Soul restaurant in New York are used when the characters visit or sneak in to encounter Big Silver.

The floorplans for the Fillet of Soul restaurant in New Orleans on page 3 are used when the characters visit this location and meet Tee Hee. The layout of the alligator farm and the map of Cajun Country in Louisiana on page 4 are used in conjunction with the map of the bayous on the screen for any chases and combats around the New Orleans area.

The map of Snake Point on page 5 shows the relative positions of Solitaire's house, Kananga's palace (under which is located the underground base), Dambala's village, the poppy fields, the docks, and the monorail system. The layout of Dambala's village on page 5 is used when the characters are looking for the poppy fields or when they become involved in a voodoo ceremony. The layout of Kananga's palace on page 6 is used when the characters attempt to sneak in to confront Kananga; note that there are no floorplans of the palace.

The floorplans of the underground base on page 7 and the docks on page 8 are used during the meeting with Kananga and when Kananga tries to feed the characters to his sharks. The climactic action of the adventure will probably take place in one of these two locales.

There are a number of illustrations in this booklet that can be shown to the players when their characters reach certain locations. These illustrations include the inside of the Fillet of Soul restaurants in New York and New Orleans, Whisper in the Oh Cult Voodoo Shop, the exterior of Solitaire's house, Solitaire waiting in her room for the characters, the exterior of Kananga's

palace, and Kananga's room in his underground base. Showing the players these illustrations will give them a better feel of the surroundings in which their characters find themselves.

IMPORTANT NOTES FOR THE GM

1. This mission is definitely one where the real plot is not apparent to the characters. Since Kananga and Mr. Big's plans are only circumstantially connected with the killings of the three agents, it will not be enough for the characters simply to find out who killed their fellow agents. To be completely successful, the characters will have to destroy both the San Monique opium center and the distribution centers in the United States. In effect, Mr. Big and Kananga will have to be arrested or eliminated for the characters to succeed.

The characters must stop the freighter before it leaves San Monique or else track it down when it reaches the United States. Destroying the New Orleans operation is not enough. If Mr. Big is still free at the end of the mission, he will sell the heroin even if Kananga is removed from the picture. Likewise, Kananga will continue working with Big's gang in New York or New Orleans if he is not stopped.

2. The *Live and Let Die* Adventure Module will prove a real challenge even to expert gamers. The danger level in this adventure is higher than in any other *James Bond 007* Adventure Module yet published by Victory Games. It will force the players to draw upon *all* the game systems in the *James Bond 007* Game, and it is recommended particularly for experienced gamers. There is a good deal of combat, chases and general mayhem involved, so you might warn your players to be prepared.

If your players are novices to role playing or to the game, you might consider having their characters be of "00" rank and starting them with 8 Hero Points. Even

experienced characters should be given an extra 4 Hero Points before beginning this mission. The sense of paranoia central to the mission (see below) tends to make the characters use up their Hero Points early on, and thus they will be quite vulnerable during the final confrontations with Mr. Big and Kananga.

If you or your players object to the extra Hero Points being given at the beginning of the mission, you can do one of two things. You can begin the mission with a simple teaser (say, an evening of gambling or other activity of an interpersonal nature) in which they can accumulate the Hero Points before getting into the mission. Otherwise, you can award them Hero Points for any Quality Ratings 1 results during combat (this should be done only for this adventure).

3. The nature of Solitaire's powers will make the players feel somewhat paranoid early on. This feeling of paranoia is central to the mission and should be emphasized repeatedly. The players should get the feeling that things are happening to their characters for which no logical explanation is evident. It is important to note that you as GM must communicate a sense of danger only when the characters are at risk and a sense of normality the rest of the time. Otherwise, the players will begin to suspect their own shadows, which is certainly not the intent of this adventure.

Solitaire's paranormal abilities help her see into the future, and she can therefore predict the actions of the characters a good deal of the time. So, Mr. Big and Kananga will be aware of such things as where the characters are going, where they will be staying, and what they look like. They will have their minions ready to intercept the characters no matter what evasive action is taken. The characters will frequently be followed, their arrivals will be anticipated, and they will almost never be able to surprise the opposition. These conditions will last as long as Solitaire remains loyal to Kananga, and the only



way to break her loyalty is by having one character successfully seduce her.

Note: *This overall feeling of paranoia should diminish somewhat if the characters openly arrive in San Monique. Kananga will be aware of their presence, and he will be totally confident that he can stop them. And, until they break Solitaire's link with Kananga, the characters' actions will be known to Kananga, making their mission very difficult.*

4. Because of the difficulty level in the adventure, you may wish to modify your normal Experience Point award at the end of each session. Although total success requires the drug-smuggling operation be stopped, you may award the normal Experience Points for stopping the operations in New York, in New Orleans, and in San Monique. You can then give players a hefty bonus for completing the mission totally. Their characters will be pretty well worn out by the end of the adventure.

5. Unlike the movie, Kananga and Mr. Big are two separate people. Players who remember the movie may assume their mission is completed by eliminating Big or Kananga and assuming the other character is also dead. When you hand out the black and white photos of Mr. Big and of Kananga with Solitaire, suggest they compare pictures carefully. The physical differences between them should be obvious. However, if the characters continue to assume the two NPCs are one in the same, they will be opening themselves for lots of problems. Since disabling Mr. Big is part and parcel of being successful, the characters should be given a chance to go back to New Orleans to stop him if they missed him the first time.

6. The tarot cards in this adventure (the Lovers, Death, the High Priest, and Fortune) have nothing to do with the organization TAROT. You should state this fact directly to the players at the beginning of the adventure. Indeed, the tarot cards in the *Live and Let Die* Adventure Module have nothing to do with any tarot cards in existence; they have been created solely for use in this adventure. You can emphasize this point during the course of the adventure by having an NPC say to the players that he or she has never seen tarot cards like these before. These cards seem to be created for a specific individual (Solitaire, Dambala and Baron Samedi), and they have certain characteristics reminiscent of voodoo figures. The players may try to look for meanings in the cards other than what is obvious — that is, that they are unusual cards unlike any other known.

The appearance of these cards should help reinforce the paranoia the characters feel. When they find the cards, there should be no logical reason for their sudden appearances. You should feel free to extemporize as to how the characters will receive the cards. Do not attempt to justify the cards' existence to your players. Just shrug your shoulders if the players ask how and why the cards arrive. No other NPC will be able to give the characters a clue about the cards.

The mystery of these cards is intended to capture the flavor of the movie. Bond opened his newspaper and

discovered a tarot card clipped to the page; this was a clue that alerted him to Rosie Carver's duplicity. No explanation was ever given as to how the card came into being and found its way into 007's newspaper.

7. It will be a strong temptation for a multi-character party to split up and head in different directions. Splitting of a party involves extra bookkeeping and headaches for you as Gamesmaster; it is recommended that you try to keep the characters together, at least until they reach the three major locales of the adventure — New York, New Orleans, and San Monique. M will order the party to New York as a group, and therefore they will arrive together. After this point, the players' decisions will dictate where their characters go.

If you find the party splitting up, you will have to run the characters separately at different locations. You can either cut back and forth from location to location and carry on part of the mission with each group (much as a movie runs simultaneous action sequences, cutting back and forth from one location to the next), or you can end the session for the evening and run each group separately at other times until the party is reunited.

If you find one or more characters ready to go to San Monique too early, allow them to go there and find nothing, and then have Kananga's officials find them and deport them. You will have to think of other methods for keeping the party united, unless you do not mind running characters in two or more locations at the same time.

8. If your party consists of all female agents, you can alter the NPCs so that Dambala is the source of Kananga's knowledge about the characters. In this case, the characters will destroy Dambala's predictive powers by successfully seducing him or removing his tarot deck. Dambala would then accompany Kananga as Solitaire normally would, and he would assume his High Priest role only when in San Monique. In this case, Solitaire becomes a useful red herring if the players are familiar with the movie; she would now act merely as a companion to Kananga.

9. Unlike other adventures for the *James Bond 007* Game, there are several fantastical elements (Solitaire's predictions, Samedi's and Dambala's powers, and the mysterious appearance of the tarot cards for the characters) in the *Live and Let Die* Adventure Module. These mystical elements have been included to capture the flavor of the movie. If you find these elements too unreal, you can alter them as you wish, although you will then have to make alterations to the adventure as presented in this booklet. Suggestions for changing the adventure are given in Part IV: B. Altering the Adventure.

Note: *If, after the mission is over, the players ask about the tarot cards they received during the mission, you can explain that the spirits of voodoo had grown angry with High Priest Dambala and Baron Samedi for desecrating their rites. The spirits placed the tarot cards in the characters' way.*

E. Q Branch Equipment

During the briefing with M, the characters will be shown three Special Ordnance watches — the Geiger Counter, Magnetic, and Rotary Saw watches. If one character is on the mission, he should be given the Magnetic watch; two characters may take one of the other watches, and three characters should be given a watch each. It is up to the characters to decide which watch each will take.

GEIGER COUNTER WATCH



The sweepband of this watch gives a reading of any nearby radioactivity. When the hand points to 12 o'clock, there is no appreciable radioactivity near at hand; a 3 o'clock setting indicates enough radioactivity to make a person ill after three hours exposure; 6 o'clock reads enough radioactivity to make a person deathly ill within one hour (80% chance), with illness striking immediately; and a 9 o'clock reading means certain death within 24 hours after 15 minutes of exposure. Higher readings simply indicate less time available for exposure before illness and death. The sweepband locks at 11 o'clock in the unlikely event the radioactivity is that heavy. Nuclear materials will generally have a reading from 1 o'clock to 7 o'clock, depending on how they are stored. The watch is waterproof.

Note: *This watch will probably not be of much use during the adventure. It is included as "smoke" — to force the characters to be thorough in their investigations.*

MAGNETIC WATCH

Inside this watch is a tiny, powerful electromagnet. It is activated by pressing the setting stem twice. The magnet will attract any iron within 20 feet. Small objects ($\frac{1}{4}$ pound or less) will fly to the watch; objects between $\frac{1}{4}$ pound and 5 pounds will be jerked in the direction of the watch; and objects greater than 5 pounds must be able to move freely (on wheels or on water) to be drawn to the magnet. The watch's power source normally lasts for 5 minutes once activated. The watch can put out one strong magnetic pulse, affecting objects up to 125 feet away; however, this uses up the watch's power source immediately. The face of the watch must be pointed directly at the metal object to work. Also, the watch can be used to deflect one bullet fired at the character, if the watch is activated and one Hero Point is expended. Using the watch in this way depletes its power source (the special battery that powers the watch is available only from Q Branch).

ROTARY SAW WATCH

A discrete pressure point in the watch casing releases the blade and simultaneously activates the miniature motor that powers the saw. The blade is the face of the dial and has serrated edges. The saw can cut through steel at the rate of $\frac{1}{2}$ inch per minute. The power supply will be exhausted in 10 minutes. It is about as loud (and annoying) as a dentist's drill. The character must succeed at an Electronics roll to use the watch, or make a DEX roll if he lacks that skill.

Part II: Non-Player Characters



Other than the clues that will lead the characters from one location to the next, the most important way for characters to gather information is through their interactions with the NPCs. Each NPC is given characteristics and skills which will help you role-play them effectively during the mission.

The NPCs presented in the *Live and Let Die* Adventure Module differ in several ways from those in the *James Bond 007* Game. Each NPC is given a weapon of choice; you may give the character a different weapon if you prefer. Also, each NPC is given interaction modifiers that will help you determine how the NPC interacts with the characters.

The interaction modifiers are used in conjunction with the rules in the chapter "How to Interact with Non-Player Characters" in the *James Bond 007* Game. The Reaction modifier listed in this adventure is the only one to be used when determining the NPC's initial Reaction to a character. The other modifiers (Persuasion, Seduction, Interrogation, and Torture) are cumulative with any other modifiers normally applied to that form of interaction. Since the interaction modifiers exist to help you differentiate one NPC from another, you can alter or ignore them as you wish.

Note: These modifiers apply only when a Player Character is performing interaction rolls against the NPC, never the other way.

If the players question a very low Ease Factor because of one of these modifiers, you should explain the difference by using some aspect of the NPC's personality ("She seems friendly" or "He acts sullen and uncooperative" or something similar). It is recommended that you not tell them what the specific interaction modifier is. Note that most of these modifiers are used in conjunction with other modifiers; you do not have to tell the players what modifiers you are applying to a roll.

Some of the black NPCs (particularly those associated with Mr. Big and Kananga) are given two modifiers for each form of interaction. The first modifier is used when the NPC is interacting with another black character, and the second is used when interacting with a white character. The second modifier reflects their suspicions towards obviously well-dressed characters asking questions that are jurisdictional in nature.

Personality descriptions are given at the end of certain NPCs' backgrounds. This information will help you role-play these NPCs better.



KANANGA
PG 14



SOLITAIRE
PG 14



MR. BIG
PG 15



TEE HEE
PG 16



WHISPER
PG 17



BIG SILVER
PG 17



QUARREL
PG 22



BARON SAMEDI
PG 18



HIGH PRIEST
DAMBALA
PG 19



ROSIE CARVER
PG 20



HAROLD
STRUTTER
PG 20



SHERIFF J. W.
PEPPER
PG 21



FELIX LEITER
PG 21

A. Enemies

DR. EMMAN KANANGA

STR:9 **DEX:**10 **WIL:**8 **PER:**11 **INT:**11

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Disguise (12/23), Electronics (9/20), Evasion (11/20),
Fire Combat (9/19), Hand-to-Hand Combat (8/17),
Interrogation (8/19), Science (10/21), Sixth Sense (10/21),
Stealth (8/16)

ABILITIES: Connoisseur, First Aid

HEIGHT: 6'1"

SPEED: 2

WEIGHT: 143 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 36

STAMINA: 28 hours

APPEARANCE: Good Looking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 82

CARRYING: 101-150 pounds

SURVIVAL POINTS: 6

WEAPON: Beretta

FIELDS OF EXPERIENCE: Botany, Chemistry,
Economics/Business, Political Science

WEAKNESSES: Superstition

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

BACKGROUND: Born and raised on a farm on San Mo-
nique, Kananga is the illegitimate son of a sugar cane
cutter and a kitchen maid. Kananga soon learned that
there was easy money to be made on the wrong side of
the law. He joined with a group who specialized in rob-
bing tourists' hotel rooms. He soon realized that the
payoffs did not match the risks taken. He bought a
tourist boat from his earnings and set up shop as a guide
to fishermen. During the nights he was hauling cannabis
and cocaine from ships at sea to Jamaica and America.
He has since built this endeavor into an empire by form-
ing a secret partnership with an American gangster,
known only as Mr. Big, who controls the drug distribu-
tion within the continental U.S.

He met Solitaire and Baron Samedi when he was
still on his rise to power. Their supernatural aid was
needed to help secure his position and also to maintain it.
He plans to wed Solitaire once his own position (both fi-
nancial and political) is secure. To further insure his
political survival, he is currently involved in a plot to give
away free heroin in the United States (see Part I: C.

Briefing for the Gamesmaster). The payoff from this
venture will be very lucrative and that is his only real
concern. Once the money starts to flow in from the in-
crease in addicts, he will then take what he has always
felt was his: Solitaire.



Kananga has never had a direct run-in with the law,
and so he has a certain contempt for law enforcement.
This attitude has been reinforced by Mr. Big, who has a
similar feeling toward lawmen. Both men assume that
anyone can be bought off or bullied away. Kananga's
megalomania will be badly shaken by the determination
shown by the characters in stopping the drug operation.

PERSONALITY DESCRIPTION: Kananga has his head in the
clouds, though he does show average common sense. His
formal education is from the University of Southern
California, and he is particularly interested in econo-
mics. He does not understand the people of his country
and relies on Baron Samedi for information on keeping
them pacified. He is cold blooded to the point of being
sadistic, but he is also very emotional. He is loyal to few
(Dambala, Solitaire, Samedi, and, most of all, himself).
He has an ego the size of Western Europe, and this often
blinds him to reality.

SOLITAIRE

STR:5 **DEX:**6 **WIL:**8 **PER:**10 **INT:**7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (7/15), Driving (4/12)

HEIGHT: 5'5"

SPEED: 2

WEIGHT: 118 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 26

STAMINA: 28 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 23

CARRYING: 60-100 pounds

SURVIVAL POINTS: 1

WEAPON: None

FIELDS OF EXPERIENCE: None

WEAKNESSES: Fear of Snakes

INTERACTION MODIFIERS: Reaction (-4/0), Persuasion
(-4/0), Seduction (-10/0), Interrogation (-4/0),
Torture (-4/0)

Note: There are two listings for Solitaire's modifiers; the
first is used before she is shown the Lovers card and the
second after she has seen the card.

BACKGROUND: Solitaire is Kananga's fortune-teller. Soli-
taire's mother was discovered by Baron Samedi ten years
ago; Samedi realized she had great powers and helped
develop them. Kananga was amazed at the mother's
predictive abilities and paid her handsomely to work
with him in his climb to power. This money was used to
send Solitaire to England for her education. The mother,
unfortunately, fell in love with a visiting dignitary, and
lost her powers after staying with him for a night.
Kananga was furious and had her killed (though he did
not mention this to Solitaire). The mother's powers
transferred to Solitaire, who was brought back to San

Monique, and Kananga has employed her ever since. To prevent a similar situation, Kananga keeps Solitaire by his side at all times.

Solitaire can, within limited boundaries, gain knowledge of the actions and immediate future of enemies of Kananga. She cannot predict the future more than 24 hours in advance, and such predictions yield only about 50% of the available information. What she does very well (99% accuracy) is tell the unknown about the present (for example, "Does Mr. Bond carry a gun?"; "Is anyone coming towards the island now?").



The percentage figures above are not dice rolls; they are simply guidelines for you to use to determine how much she is able to predict, and are used like the percentage of truth from the Skills Use Chart. The only way this power can be stripped from her is if she is successfully Seduced by a male. This would involve giving herself willingly to a man. A character forcing himself upon her will not take her power away. If she is killed before she is Seduced, this power will transfer to her sister, Fiona, who is also living on the island of San Monique. Thus, Kananga will not lose her special ability at all. Fiona will have the same abilities, characteristics, and skills as her sister.

In terms of any Seduction attempt, given the -10 modifier listed above, it will be nigh on impossible to

Seduce her until the Lovers card is shown to her. This card must be presented in person by the Player Character attempting the Seduction, prior to the Look stage of the Seduction attempt. If it is shown later on during the Seduction or shown before the Seduction is underway, the 0 modifier is used for the attempt or stages remaining. This is an important consideration since a Seduction can be carried on over a period of time and it is possible for the characters to meet her prior to getting the Lovers card in New Orleans.

Solitaire's powers derive from her ability to read her deck of tarot cards. Should her deck be stolen, she will lose her predictive powers for one week, until she becomes sensitive to a new deck.

She will accompany Kananga wherever he goes while off-island, and will never be out of his sight. When they are in San Monique, she lives in her house and he in his palace. She spends most of her days at the palace, returning home only to re-charge and sleep. As noted in the description of her house (see Part III: M. Solitaire's House), if any characters come to visit her house before going to see Kananga, she will be there alone waiting for them. She knows they are coming and will not attempt to stop them, since she is somewhat aware of her future as well. Though her self-predictions are somewhat vague, she knows the outcome of the encounter will be good.

Note: If Solitaire changes sides and joins the characters, her Survival Point becomes a Hero Point.

PERSONALITY DESCRIPTION: Solitaire is stylish and elegant — a lady in every respect. She wears the finest dresses and always carries herself with dignity. She is basically content to be Kananga's fortune-teller. She has seen glimpses of her future and knows it will be happy; therefore, she does not fret overmuch about her present situation. She cares in a maternal way for Kananga but has no real loyalty to him; she will not shed a tear if he is defeated. Her hesitation in becoming connected with the characters is as to whether or not these people are her future. Once she sees the Lovers card, she will be convinced and will cling to the characters like glue, for she is well aware of Kananga's jealousy and desire for revenge.

MR. BIG

STR: 6 **DEX:** 8 **WIL:** 13 **PER:** 15 **INT:** 12

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (10/23), Cryptography (4/16), Driving (10/21), Evasion (6/13), Fire Combat (8/19), Gambling (15/30), Hand-to-Hand Combat (6/12), Interrogation (8/20), Lockpicking and Safecracking (10/18), Pickpocket (10/18), Seduction (10/21), Torture (8/20)

ABILITIES: Connoisseur

HEIGHT: 5' 8"	SPEED: 2
WEIGHT: 192 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 35	STAMINA: 30 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 86	CARRYING: 101-150 pounds
SURVIVAL POINTS: 5	WEAPON: Ruger Blackhawk

FIELDS OF EXPERIENCE: Botany, Economics/Business

WEAKNESSES: Attraction to Members of the Opposite Sex

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

BACKGROUND: Mr. Big (his real name is unknown to any but himself; even as a kid his nickname was "Big Stuff") runs the largest drug-smuggling and distribution operation in the United States (except, of course, for the Syndicate). His main desire in life is to provide himself with the symbols of the good life — women, cars, jewelry, and the like. He and his gang run most of the illegal activities in Harlem, and he has branched out to New Orleans in the past few years. The chain of Fillet of Soul restaurants he is creating across the United States will be fronts for his illegal activities.

He is very confident and will not begin to feel the characters are a real threat until after he finds them in New Orleans. His bottom-line reaction, if things gets tough, will always be to sacrifice Kananga and/or the deal in order to save his own men and long-standing operation. He will gladly set up Kananga for a fall (that is, if captured he will give away the fact that San Monique is the center of operations) in an attempt to get away himself. A character will have much better luck using Persuasion to get Big to plea bargain than he will using Interrogation to threaten him.

His relationship with Tee Hee and Whisper goes back to junior high school, when Mr. Big was able to procure the drugs for his friends while Tee Hee was able to provide the muscle for protection. Whisper was befriended by them because they felt sorry for him. All three are very close, but each is aware of the stakes of the game they are playing, and the penalties for disloyalty. Big's association with Big Silver began after he incorporated Silver's gang into his.

Mr. Big has never dealt with secret agents and is therefore a stranger to their techniques. He has always been able to buy off his opponents or use Tee Hee to intimidate them. The persistence the characters show in stopping him will be rather unsettling. After all, he only wants to make a big windfall in illegal drugs; he does not want to rule the world like other Major Villains.



PERSONALITY DESCRIPTION: Big is down to earth and has lots of common sense. He is quite close and loyal to his gang members and can be compassionate. He tends to be emotional, especially when crossed. There is a definite mercenary streak in him, which will make him act as cold bloodedly as necessary. Big occasionally uses mild drugs, but nothing that will incapacitate his thinking. His ego is large, but under control.

TEE HEE

STR: 14 **DEX:** 6 **WIL:** 13 **PER:** 11 **INT:** 6

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/12), Driving (7/15), Evasion (12/22), Hand-to-Hand Combat (14/28), Interrogation (8/14), Sixth Sense (8/16), Stealth (14/27), Torture (12/21)

HEIGHT: 6' 5"	SPEED: 2
WEIGHT: 160 lbs	HAND-TO-HAND DAMAGE CLASS: C
AGE: 33	STAMINA: 30 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 69	CARRYING: 211-280 pounds
SURVIVAL POINTS: 6	WEAPON: His arm (see below)

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

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

BACKGROUND: Tee Hee is Mr. Big's personal bodyguard, and their relationship goes back many years. He was a bully in his youth, a disagreeable trait that has remained with him. His temper was not improved when his right arm was ripped off in an altercation with an alligator at the Alligator Farm (an investment by Mr. Big and a safe place to distill heroin). Tee Hee replaced it with a mechanical arm (it has no skin-like covering) which has a pincer-like device in place of a hand. He is quite adept with using this arm as a weapon; it is certainly no handicap to him.

Tee Hee got his nickname because of his devilish laugh as a teenager. He is very loyal to Mr. Big and will not hesitate to kill for him if necessary. His present job for Big is owner/operator of the Fillet of Soul restaurant in New Orleans.



Note: The metal pincer device is a combination cutter/grabber. It can snip through an insulated cable or a man's finger (Hand-to-Hand Combat only, and the victim must be Restrained). The outer edge of the pincer is honed to a razor sharpness and can cut like a knife. When striking with this arm (every other blow in combat), increase his Damage Class to D; the other attack with his good arm is at Damage Class C.

PERSONALITY DESCRIPTION: Tee Hee is a quietly efficient head honcho. He leads by example rather than by orders. His decisiveness impresses his own gang as well as Mr. Big. He stands to gain a fortune from the drug operation and will therefore fight to the death to insure its success. If Big is killed, Tee Hee (assuming he survives) will attempt to exact revenge, not so much out of loyalty to Big as out of anger at his lost opportunity.

WHISPER

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (6/12), Electronics (3/8), Evasion (1/8), Fire Combat (4/10), Gambling (2/8), Hand-to-Hand Combat (4/13), Lockpicking and Safecracking (4/10), Pickpocket (3/9), Piloting (3/9), Stealth (1/6), Torture (1/6)

HEIGHT: 5'8"	SPEED: 1
WEIGHT: 283 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 32	STAMINA: 24 hours
APPEARANCE: Plain	RUNNING/SWIMMING: 10 minutes
FAME POINTS: 14	CARRYING: 101-150 pounds
SURVIVAL POINTS: 1	WEAPON: Smith & Wesson .38

FIELDS OF EXPERIENCE: None

WEAKNESSES: Dependence on Food (mostly carbohydrates)

INTERACTION MODIFIERS: Reaction (0), Persuasion (-1), Seduction (+5), Interrogation (+1), Torture (+2)

BACKGROUND: Whisper grew up with Mr. Big in Harlem, went to school with him, and has become his faithful servant. Though not much of a bright light or very skilled, he has gained Mr. Big's loyalty because of their long friendship. Whisper is not an addict, and is very clean but very lonely (because of his weight he has never had a relationship with a woman). He cannot stand much pain, but he is very loyal to Mr. Big, though not to the point of putting himself in much danger. In terms of the mission, he is mainly another heavy who happens to run the Oh Cult Voodoo Shop (see Part III: D. Oh Cult Voodoo Shop).



Whisper does tend to have food on his mind (and in his mouth) most of the time. Twinkies are his particular downfall, and he usually has a healthy supply at hand. His voice box was damaged by a bullet in a gang war during which Mr. Big gained prominence in Harlem; he can speak only in a whisper, thus his nickname.

PERSONALITY DESCRIPTION: Whisper is a rather shy, retiring individual who has found himself in the middle of a very involved situation. He tries to keep up with Big Silver (his personal hero), but often falls short. He likes his current situation, but is not willing to die to see the drug plan succeed.

BIG SILVER

STR:12 DEX:10 WIL:13 PER:12 INT:10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Demolitions (10/20), Driving (6/17), Evasion (8/19), Fire Combat (8/19), Gambling (8/20), Hand-to-Hand Combat (15/27), Lockpicking and Safecracking (8/18), Pickpocket (8/18), Seduction (8/14), Stealth (15/28)

HEIGHT: 6'2"	SPEED: 2
WEIGHT: 167 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 28	STAMINA: 30 hours
APPEARANCE: Attractive	RUNNING/SWIMMING: 40 minutes
FAME POINTS: 1	CARRYING: 151-210 pounds
SURVIVAL POINTS: 6	WEAPON: Knife; Colt Python

FIELDS OF EXPERIENCE: None

WEAKNESSES: Dependence on Drugs

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

BACKGROUND: Big Silver was a gang leader in Harlem, and a rival to Mr. Big. Once Big succeeded in gaining control of Silver's gang, the two became friends. Silver's main weakness is his addiction to cocaine, and he is a bit sadistic at times. He is the one often chosen by Mr. Big to apply some muscle in the New York area, and in fact killed Dawes in his hotel room. He is intolerant of whites, stemming from his belief that all predominantly white governments turn a deaf ear toward the needs of blacks.

While the characters are in New York, Big Silver will, after the first meeting, do anything in his power to

keep them from leaving the city, including attempting to kill them. His first attempt will not be to kill but just to scare. He will order Whisper to fire a dart at the driver of the characters' means of transportation from J.F.K. Airport to Manhattan (see Part III: A. John F. Kennedy Airport, for details). Because of Solitaire's abilities, Silver will always be able to predict the characters' movements, and will do his best to harass them at all times while they are in New York.



Silver will get his information about the characters from Solitaire, via coded cablegrams from Mr. Big or Kananga. He will then direct the bugging of the characters' room, the Tailings, the assassination attempts, and so on. He will work with Whisper and his accomplices of Hood rank (see Part III: E. The Fillet of Soul Restaurant, New York). Currently, he operates the Fillet of Soul in New York.

Big Silver's hallmark in the underworld is his use of cupro-nickel bullets that are jacketed in silver. He affected this idiosyncrasy because of his name.

PERSONALITY DESCRIPTION: Big Silver is your basic bully who has done well. Boisterous and egotistical, he tries to impress everyone, both male and female. He has numerous friends and an equal number of enemies, who would be happy to see Silver flayed alive. A big talker who loves the limelight, Silver will usually have two accomplices with him at all times (to lend ego support and muscle) and female companions always near at hand.

The Attributes for Silver's Colt Python are:



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	6	H	0-3	13-19
	CON	JAM	DRAW	RL	
	+2	99	-1	3	

BARON SAMEDI

STR: 8 **DEX:** 12 **WIL:** 15 **PER:** 15 **INT:** 15

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (15/30), Disguise (15/30), Evasion (15/25), Gambling (10/25), Hand-to-Hand Combat (6/14), Interrogation (8/23), Seduction (15/30), Sixth Sense (15/30), Stealth (15/30)

HEIGHT: 6' 3"	SPEED: 3
WEIGHT: 175 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: Unknown	STAMINA: 36 hours
APPEARANCE: Sensational	RUNNING/SWIMMING: 55 minutes
FAME POINTS: 1	CARRYING: 101-150 pounds
SURVIVAL POINTS: See note	WEAPON: None

FIELDS OF EXPERIENCE: Botany

WEAKNESSES: Superstition

INTERACTION MODIFIERS: Reaction (-3), Persuasion (-6), Seduction (-6), Interrogation (-6), Torture (-6)

BACKGROUND: Baron Samedi was one of Kananga's early allies in the Premier's rise to power on San Monique. Little is known about his actual background, but he has been involved in voodoo and its rites for as long as anyone remembers. The previous administrations on San Monique attempted to rid the island of voodoo and condemned Samedi to death, but the Baron survived as did his rituals. Once Kananga became Premier, he made voodoo the official religion of the island, and installed Samedi as the island's religious leader.

Baron Samedi is the high priest of the *loa* (spirit) of death, and his lifespan seems to have been increased considerably because of the voodoo rites he performs. The islanders hold him in great fear, since he controls the way in which each of them dies. See Part III: L. San Monique, for further details.

Unless the characters are in physical possession of the Death card, Samedi cannot be killed or wounded. Nothing, *nothing* the characters do will cause him any physical damage. If a combat result would theoretically

wound him, he performs the Pain Resistance roll as normal and, if he fails the roll, he will react as if wounded but will not actually incur damage.

If the Death card is in the characters' possession during combat, they will be able to damage him normally. If Baron Samedi does not see the card (that is, the characters have it but do not reveal it), he will be quite surprised at the ability of the characters to wound him; such a situation will not make any sense to him. If Samedi is shown the card by the characters, he will immediately attack the characters and order any henchmen who happen to be with him to attack them also.



Should Samedi somehow be eliminated by the characters, he will dematerialize; he will come back sometime later, but he will not be able to do anything physical against the characters.

Samedi follows any order given to him by Kananga. He is absolutely loyal to the Premier because Kananga has reinstated voodoo. He will not leave San Monique

unless directly ordered to by Kananga; his powers disappear when away from his believers.

If you wish, he can actually be the loa of death — the spirit made flesh. In this case, increase all Characteristic Values and Skill Levels to 15, and even the Death card will have no meaning. Note that this change will make him almost unbeatable in combat.

PERSONALITY DESCRIPTION: The Baron controls his believers through spiritual intimidation. His deep, ominous laugh chills the marrow, and his size is very impressive. He always wears white makeup that makes his face look

like a skull, and he sports a tall top hat with feathers. He rarely speaks to anyone but Kananga and Dambala. He created the tarot deck Solitaire uses, which is based on his own deck.

Note: *If the idea of Samedi's invulnerability bothers you, but you do not wish to remove his magical protection totally, use this change. Give him 16 Survival Points before the characters have the Death tarot card, and subtract 13 Survival Points after they find the card. Samedi will then appear to be very lucky, rather than supernaturally endowed.*

HIGH PRIEST DAMBALA

STR: 6[12] **DEX:** 7[10] **WIL:** 8[15] **PER:** 10[15] **INT:** 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (10/18[25]), Evasion (8/14[19]), Hand-to-Hand Combat (8/14[20]), Mountaineering (8/15[21]), Riding (10/19[25]), Seduction (10/19[22]), Sixth Sense (12/22[24]), Stealth (10/18[25]), Torture (10/19[22])

HEIGHT: 6' 4"

SPEED: 2[3]

WEIGHT: 205 lbs

HAND-TO-HAND DAMAGE CLASS: A[B]

AGE: 33

STAMINA: 28[36] hours

APPEARANCE: Sensational

RUNNING/SWIMMING: 25[55] mins

FAME POINTS: 0

CARRYING: 101-150[151-210] lbs

SURVIVAL POINTS: 3

WEAPON: Knife

FIELDS OF EXPERIENCE: None

WEAKNESSES: Attraction to*Members of the Opposite Sex

INTERACTION MODIFIERS: Reaction (-2), Persuasion (-4), Seduction (+3), Interrogation (-4), Torture (-6)

BACKGROUND: Dambala is a longtime believer in voodoo, and was initiated as the high priest immediately after Kananga became Premier of San Monique. His early history is not well known, though there is rumor that he was simply a worker at one of the local molasses plantations on the island. It was through Dambala that Kananga met Samedi. The three men struck an agreement whereby Dambala and Samedi would help Kananga gain power if the new Premier in turn made voodoo the official religion of the island. He is the high priest of the village on Snake Point where Kananga hides the secret entrance to the opium processing plant.

Dambala has two sets of Characteristic Values and Skill Levels. He will possess the higher of the two values unless the characters are in physical possession of the High Priest card, found in New Orleans (see Part III: H. The Royal Orleans Hotel). If they have the card, then the lower of the two values given is used; note that they do not have to show the card to Dambala for this lowering of values to take effect.



He is Kananga's chief Torturer, the one who keeps the natives in line. He worships the loa who is his namesake, and uses snakes in his ceremonies and tortures (his special favorite is the black mamba; see Part III: N. Dambala's Village). He usually does not accompany Kananga out of San Monique, since his powers diminish when away from his voodoo props.

PERSONALITY DESCRIPTION: Dambala's limited contact with the outer world has resulted in total belief that San Monique is the center of the universe. His three loves (in descending order) are his worship of his namesake (his loa), his village, and his worshipers. His ego is tied up with his role as high priest, a benefit of which is the devotion and physical love shown him by his female worshipers. He believes that sex improves his powers, and tries to improve them as much as possible. His leadership abilities are only average; it is his religious connections which keep him in control.

ROSIE CARVER

STR:5 **DEX:**9 **WIL:**8 **PER:**8 **INT:**7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (3/11), Charisma (2/10), Demolitions (6/13), Diving (7/14), Driving (4/12), Electronics (3/10), Evasion (7/14), Fire Combat (10/18), Hand-to-Hand Combat (9/14), Interrogation (5/12), Pickpocket (2/11), Piloting (9/17), Science (7/14), Seduction (5/10), Sixth Sense (1/8), Stealth (6/14), Torture (4/11)

ABILITIES: First Aid, Photography

HEIGHT: 5'4"	SPEED: 2
WEIGHT: 115 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 29	STAMINA: 28 hours
APPEARANCE: Striking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 53	CARRYING: 60-100 pounds
SURVIVAL POINTS: 3	WEAPON: Browning HP 1935

FIELDS OF EXPERIENCE: Botany, Computers, International Law, Political Science, Toxicology

WEAKNESSES: Attraction to Members of the Opposite Sex

INTERACTION MODIFIERS: Reaction (0/-6), Persuasion (-2), Seduction (+1), Interrogation (-3), Torture (-3)

BACKGROUND: Carver is a double agent, supposedly working for the C.I.A. but actually a KGB agent assigned to help Kananga. Her mission is to allow and encourage Kananga's plan to succeed by preventing any outside interference. To this end she helped entrap Baines (who was killed by Dambala) and will, if needed, entrap or kill the characters.

Carver was born of a well-to-do plantation family in San Monique. Her family left the island when Kananga took power (they worked for the opposition). Their daughter decided to stay on the island to work with the new Premier, though her efforts were not much appreciated. She was approached by a representative of the Soviet embassy in San Monique and recruited into the KGB. Carver enjoyed the idea of being a spy and the money that was offered her. She was ordered to join the C.I.A. to act as a double agent.

Her cover has been somewhat successful so far. Felix Leiter trusts her, but Quarrel knows her to be a fake. He will recognize her from a mission he was on in Jamaica where he encountered Carver (acting under another name) as a member of the KGB. This fear of being recognized will prompt Carver to avoid any contact with Quarrel.



Note: The -6 Ease Factor modifier to Carver's Reaction is based on her knowledge that the characters are M.I.6 agents, and therefore members of an enemy organization. Carver should be primarily a nuisance to the characters and not a major threat; her status as a double agent will be revealed as soon as the characters meet Quarrel, if not before.

PERSONALITY DESCRIPTION: Carver is definitely in over her head. She is trying to make a go of being a spy, but does not have the imperturbability to pull off being a double agent. She is generally outgoing and friendly, but tends to be nervous when forced to lie or when she tries to do something dangerous.

B. Allies

HAROLD STRUTTER

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/11), Charisma (4/13), Cryptography (6/14), Demolitions (3/11), Diving (4/11), Driving (8/15), Electronics (5/13), Evasion (7/14), Fire Combat (7/14), Hand-to-Hand Combat (8/16), Interrogation (6/14), Local Customs (5/12), Lockpicking and Safecracking (3/10), Piloting (6/13), Science (4/12), Sixth Sense (3/10), Stealth (6/15)

ABILITIES: First Aid, Photography

HEIGHT: 6'0"	SPEED: 1
WEIGHT: 190 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 34	STAMINA: 28 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 58	CARRYING: 101-150 pounds
HERO POINTS: 5	WEAPON: Smith & Wesson .38

FIELDS OF EXPERIENCE: Computers, Football (American), International Law, Law, Microphotography, Toxicology



WEAKNESSES: None

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

BACKGROUND: Strutter's first assignment as a new graduate of the C.I.A. training school was in Uganda; he managed to get a government position so he could report on the moves of Idi Amin. This assignment had to be handled very carefully, for the slightest hint of his true nature could have involved him in a "traffic accident." For a time he was an assistant to Nsei Mbenga, Amin's security chief. Strutter managed to help a number of important people escape from Uganda. In 1976, he took a major risk by communicating the information crucial to the successful Israeli raid on Entebbe airfield. With infinite patience, Strutter managed to aid and abet the overthrow of Amin. After that, he was recalled to the states for his own protection.

SHERIFF J. W. PEPPER

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (2/8), Charisma (2/7), Driving (7/13), Evasion (4/10), Fire Combat (5/11), Hand-to-Hand Combat (4/11)

HEIGHT: 5' 10"	SPEED: 1
WEIGHT: 230 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 52	STAMINA: 24 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 10 minutes
FAME POINTS: 2	CARRYING: 101-150 pounds
HERO POINTS: 1	WEAPON: Ruger Blackhawk

FIELDS OF EXPERIENCE: Law

WEAKNESSES: None

INTERACTION MODIFIERS: Reaction (+1), Persuasion (-1), Seduction (0), Interrogation (-1), Torture (-1)

BACKGROUND: Pepper is one of the last of a dying breed, the stereotypical Southern sheriff. While he is certainly no Sherlock Holmes, he is quite at home patrolling his little parish in Louisiana, chasing down speeders and wrongdoers. He is well-liked and respected by the citizens in the parish, especially those living outside of the town. Pepper and his wife, Maybelle, live very simply. They save their money for their annual big extravagance of visiting a foreign country on their vacation. Pepper often regales people with his descriptions of where he has visited and what he has done. The people enjoy his stories, even if they do not always believe them. It seems that Pepper has a knack for being in the wrong place at the right time, so he is plunged into exciting situations. But no one ever believes him. His one complaint about his vacations is that other countries are just chock full of "foreigners."



In this adventure he will become involved with the characters while they are trying to escape from Mr. Big in New Orleans. You can make a Fame roll to see if Pepper discovers the characters' identities (use the highest Fame Point total among the characters for this roll). If the result on the Fame Chart is a "Y," he has contacted the C.I.A. and learned the characters are "spy boys"; he will then be willing to help them. If the Fame roll result is a "?," Pepper has contacted the C.I.A. but is still distrustful of "foreigners" in his parish; he will not actively help the characters but will also do nothing to hinder them. If the Fame roll result is "N," Pepper has not checked with the C.I.A. and will try to arrest the characters for any wrongdoing (speeding through his parish, for instance). See Part III: K. The Alligator Farm, for details.

FELIX LEITER

STR: 8 **DEX:** 9 **WIL:** 10 **PER:** 11 **INT:** 10

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (10/20), Cryptography (6/16), Driving (12/22), Electronics (10/20), Evasion (10/18), Fire Combat (10/20), Gambling (6/17), Hand-to-Hand Combat (9/17), Interrogation (8/18), Local Customs (9/20), Piloting (10/20), Science (9/19), Sixth Sense (11/21), Stealth (11/21)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 6' 3"	SPEED: 2
WEIGHT: 175 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 37	STAMINA: 28 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 89	CARRYING: 101-150 pounds
HERO POINTS: 8	WEAPON: Smith & Wesson .38

FIELDS OF EXPERIENCE: Forensics, International Law, Law, Microphotography, Toxicology

WEAKNESSES: None

BACKGROUND: Top investigator/agent for the C.I.A., Leiter has proven invaluable to M.I.6 on several occasions, exhibiting at these times a remarkably high survival quotient. He entered the C.I.A. right after graduating from college, and served as a field agent in Mexico, South America, and Europe. Leiter has often used the cover of being a private investigator for the Pinkerton agency, a nationwide American private inquiry company. While in Mexico, Leiter's investigations were responsible for the discovery and arrest of a vital link in a heroin smuggling operation between the Far East and the western United States.

It is his expertise with the Caribbean area that has him currently assigned to New Orleans, investigating a suspected drug-smuggling operation in the area. He was working with Hamilton before that agent's death and knows that Rosie Carver was working with Baines in San Monique. As far as he knows, Carver is a trusted C.I.A. operative who reports to him on a regular basis.

Leiter will be able to help the characters get around New Orleans and will be able to run interference between



them and the local police forces (Sheriff J. W. Pepper in particular). Since he has his own investigations to worry about, Leiter will not actively work with the characters, nor will he go with them to San Monique. His prime purpose in the adventure is to give the characters information about New Orleans and San Monique.

QUARREL

STR: 11 **DEX:** 6 **WIL:** 7 **PER:** 9 **INT:** 7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (10/17), Diving (9/17), Driving (3/10), Evasion (4/12), Fire Combat (7/14), Hand-to-Hand Combat (6/17), Sixth Sense (3/11), Stealth (5/12)

ABILITIES: First Aid

HEIGHT: 6'0"	SPEED: 1
WEIGHT: 225 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 34	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 34	CARRYING: 151-210 pounds
HERO POINTS: 3	WEAPON: Smith & Wesson .38

FIELDS OF EXPERIENCE: None

WEAKNESSES: Superstition

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

BACKGROUND: Quarrel is a local fisherman working primarily in the Bahamas. He is very reliable, and has worked with M.I.6 before. He has proved a valuable source of information on local geography and navigation. Quarrel grew up an orphan and got his name because of his contrary nature while a child. As he got older he found work aboard fishing boats for hire to tourists. His intimate knowledge of the waters of the Caribbean made him a valuable asset and he soon had his own charter boat. He was approached by some men who tried to entice him into helping them smuggle drugs across the Caribbean. Quarrel refused . . . violently . . . and the men took it hard. That night Quarrel's boat was blown up as it lay next to the dock. Quarrel's desire for revenge led to his cooperating with the local and international authorities in the arrest of the smugglers. He has proved his value often since then.

Quarrel will be available to meet the characters at Crocus Bay in San Monique (see Part III: L. San Monique). He will wait for the characters to contact him and will not venture out to meet them. He is well aware of the strength of voodoo on San Monique and dislikes visiting the island, although he will be willing to help the characters any way he can. He is also aware that Rosie Carver is an agent of the KBG; he does not know she is working with Leiter as a C.I.A. agent.



Note: It is quite possible that your characters will have met and worked with Quarrel before, since he appears in the *DR. NO* Adventure Module by Victory Games. In the event that Quarrel has died sometime during your campaign, you can replace him with Quarrel, Jr. (the character who appears in the movie). Quarrel, Jr. will have the same characteristics and skills as Quarrel, and will also be working with the C.I.A.

Part III: Places and Events



A. John F. Kennedy Airport

The first place the characters will land will be J.F.K. (Kennedy) Airport, 15 miles from midtown Manhattan and situated on Jamaica Bay in the borough of Queens. It takes 30 to 45 minutes to reach midtown Manhattan, depending on the time of day and the traffic flow. Each major airline has its own terminal at J.F.K.

You should begin instilling a sense of paranoia in the characters at this point in the adventure. As they roam around Kennedy to get their bags, go through customs, get a form of transportation, and so on, they will be accosted by three black men: one as a Skycap offering to help them with their luggage, one an airport worker asking if their party includes a Mr. Bustali, and the third a taxi driver looking for a fare. These people are all legitimate, but their appearance one after another should begin to make the characters suspicious and somewhat nervous.

The most obvious way for the characters to get into Manhattan is either to rent a car or take a taxi. The only other means is to ride a bus, a rather long and arduous method to reach Manhattan.

If the characters rent a car, they will be offered a Caprice Classic or a Toyota Celica at the car rental agency (see the Equipment chapter in the *James Bond 007* Game for the Attributes of these cars). If you own the *Q Manual* Supplement, you may give them any standard car available in the United States. No specialized vehicles or sports cars should be allowed, since it is impossible to rent one at a rental agency at Kennedy.

The characters may prefer to take a taxi into town. They will find a Checker cab at the taxi stand outside the terminal. The driver is a black male with a WIL and STR of 5 and a Driving Primary Chance of 14. The Attributes for the Checker taxi are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	4	50	120	200	4	9

In either case, once the characters are in the vehicle and are driving along the Belt Parkway towards Manhattan, they will be followed by Whisper in his Volkswagen Rabbit. This image, by the way, is supposed to be somewhat comical — a huge man like Whisper crammed into a small car and munching on his Twinkies as he Tails the characters. The Attributes for the Rabbit are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	4	50	110	300	2	4

Should a chase develop, use the map on page 1 of the Map Booklet to get the characters from Kennedy into Manhattan. If Whisper is being chased by the characters, he will do everything possible to shake them. The major roadways will be filled with traffic, allowing you to create a number of obstacles. If none of the characters has ever driven in New York, apply a -1 Ease Factor modifier to all maneuvers. Whisper will attempt to pull off the highway if he cannot get away from the characters, and he will turn down the narrow streets of New York in an attempt to shake them. He will weave in and out of the traffic on the streets and look for narrow alleyways to duck into. He does not want to confront the characters and will do his best to escape them.

The characters may attempt to detect Whisper Tailgating them, according to the Chase rules in the *James Bond*

007 Game. In any case, Whisper will attempt to stay at Long range until the character's vehicle starts to cross the Brooklyn Bridge (the most logical route to the Hockey Deli). He will then attempt to move up to Close range to fire his Mirror Dart Gun at the driver of the vehicle. The gun fires from the sideview mirror; the darts are tipped with venom that requires an Ease Factor 1 STR roll to survive. The venom acts immediately when injected and brings unconsciousness within 5 seconds (unless the STR roll succeeds); death follows within 30 minutes. The gun has a range of 60 feet; the dart can travel farther but lacks the energy to penetrate (and thence deliver its poison) beyond 60 feet. The gun has three darts. The Attributes for the Mirror Dart Gun are:

PM	S/R	AMMO	DC	CLOSE	LONG
+1	1	3	D	0-6	na
CON		JAM	DRAW	RL	
na		99	0	5	

Either after hitting his target or exhausting his three darts (whichever comes first), Whisper will speed down the FDR Drive and head for the Oh Cult Voodoo Shop in Harlem. He will not stick around to see what happens once he has hit his target, nor does he want to get involved in a high-speed chase, unless they have detected the Tail before he has had a chance to fire his dart gun. Whisper always carries his Smith & Wesson .38 in the glove compartment of his Rabbit, just in case things get too sticky.



B. The Hockey Deli

During their briefing with M, the characters will be told their first stop should be the Hockey Deli, at the corner of 22nd and Third Avenue. The deli itself is not prepossessing in appearance; the sign over the door has been faded by sunlight, and the interior is dim. It is a typical deli, with large parcels of meats and cheeses for sandwiches in the refrigerated counter and containers of potato salad, cole slaw, fruit salad, and other side dishes clearly visible. There is an old-world charm to the deli; the multitude of visible food in the counter assures customers that any sandwich order placed will appear within seconds. The melange of delightful aromas instantly starts the salivary glands watering.

You can place a few bystanders outside the deli, nervously eyeing the characters as they enter. The characters by this time should be somewhat nervous about the NPCs they see; the people in front of the deli have nothing to do with the mission.

FIRST MEETING WITH STRUTTER

Inside the deli, the characters will see a black man working behind the counter. The characters may well be suspicious of him. He is Harold Strutter, their C.I.A. contact. He has been briefed by the agency as to the descriptions of the characters, and he will ask them, "Would you like to have a lettuce sandwich today?" If the characters respond, "Yes, but hold the M," Strutter will identify himself as their contact. After the initial amenities, Strutter will invite the characters into the back room and will have an assistant take his place at the sandwich counter.

He will lead them through a door and into a modern office, furnished with a radio outfit and assorted surveillance equipment. This office is in marked contrast with the outside deli. Once inside, Strutter will offer the characters seats and, as he consumes a roast beef sandwich and diet soda, tell them what he knows. Listed below are the major points he will cover in this conversation.

1. Dawes was killed in his hotel room at the Royalty Hotel, next to the Plaza on Central Park South. The shot that killed Dawes was heard, alerting the management to trouble, but the murderer escaped undetected. Dawes' body is still at the hotel so the characters can carry on their investigations there. Several C.I.A. agents are guarding the room until the characters arrive. Strutter will strongly recommend that the characters check out Dawes' room as their next step.

2. Strutter was aware that Dawes was observing Kananga and, since Dawes' death, he has had his operatives keep track of the San Monique Premier. Kananga left New York for San Monique just before the characters' plane arrived at JFK. Strutter had no evidence to connect Kananga with Dawes' death, so he could not prevent the Premier from leaving. Strutter will mention, in an offhand way, that Kananga could not have been

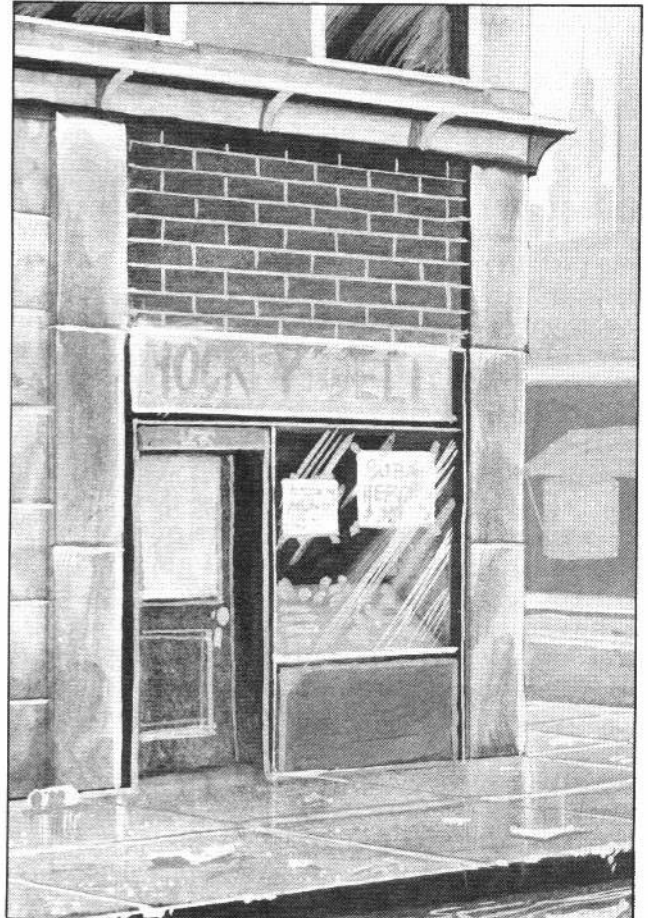
homesick since he had a beautiful women, called Solitaire, accompanying him in New York.

3. Strutter knows of the deaths of the other two M.I.6 agents. He has been contacted by Felix Leiter, who is currently in New Orleans, and he has been told to expect the characters. He knows that Hamilton was working with Leiter in New Orleans on a drug-smuggling operation and that Baines was in San Monique working with a C.I.A. agent (he does not know the agent's name). Once the characters are done with their investigations in New York, they should go immediately to New Orleans, where Leiter will be available to meet them.

If the characters have the license plate number from Whisper's car and give it to Strutter, they will be told that the C.I.A. will be able to track down the owner in a couple of hours, allowing them enough time to investigate Dawes' room. Strutter will stay at the deli and will be available to answer any questions after the characters investigate Dawes' room.

SECOND MEETING WITH STRUTTER

Once the characters find Big Silver's bullet, they will probably want to find out if Strutter knows anything about it and will return to the Hockey Deli. Strutter will



tell them that the only person he knows who uses .357 magnum cupro-nickel bullets is a junkie in Harlem known as Big Silver. He hangs around with a person called Whisper, and both men work for a drug pusher by the name of Mr. Big. Strutter will hand them a black and white photo of Mr. Big (this is one of the props included in the Mission Envelope).

The characters will probably have the Lovers tarot card with them (found in Dawes' hotel room). Strutter will not be able to tell them anything about the card, and will suggest they check out a shop that specializes in such esoteric subjects. It so happens that the Oh Cult Voodoo Shop in Harlem specializes in occult matters.

If he has been given Whisper's car license number, Strutter will tell the characters the car belongs to Whisper, who runs a voodoo shop in Harlem. By checking the New York Yellow Pages, the characters will also learn the name of the shop is the Oh Cult Voodoo Shop.

Strutter will suggest the characters go up to 125th Street to see if they can track down Big Silver. If they go to the Oh Cult Voodoo Shop first, they will be directed to Big Silver as well (see D. The Oh Cult Voodoo Shop, below). Depending on the composition of the party, Strutter will either accompany the characters to Harlem or excuse himself by saying he has pressing work to do for the C.I.A.

If for some reason the characters have missed the clues in Dawes' room, Strutter will mention the existence of the cupro-nickel bullet that was found by his agents and will tell them about Big Silver. In effect, he will be able to give the characters enough clues to keep them going. If the Lovers tarot card was not found, you will probably have to move it to the next location so the characters do find it; possession of the Lovers card is important for the characters' success in the mission.

C. The Royalty Hotel (Dawes' Room)

The Royalty is a deluxe hotel to the west of the Plaza Hotel on Central Park South. (Note that there is no Royalty Hotel in New York at this location; it exists only for this adventure.) Dawes' room is on the 12th floor. The characters will be given the room number by Strutter at the Hockey Deli.

To instill more paranoia in the characters, you can have them followed by an equal number of Big Silver's assistants of Hood rank; these hoodlums will accost the characters once they exit the Hockey Deli on their way to the Royalty or just outside the hotel. They will attempt to hassle the characters by shoving them, mocking them, and even threatening them at gunpoint. They will not, however, try to kill the characters, since they have been told to "hassle 'em, not off 'em" by Big Silver. The hoodlums will vanish if a policeman appears on the scene. You can use the skills and characteristics for Silver's hoods in E. The Fillet of Soul section, below.

Once the characters are in the Royalty, they will go to Dawes' room. It is guarded by two C.I.A. agents, who will be waiting in the hall. These agents will be expecting the characters and will be glad to see them. They will answer any questions the characters might ask. The agents will allow the characters into Dawes' room, which has not been disturbed. The characters will have complete freedom to carry out their investigations.

The characters will probably want to examine the body. A character with the Field of Experience in Forensics will automatically realize the information given below. Otherwise, a character will have to make a Science roll (+3 Ease Factor modifier) or, if no character has this skill, a successful PER roll (+1 Ease Factor modifier) to learn this information.

Dawes was shot at close range with a gun that fires large-caliber bullets. The entry wound was in the chest,

while the exit wound was between the tenth and twelfth ribs (the eleventh was obliterated by the impact of the shot). There is a bullet lodged in the wall behind the body. It is a cupro-nickel .357 magnum bullet. It appears



Dawes was surprised by his assailant, for he is still fully clothed and his gun is still in his shoulder holster, unfired. Dawes' wallet is still on his body and no money is missing, so the motive for the agent's murder obviously was not robbery.

The characters will probably want to examine the rest of the room. They will not find much of interest in the bedroom; Dawes has several suits in the closet and a suitcase with shirts and other clothes is on a stool. Nothing here has been touched either.

The bathroom does have a major clue for the characters, and it will be found if a character opens the medicine cabinet. Inside is the Lovers tarot card. Each character should be given a Sixth Sense roll (+ 5 Ease Factor modifier) to be drawn to the medicine cabinet, if they do not check it out in their investigations. A careful examination of the tarot card will reveal no fingerprints or markings of any kind.

The C.I.A. agents will be totally surprised by the appearance of the card. They will tell the characters they

checked the room over thoroughly, including the medicine cabinet, and did not find the card. No one has been allowed entry to the room, so they will have no explanation for its sudden appearance.

If, for some reason, the characters are ready to leave the room without finding the Lovers tarot card, you can have one of the C.I.A. agents point to Dawes' pocket. The Lovers card will be in Dawes' pocket, though the agents will say that they examined the body carefully and did not find the card before. This prop is extremely important for the characters, and you should make sure that it reaches them.

Once the characters have finished in Dawes' room, they will probably go back to see Strutter at the Hockey Deli. Strutter will be as surprised as they at the appearance of the tarot card and will not be able to offer any explanation. He will suggest they check it out at an occult shop (the Oh Cult Voodoo Shop is a convenient stop in Harlem). He will also tell them that the bullet they found is a trademark of Big Silver.

D. The Oh Cult Voodoo Shop

The characters have several leads to bring them to the Oh Cult Voodoo Shop. By tracing Whisper's car license through Strutter, they will find out the location of the shop. Strutter will tell them to go to an occult shop if they want more information on the tarot card. They may also learn about the shop if they question people on the street about the driver of the car; Whisper is fairly well known because of his size and reputation. It is also possible that the characters will Tail Whisper to the shop, for once he has tried to use his Mirror Dart Gun, Whisper will head there. The floorplans of the Oh Cult Voodoo Shop are on page 2 of the Map Booklet.

If the characters arrive at the shop during the day, they will find Whisper working behind the counter. If they arrive at night, they will find the shop closed (it is open 10 A.M. to 6 P.M.) and no one present; Whisper will be at the Fillet of Soul restaurant with Big Silver. The characters will probably recognize Whisper as their potential assailant, and Whisper will definitely recognize the characters from the descriptions passed to him via Big Silver from Solitaire.

Whisper will, at first, talk to the characters, pretending he does not recognize them so as to lull them into a false sense of security. At the first opportunity, he will duck into the back and attempt to leave in his Rabbit, which is parked by the loading dock.

The characters may ask Whisper about the Lovers tarot card and show it to him. Whisper will say (truthfully) he has never seen a card like it, that it seems to have been personally created for one person, and that there are some voodoo symbols on the card which are highly unusual. Whisper will then attempt to excuse himself for a moment to find other references in a book which may help the characters.

Whisper will, if cornered, fight to escape. If he is faced with overwhelming odds or an inescapable situation, he will surrender. He will not react well to threats or Interrogation (he will use his Survival Point on an Interrogation attempt if it is still available). The characters will have better luck using Persuasion on Whisper; on a Quality Rating 1 result, he will reveal the following information to them:

He works with Big Silver for Mr. Big. He is Silver's main buddy. Big Silver does carry a "piece," a .357 Magnum. He did overhear the mention of a dude named Dawes in a conversation between Mr. Big and Big Silver. Mr. Big is out of town right now, and has been gone for at least ten days. He does not know where Mr. Big is. Big Silver owns the Fillet of Soul restaurant and usually hangs out there. If asked, he does not know either Solitaire or Kananga.

On a Quality Rating 4, 3, or 2 result, refer to the Skills Use Chart to determine how much of the above information he reveals.

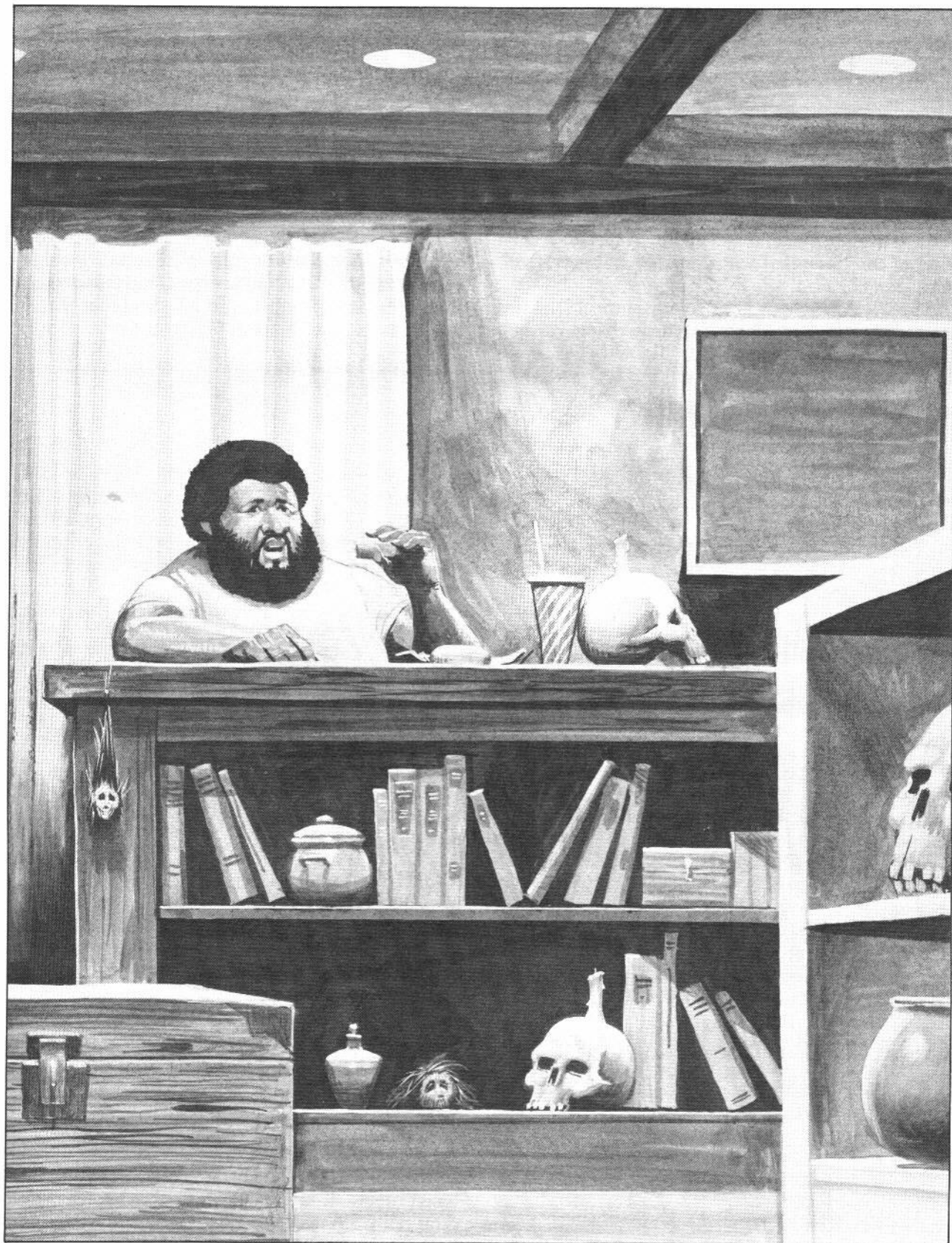
Under no circumstances will Whisper accompany the characters to see Big Silver at the Fillet of Soul, once he has revealed this information. If he is forced to go there, he will fight to the death to escape and avoid that meeting. He knows that Big Silver and Mr. Big will discover he has been disloyal, and he knows he will be killed. Mr. Big and Big Silver will indeed know of Whisper's betrayal within 12 hours, since they will be told by Kananga.

If Whisper does not reveal any information about Big Silver and Mr. Big through Persuasion, he will be more willing to accompany the characters to the Fillet of Soul restaurant. He will try to set the characters up for capture by Silver in this case. However, he will do his

best to wheedle out of accompanying the characters and will try to alert Big Silver to their upcoming arrival.

It is possible that the characters may stop at the Oh Cult Voodoo Shop after encountering Big Silver (see

below). The shop will be closed. If they break in, they will not find any information to help them; none of the tarot decks in the store looks anything like the Lovers tarot card they found in Dawes' room.



E. The Fillet of Soul Restaurant (New York)

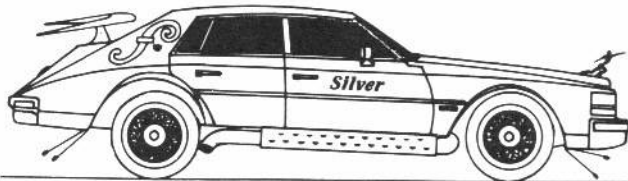
The drug operation of Mr. Big is run out of the Fillet of Soul restaurant in Harlem. Big Silver manages the restaurant and the drug distribution center in the back. From this store Mr. Big plans to distribute the free heroin provided by Kananga. There is a floorplan for the restaurant on page 2 of the Map Booklet.

PHYSICAL DESCRIPTION

The restaurant is located at 78 East 128th Street. Next to the entrance to the restaurant is a false bodega store front (pronounced bo-deh-ga; it is an Hispanic deli/grocery). The bodega front is a facade; the store will look closed and deserted to the casual observer on the sidewalk. Any attempt to enter the front door will result in a character running smack into a brick wall.

On the other side of the restaurant is a parking lot. It will contain six cars of various makes plus Big Silver's specially modified Cadillac Seville (if it has not been wrecked in a chase with the characters by this point; see F. Other New York Locations). There is an attendant at the booth, who is a Hood rank accomplice of Silver. He is armed with a Smith & Wesson .38. He will alert Silver to any white intruders by calling from his booth.

Big Silver's modified Cadillac Seville has the following Attributes:



PM	RED	CRUS	MAX	RGE	FCE	STR
+1	4	80	130	340	4	10

The Cadillac sports Level 2 armor, puncture proof tires, and a smoke screen. See the Equipment chapter in the *James Bond 007* Game for the effects of these vehicle modifications.

Note: If the characters have become involved in a chase with Big Silver or his accomplices, they should be able to recognize the Cadillac immediately. It is beige in color and has been custom designed with much chrome on the exterior (sidepipes, personalized hood ornament, and the stylized word "Silver" on both doors) and mink-lined dashboard and seats.

All the doors to the drug dispensing area in the back of the restaurant are locked with deadbolts (-3 Ease Factor modifier to Lockpick). The door by the loading dock also has a deadbolt (-2 Ease Factor modifier to Lockpick). Other doors inside the restaurant are open.

The restaurant features a bar and 15 tables with chairs. The kitchen contains all the normal restaurant

cooking equipment (boiling water, hot ovens, cleavers and other utensils, food supplies, and so on). On the desk in Big Silver's personal office is paperwork which incriminates Mr. Big and him with their drug operations; there is no information there about Kananga, the big drug deal in the works, or Dawes' death. The two storage rooms contain supplies for the restaurant (napkins, silverware, glasses, dishes, and the like) and comestibles for the kitchen. There are two boxes of molasses here, marked "Exported from San Monique"; over these marks are shipping slips that say "Shipped from Fillet of Soul, New Orleans." These boxes do not contain the heroin since the tainted shipment has not been sent to New York yet. These two boxes should be readily noticeable if the characters look into the storage rooms. The drug dispensing area contains drugs and drug paraphernalia for Mr. Big's personal drug operations; it is not yet ready to start distribution of the free heroin.

There will be 6 waiters/waitresses, a hostess, two cooks, and 20 customers in the restaurant when the characters arrive. These NPCs are black and are simply there to prepare, serve or enjoy the food. If the characters enter through the front door, these NPCs will stare at them incredulously; they are not accustomed to seeing such well-groomed, well-tailored foreigners in the Fillet of Soul. These NPCs will not, however, do anything physical to the characters, though they may make snide remarks among themselves.

There are also 10 of Big Silver's accomplices in the restaurant; each is of Hood rank. There are two sitting at the bar in the restaurant, one talking with Big Silver in his office, three in the storage room, and four in the drug dispensing area. They will come running at the sound of any disturbance anywhere in the building. The accomplices have the following characteristics and skills:

BIG SILVER'S ACCOMPLICES

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (6/13), Driving (5/12), Evasion (2/10), Fire Combat (5/12), Gambling (5/12), Hand-to-Hand Combat (4/12), Piloting (4/11), Stealth (2/10), Torture (3/10)

HEIGHT: 5'6"-6'1"

WEIGHT: 145-170 lbs

AGE: 18-22

APPEARANCE: Normal

FAME POINTS: 0

SURVIVAL POINTS: 1

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

WEAPON: Smith & Wesson .38

FIELDS OF EXPERIENCE: None

WEAKNESSES: Attraction to Members of the Opposite Sex

INTERACTION MODIFIERS: Reaction (+2/-1), Persuasion (+3/-2), Seduction (+4/+3), Interrogation (0), Torture (0)

Big Silver will be in his office, discussing the opium/molasses shipment with one of his accomplices. Whisper, if he has not been encountered so far, will be in the kitchen, eating Twinkies.

GETTING THERE

It is possible the characters will be led to the Fillet of Soul by Whisper (see D. The Oh Cult Voodoo Shop, above). Otherwise, they will have to track down Big Silver's location on their own. Since Big Silver is well known in Harlem, the characters will probably go there to get this information.

If you have been doing your work correctly, the characters should feel pretty paranoid by this point. Since they have encountered Big Silver's black accomplices several times, they may be leery of approaching any other black NPCs in Harlem. Harlem, of course, contains a mixture of all races, so you can create NPCs you think the characters will feel comfortable talking with. If necessary, have a policeman on a corner, willing to answer their questions (to a point).

The characters will have to make a Local Customs roll (-3 Ease Factor modifier, unless Strutter is with them) to get information about Big Silver's whereabouts. Each character can make a Local Customs roll, and the party can wait until they have all asked questions before taking action. Check on the chart below to find out what a character learns from the result of the Local Customs roll.

LOCAL CUSTOMS RESULT	INFORMATION GAINED
Failure	The NPC ignores the character and walks away.
Quality Rating 4	They will be told to check Big Silver's friend Whisper. Whisper runs the Oh Cult Voodoo Shop.
Quality Rating 3	They will be told the same information. If the characters ask about the bullet, the NPC will know that Big Silver always uses a silver bullet. The NPC will also mention that Silver owns a big, beige Cadillac Seville.
Quality Rating 2	They will be told the information above. Also, the NPC will say Big Silver is a good connection for anything they want — coke, dope, smack, whatever. Silver works for Mr. Big, the biggest drug pusher in the city.
Quality Rating 1	They will be told all the information above. The NPC will also say Silver owns the Fillet of Soul restaurant where the drugs are dispensed.

If the characters have been captured by Big Silver or his accomplices, they will be brought through the back door of the restaurant to the office and questioned by characters, the hostess will seat them and take their orders. The menu has printed on the front, "Fillet of Soul. New York and New Orleans." If they are alone, the hostess will ask them what they want there and will begin shouting loudly. In either case, Silver's accomplices (twice the number as in the characters' party) will gather to "escort" them to Big Silver's office.

In his office Silver will be on the phone, talking with Mr. Big; he will have the coded cablegram in his hand. He will then say, "Yeah, thanks to your note we got 'em" (referring to the characters). He will then hang up.

He will place the cablegram on the desk in view of the characters. Scattered over his desk is stationery that also reads "Fillet of Soul. New York and New Orleans."

Silver will interview them quickly, just to make sure they are whom he suspects they are. Whisper will be present for the questioning if he is in the building. Big Silver will then order his accomplices (as many Hoods as there are characters) to take the characters into the alley and "waste 'em." The accomplices will take the characters into the alley and try to gun them down; there are no holds barred in this combat.

If the characters have been captured by Big Silver or his accomplices, they will be brought through the back door of the restaurant to the office and questioned by Big Silver. Once he has made certain of their identities, he will order as many accomplices as there are characters to take the characters to the alley and eliminate them.

If the characters try to sneak into the restaurant, they will encounter Silver's accomplices, no matter which door they use to get in. The accomplice(s) will call for help and engage in Hand-to-Hand Combat with the characters. The characters will be taken for questioning by Big Silver if they lose, and later taken into the alley by the accomplices, as described above.

Note: *It is likely the characters will be searched by Big Silver. He will remove any obvious weapons (knives, guns, and the like), but he will ignore personal effects (wallets, watches, and so on). You may decide whether or not the tarot cards are found; Big Silver and his gang know nothing about the cards and will return them to the characters.*

The characters can confront Big Silver directly in his office. Once they have subdued Big Silver or beaten his men, they may attempt to question him. Silver will reveal nothing the characters do not already know through Persuasion or Interrogation, and will attempt to flee if he is close to the breaking point. He will have to be Knocked Out, Incapacitated or Killed to be stopped. Silver would much rather die than reveal anything about Mr. Big or the impending free heroin operation.

THE CABLEGRAM

The most important clue for the characters to find in the restaurant is the coded cable from Mr. Big to Silver. It should be made readily available to the characters. Silver will have it in his hand as he talks on the phone with Mr. Big as the characters are fed in; he will place the cablegram on the corner of his desk, where a character will be able to palm it during the questioning; when the characters escape from the two hoodlums, they will then have the cable in their possession. You can perform a PER roll for each character to notice the cable (+5 Ease Factor modifier). The cable will be available on Silver himself if the characters capture him. It can also be in Silver's Cadillac if the characters do not find it any other way; the window will be open (no one messes with Silver's Cadillac) and the cable will waft out in front of the characters as they leave the restaurant.

Live and Let Die NPC Cards

1. You can copy the information from these cards directly onto your own NPC Cards, or
2. You can make photocopies of these cards, cut them apart, and attach them to index cards.

NPC'S NAME (ALIAS IF ANY) DR. EMMAN KANANGA									NPC RANK: CRIMINAL			
STR 9 DEX 10 WIL 8 PER 11 INT 11									PHYSICAL ASPECTS: HGT: 6'1" WGT: 143			
SPEED: 2 HTH DC: B									APPEARANCE: GOOD LOOKING			
SCARS:									FAME POINTS: 82			
SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC	SURVIVAL POINTS: 6			
DISG	12	23	SCI	10	21				WEAPONS SHTS AMMO DC			
ELEC	9	20	6 TH SEN	10	21				BERETTA 2 6 E			
EVAS	11	20	STLTH	8	16				WOUND LEVEL:			
FIRE	9	19							LW	MW	HW	INC
HTH	8	17										
INTER	8	19										

NPC'S NAME (ALIAS IF ANY) SOLITAIRE									NPC RANK: HOOD			
STR 5 DEX 6 WIL 8 PER 10 INT 7									PHYSICAL ASPECTS: HGT: 5'5" WGT: 118			
SPEED: 2 HTH DC: A									APPEARANCE: STRIKING			
SCARS:									FAME POINTS: 23			
SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC	SURVIVAL POINTS: 1			
CHAR	7	15							WEAPONS SHTS AMMO DC			
DRIV	4	12										
									WOUND LEVEL:			
									LW	MW	HW	INC

NPC'S NAME (ALIAS IF ANY) MR. BIG									NPC RANK: CRIMINAL			
STR 6 DEX 8 WIL 13 PER 15 INT 12									PHYSICAL ASPECTS: HGT: 5'8" WGT: 192			
SPEED: 2 HTH DC: A									APPEARANCE: GOOD LOOKING			
SCARS:									FAME POINTS: 86			
SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC	SURVIVAL POINTS: 5			
CHAR	10	23	HTH	6	12				WEAPONS SHTS AMMO DC			
CRYPT	4	16	INTER	8	20				RUGER 1 6 I			
DRIV	10	21	LOCK	10	18				WOUND LEVEL:			
EVAS	6	13	PICK	10	18				LW	MW	HW	INC
FIRE	8	19	SEUC	10	21							
GAMB	15	30	TORT	8	20							

NPC'S NAME (ALIAS IF ANY) TEE HEE									NPC RANK: CRIMINAL			
STR 14 DEX 6 WIL 13 PER 11 INT 6									PHYSICAL ASPECTS: HGT: 6'5" WGT: 160			
SPEED: 2 (PINCER-0) HTH DC: C (PINCER-D)									APPEARANCE: NORMAL			
SCARS:									FAME POINTS: 69			
SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC	SURVIVAL POINTS: 6			
BOAT	4	12	STEAL	14	27				WEAPONS SHTS AMMO DC			
DRIV	7	15	TORT	12	21				ARM			
EVAS	12	22							WOUND LEVEL:			
HTH	14	28							LW	MW	HW	INC
INTER	8	14										
6 TH	8	16										

NPC'S NAME (ALIAS IF ANY) WHISPER									NPC RANK: HOOD			
STR 9 DEX 6 WIL 5 PER 6 INT 5									PHYSICAL ASPECTS: HGT: 5'8" WGT: 283			
SPEED: 1 HTH DC: B									APPEARANCE: PLAIN			
SCARS:									FAME POINTS: 14			
SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC	SURVIVAL POINTS: 1			
DRIV	6	12	LOCK	4	10				WEAPONS SHTS AMMO DC			
ELEC	3	8	PICK	3	9				5+W.38 2 6 F			
EVAS	1	8	PLOT	3	9				WOUND LEVEL:			
FIRE	4	10	STEAL	1	6				LW	MW	HW	INC
GAMB	2	8	TORT	1	6							
HTH	4	13										

NPC'S NAME (ALIAS IF ANY) WHISPER									NPC RANK: HOOD			
STR 9 DEX 6 WIL 5 PER 6 INT 5									PHYSICAL ASPECTS: HGT: 5'8" WGT: 283			
SPEED: 1 HTH DC: B									APPEARANCE: PLAIN			
SCARS:									FAME POINTS: 14			
SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC	SURVIVAL POINTS: 1			
DRIV	6	12	LOCK	4	10				WEAPONS SHTS AMMO DC			
ELEC	3	8	PICK	3	9				5+W.38 2 6 F			
EVAS	1	8	PLOT	3	9				WOUND LEVEL:			
FIRE	4	10	STEAL	1	6				LW	MW	HW	INC
GAMB	2	8	TORT	1	6							
HTH	4	13										

NPC'S NAME (ALIAS IF ANY) WHISPER									NPC RANK: HOOD			
STR 9 DEX 6 WIL 5 PER 6 INT 5									PHYSICAL ASPECTS: HGT: 5'8" WGT: 283			
SPEED: 1 HTH DC: B									APPEARANCE: PLAIN			
SCARS:									FAME POINTS: 14			
SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC	SURVIVAL POINTS: 1			
DRIV	6	12	LOCK	4	10				WEAPONS SHTS AMMO DC			
ELEC	3	8	PICK	3	9				5+W.38 2 6 F			
EVAS	1	8	PLOT	3	9				WOUND LEVEL:			
FIRE	4	10	STEAL	1	6				LW	MW	HW	INC
GAMB	2	8	TORT	1	6							
HTH	4	13										

Live and Let Die NPC Cards

NPC'S NAME (ALIAS IF ANY)
BIG SILVER

STR *12* **DEX** *10* **WIL** *13* **PER** *12* **INT** *10*

SPEED: *2* **HTH DC:** *B*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
DEMOL	10	20	LOCK	8	18			
DRIV	6	17	PICK	8	18			
EVAS	8	19	SEDC	8	14			
FIRE	8	19	STEAL	15	28			
GAMB	8	20						
HTH	15	27						

NPC RANK: *CRIMINAL*
PHYSICAL ASPECTS:
HGT: *6'2"* WGT: *167*
APPEARANCE: *ATTRACTIVE*
SCARS:

FAME POINTS: *1*
SURVIVAL POINTS: *6*

WEAPONS *COLT* **SHTS** *1* **AMMO** *6* **DC** *H*
PYTHON **KNIFE** **C**

WOUND LEVEL:
LW MW HW INC

NPC'S NAME (ALIAS IF ANY)
BARDON SAMEDI

STR *8* **DEX** *12* **WIL** *15* **PER** *15* **INT** *15*

SPEED: *3* **HTH DC:** *A*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
CHAR	15	30	SEDC	15	30			
DISG	15	30	6TH SENSE	15	30			
EVAS	15	25	STEAL	15	30			
GAMB	10	25						
HTH	6	14						
INTER	8	23						

NPC RANK: *CRIMINAL*
PHYSICAL ASPECTS:
HGT: *6'3"* WGT: *175*
APPEARANCE: *SENSATIONAL*
SCARS:

FAME POINTS: *1*
SURVIVAL POINTS:

WEAPONS **SHTS** **AMMO** **DC**

WOUND LEVEL:
LW MW HW INC

NPC'S NAME (ALIAS IF ANY)
HIGH PRIEST DAMBALA

STR *6/12* **DEX** *7/10* **WIL** *8/15* **PER** *10/15* **INT** *10*

SPEED: *2(3)* **HTH DC:** *A(B)*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
CHAR	10	18/25	6TH SENSE	12	22/24			
EVAS	8	14/19	STEAL	10	18/25			
HTH	8	14/20	TORT	10	19/22			
MOVN	8	15/21						
RIDING	10	19/25						
SEDC	10	19/22						

NPC RANK: *CRIMINAL*
PHYSICAL ASPECTS:
HGT: *6'4"* WGT: *205*
APPEARANCE: *SENSATIONAL*
SCARS:

FAME POINTS: *0*
SURVIVAL POINTS: *3*

WEAPONS *KNIFE* **SHTS** **AMMO** **DC** *B/C*

WOUND LEVEL:
LW MW HW INC

NPC'S NAME (ALIAS IF ANY)
ROSIE CARVER

STR *5* **DEX** *9* **WIL** *8* **PER** *8* **INT** *7*

SPEED: *2* **HTH DC:** *A*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	3	11	EVAS	7	14	SCI	7	14
CHAR	2	10	FIRE	10	18	SEDC	5	10
DEMOL	6	13	HTH	9	14	6TH SENSE	1	8
DIVING	7	14	INTER	5	12	STEAL	6	14
DRIV	4	12	PICK	2	11	TORT	4	11
ELEC	3	10	PILOT	9	17			

NPC RANK: *CRIMINAL*
PHYSICAL ASPECTS:
HGT: *5'4"* WGT: *115*
APPEARANCE: *STRIKING*
SCARS:

FAME POINTS: *53*
SURVIVAL POINTS: *3*

WEAPONS *HP1935* **SHTS** *3* **AMMO** *13* **DC** *G*

WOUND LEVEL:
LW MW HW INC

NPC'S NAME (ALIAS IF ANY)
HOOD/ACCOMPLICES

STR *8* **DEX** *8* **WIL** *8* **PER** *7* **INT** *6*

SPEED: *1* **HTH DC:** *A*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	6	13	PILOT	4	11			
DRIV	5	12	STEAL	2	10			
EVAS	2	10	TORT	3	10			
FIRE	5	12						
GAMB	5	12						
HTH	4	12						

NPC RANK: *CRIMINAL*
PHYSICAL ASPECTS:
HGT: *5'6"* WGT: *145-*
APPEARANCE: *NORMAL*
SCARS:

FAME POINTS: *0*
SURVIVAL POINTS: *1*

WEAPONS *S+W. 38* **SHTS** *2* **AMMO** *6* **DC** *F*

WOUND LEVEL:
LW MW HW INC

NPC'S NAME (ALIAS IF ANY)
HOOD/ACCOMPLICES

STR *8* **DEX** *8* **WIL** *8* **PER** *7* **INT** *6*

SPEED: *1* **HTH DC:** *A*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	6	13	PILOT	4	11			
DRIV	5	12	STEAL	2	10			
EVAS	2	10	TORT	3	10			
FIRE	5	12						
GAMB	5	12						
HTH	4	12						

NPC RANK: *CRIMINAL*
PHYSICAL ASPECTS:
HGT: *6'1"* WGT: *170*
APPEARANCE: *NORMAL*
SCARS:

FAME POINTS: *0*
SURVIVAL POINTS: *1*

WEAPONS *S+W. 38* **SHTS** *2* **AMMO** *6* **DC** *F*

WOUND LEVEL:
LW MW HW INC

Live and Let Die NPC Cards

NPC'S NAME (ALIAS IF ANY)
DAMBALA'S VILLAGERS

STR *9* DEX *10* WIL *5* PER *5* INT *5*

SPEED: *1* HTH DC: *B*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	5	12	STEAL	5	10			
DIVING	11	20						
EVAS	8	17						
FIRE	3	10						
HTH	7	16						
RIDING	4	9						

NPC RANK: *HOOD*

PHYSICAL ASPECTS:
HGT: *5'5"* WGT: *150-160*

APPEARANCE: *NORMAL*

SCARS:

FAME POINTS: *0*

SURVIVAL POINTS: *1*

WEAPONS	SHTS	AMMO	DC
SPEAR			
CROSS BOW	1	1	M
BLUNDER	1	1	F

WOUND LEVEL:

LW	MW	HW	INC

NPC'S NAME (ALIAS IF ANY)
KANANGA'S GUARDS

STR *8* DEX *8* WIL *8* PER *7* INT *6*

SPEED: *1* HTH DC: *A*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	6	13	PILOT	4	11			
DRIV	5	12	STEAL	2	10			
EVAS	2	10	TORT	3	10			
FIRE	5	12						
GAMB	5	12						
HTH	4	12						

NPC RANK: *HOOD*

PHYSICAL ASPECTS:
HGT: *5'8"* WGT: *160-200*

APPEARANCE: *NORMAL*

SCARS:

FAME POINTS: *0*

SURVIVAL POINTS: *0*

WEAPONS	SHTS	AMMO	DC
#4 RIFLE	1/2	10	I

WOUND LEVEL:

LW	MW	HW	INC

NPC'S NAME (ALIAS IF ANY)
HAROLD STRUTTER

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

SPEED: *1* HTH DC: *A*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	4	11	ELEC	5	13	LOCK	3	10
CHAR	4	13	EVAS	7	14	PILOT	6	13
CRYPT	6	14	FIRE	7	14	SCI	4	12
DEMOL	3	11	HTH	8	16	6TH SENSE	3	10
DIVING	4	11	INTER	6	14	STEAL	6	15
DRIV	8	15	LOCAL	5	12			

NPC RANK: *AGENT*

PHYSICAL ASPECTS:
HGT: *6'0"* WGT: *190*

APPEARANCE: *GOOD LOOKING*

SCARS:

FAME POINTS: *58*

SURVIVAL POINTS: *5*

WEAPONS	SHTS	AMMO	DC
S+W	38	2	6 F

WOUND LEVEL:

LW	MW	HW	INC

NPC'S NAME (ALIAS IF ANY)
QUARREL

STR *11* DEX *6* WIL *7* PER *9* INT *7*

SPEED: *1* HTH DC: *B*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	10	17	6TH SENSE	3	11			
DIVING	9	17	STEAL	5	12			
DRIV	3	10						
EVAS	4	12						
FIRE	7	14						
HTH	6	17						

NPC RANK: *ROOKIE*

PHYSICAL ASPECTS:
HGT: *6'0"* WGT: *225*

APPEARANCE: *NORMAL*

SCARS:

FAME POINTS: *34*

SURVIVAL POINTS: *3*

WEAPONS	SHTS	AMMO	DC
S+W	38	2	6 F

WOUND LEVEL:

LW	MW	HW	INC

NPC'S NAME (ALIAS IF ANY)
SHERIFF J.W. PEPPER

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

SPEED: *1* HTH DC: *A*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	2	8						
CHAR	2	7						
DRIV	7	13						
EVAS	4	10						
FIRE	5	11						
HTH	4	11						

NPC RANK: *ROOKIE*

PHYSICAL ASPECTS:
HGT: *5'10"* WGT: *230*

APPEARANCE: *NORMAL*

SCARS:

FAME POINTS: *2*

SURVIVAL POINTS: *1*

WEAPONS	SHTS	AMMO	DC
RUGER	1	6	I

WOUND LEVEL:

LW	MW	HW	INC

NPC'S NAME (ALIAS IF ANY)
ROOKIE

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

SPEED: *1* HTH DC: *A*

SKILL	LEV	PC	SKILL	LEV	PC	SKILL	LEV	PC
BOAT	2	8						
CHAR	2	7						
DRIV	7	13						
EVAS	4	10						
FIRE	5	11						
HTH	4	11						

NPC RANK: *ROOKIE*

PHYSICAL ASPECTS:
HGT: *5'10"* WGT: *230*

APPEARANCE: *NORMAL*

SCARS:

FAME POINTS: *2*

SURVIVAL POINTS: *1*

WEAPONS	SHTS	AMMO	DC
RUGER	1	6	I

WOUND LEVEL:

LW	MW	HW	INC

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This index is provided to help you find information in the Gamesmaster Guide while running the adventure. The entries in **bold face** indicate the major Parts in the adventure; entries in *italic* indicate major Sections; entries in **SMALL CAPS** indicate major headings within each Section. All entries are followed by the page number they appear on.

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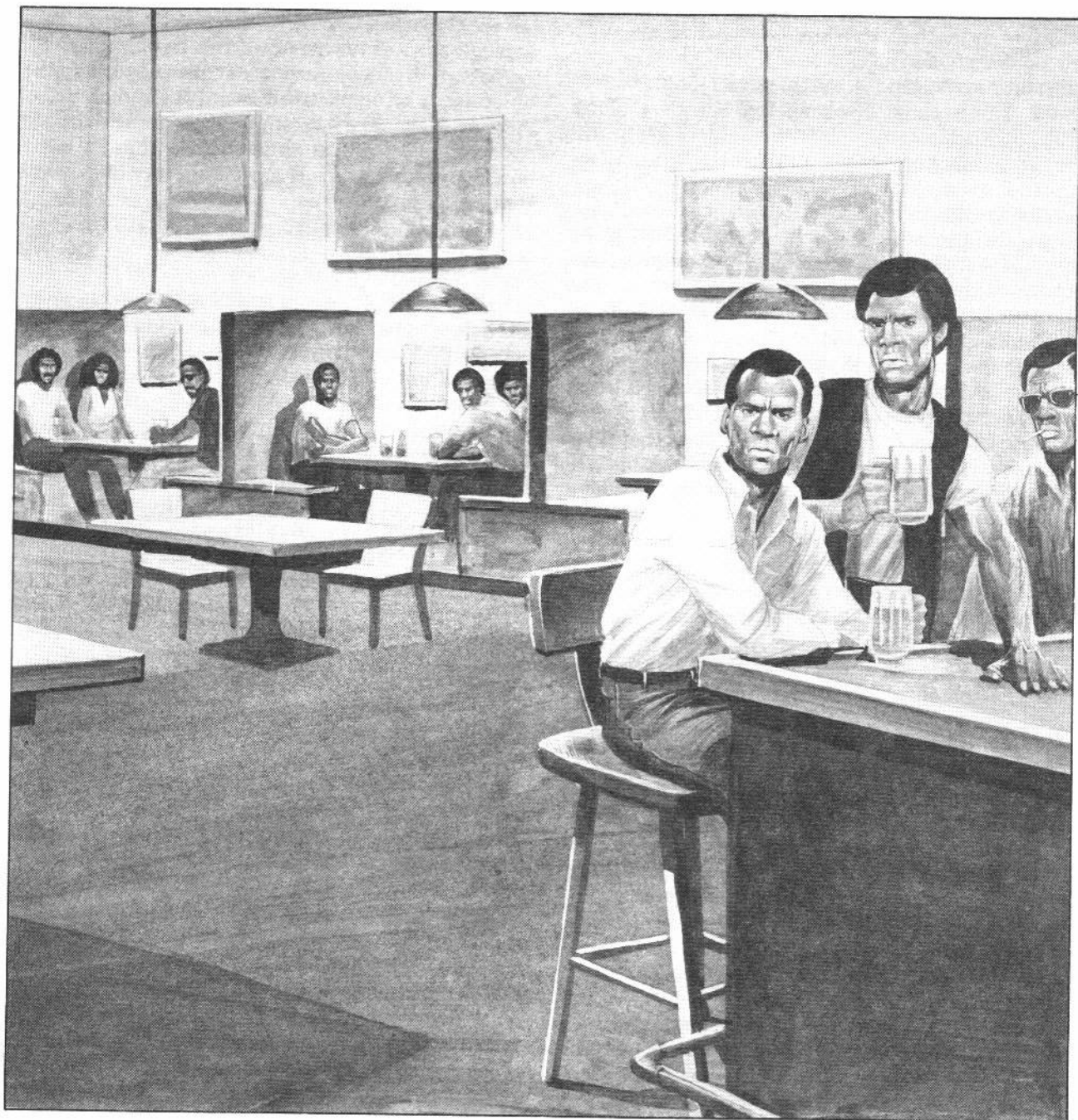
In other words, the characters should find the cable by any means possible, since it will lead them to Mr. Big in New Orleans.

Once the characters find the cable, give them the coded version of the prop first (it is included in the Mission Envelope). Let them try to decode the message on their own (it uses a simple substitution code of 4 places up in the alphabet; thus an "H" in the coded message is actually a "D"). If the characters cannot decipher the message, give them a Cryptography roll (+3 Ease Factor modifier). If they still cannot decipher the code, drop hints to the players about finding someone to help them (a group of playtesters took the coded message to a puzzle editor of the *New York Times*).

Once the characters manage to decipher the cable,

give them the decoded cable also included in the Mission Envelope. The cable connects Mr. Big with Silver, reveals his location in New Orleans, and ties in Solitaire with Mr. Big's group. Combined with M's orders to go to New Orleans next, the characters should be ready to tackle the New Orleans connection.

Other clues to reinforce the New Orleans connection will be found on the boxes of molasses and on the menu and Silver's stationery. The boxes have shipping labels indicating the molasses came from the Fillet of Soul restaurant in New Orleans, and the menu and stationery have the name and locations of the two restaurants. Sometime during their investigation or questioning, the characters should see at least one of these signs which point to New Orleans.



F. Other New York Locations

The characters may indeed complete their investigations in New York in one day and leave for New Orleans the evening of the day they arrive. Since the characters will not feel any particular pressure to complete their mission (even though there is a timetable for the mission), they may decide to spend more than a day in New York in their investigations. There will be several things that can happen while they are in New York that will affect them later in the mission.

MEETING SILVER'S ACCOMPLICES

The characters will find themselves under constant surveillance by Big Silver's accomplices while they are in New York. These accomplices will simply harass the characters in the first meeting, hoping they can drive their opponents away from New York. At some time during their investigations, the characters should be confronted with a chase involving Big Silver's Cadillac Seville; the Cadillac will be driven by Silver, and he will have two accomplices, armed with Smith & Wessons, attempt to fire at the Player Characters.

The first time the characters encounter Silver's accomplices will be outside either the Hockey Deli or the Royalty Hotel. There will be an equal number of accomplices as characters; they will attempt to convince the characters that they are not wanted in New York and that they should leave immediately. They will not attempt to kill the characters unless the characters are trying to kill them (for example, by pulling their guns and shooting at the accomplices). These accomplices will, if they are losing a battle, strongly resist any attempt at capturing them, and will bid as low as necessary in a chase situation in order to get away. They are not suicidal, just very loyal to Big Silver (who provides them with free samples from his drug dispensing area for services rendered).

The second time the accomplices confront the characters and fight them, they will be led by Big Silver. Silver will be in his car and will order the two accomplices with him to shoot the characters. If the characters are in a car, Silver will attempt to run them off the road while his accomplices fire at them. If the characters are walking down a sidewalk, Silver will pull up in his car and have his accomplices blaze away. In either case, this will be a heavy-handed attempt to get the characters to leave; Silver and his gang will not attempt to get into an extended firefight with the characters.

If the occasion presents itself, Silver will attempt to capture the characters and take them to the Fillet of Soul. There he will question them and then have an equal number of accomplices take them into the alley to eliminate them.

The continual Tailing should make the characters (and, indeed, the players) paranoid. It will seem very unnatural that the characters' every move has been anticipated, and that, no matter where they turn, Big Silver's accomplices will be present to threaten them. This feeling of paranoia is central to the flavor of the adventure.

For added Mannhattanesque flavor, you can have the characters perform a PER roll (-4 Ease Factor modifier) whenever they try to park their car. The characters will make this roll once per block until they find a parking spot.

The characters may decide to take New York's transit systems (bus, subway or taxi), since they are quite reliable and go close to wherever the characters need to go to collect clues. In this case, Big Silver will have his accomplices still follow the characters. If the characters take the subway, one or more accomplices will pop out of the crowd and attempt to push the characters in front of a subway train. If the characters are in a taxi, the accomplices will shoot at the taxi; the driver will promptly ask the characters to leave his cab (use the same Characteristic Values as for the taxi driver from Kennedy; see A. John F. Kennedy Airport). If the characters take a bus, Silver's accomplices will board at a corner, pull out their guns, and take several wild shots at the characters; the accomplices will immediately flee. Thus, no matter how the characters travel around the city, they will be continually harassed.

THE SAN MONIQUE CONSULATE

The consulate is in a small brownstone located at 803 Second Avenue (between 43rd and 44th Streets). The consulate occupies the first floor of the building. The receptionist in the front office is a black woman named Miss Lareat Willoughby. She will gladly take the characters on a tour of the facility if they request it. She will tell them anything they wish to know about San Monique and its Premier, Dr. Emman Kananga. She will have nothing but praise for Kananga. She knows Solitaire frequently accompanies Kananga, but knows nothing about her powers.

She will have available a tourist's guide to San Monique (included as one of the props in the Mission Envelope). It is not an official San Monique publication, which, she will explain, is in the process of being prepared. There is a warning at the bottom of the sheet for tourists to the effect that voodoo is practiced on the island. If asked about this warning, Miss Willoughby will pooh-pooh it. A character passing a PER roll (+2 Ease Factor modifier) will notice she is very nervous when talking about voodoo.

Other than the traveller's guide, there will be nothing for the characters to find in the consulate. If you need to generate skills and characteristics for Willoughby, use the Civilians Table in the chapter "How to Use Non-Player Characters" in the *James Bond 007* Game.

Note: *Players familiar with the movie may remember that the San Monique consulate was an operating base for Kananga. In this adventure the consulate is simply what it appears to be; there is nothing evil going on here. If your party contains any female Player Characters, you can make the receptionist male.*

If the players do not visit the consulate, you can have Felix Leiter hand them the traveller's guide prop in New Orleans. The main purpose of the prop is to acquaint the characters with the island and let them know that voodoo is practiced here.

THE CHARACTERS' HOTEL ROOM

If the characters spend more than one day in New York or decide to leave the next morning for New Orleans, they will probably get a hotel room (M will suggest the Plaza in his briefing). Whenever they go out (to do more investigating, for dinner, or for a nightcap), they will discover the High Priest tarot card on one of their beds when they return to the room.

There will be no readily explainable reason for this card being here. None of the characters' attempts at preventive security (hairs left across locks or whatever they think of) will be disturbed.

If the characters do not check into a hotel for the night, you can move the High Priest card to another location. When they make their flight to New Orleans, the card will appear with one of their tickets. The ticket agent will have no explanation for its sudden appearance. The card can also be placed in the airplane they fly on, in the pouch where the flight information cards are stored or handed to them by one of the flight attendants, who will say she found it by their seat and assumed they dropped it. However the card comes into the characters' possession, there will be no apparent reason for its sudden appearance.

The High Priest card affects High Priest Dambala. He will have the higher Characteristic Values and Primary Chances until he meets a character with this card. The character does not have to show the card to Dambala to reduce his powers; it happens as soon as the character with the card meets the high priest.

G. New Orleans International Airport

Should the characters not find the High Priest card in New York, you can get it to them on their flight to New Orleans. In addition, there will be another clue available on the plane they take to New Orleans. In the *Mid-Flight* magazine on their plane is an article on Tee Hee (called Mr. T. H. Johnson); the article shows him (toasting with his mechanical arm) in the Fillet of Soul restaurant in New Orleans. The magazine will automatically open to this page if a character takes it, or a flight attendant will hand them the open magazine (you can have the High Priest tarot card stuck in the magazine on this page if necessary). The characters should be given every opportunity to find this clue. The page from *Mid-Flight* magazine is one of the props included in the Mission Envelope.

New Orleans International Airport is about 10 miles west-northwest of downtown New Orleans on Interstate 10. It is about a two hour flight from New York to New Orleans. The characters will be able to rent a car at the airport or take a taxi (although after their New York experiences, they will probably feel more secure driving their own car).

As in New York, the characters will be in jeopardy as soon as they deplane. Mr. Big has been warned by Solitaire that the characters are coming, and he will prepare a welcoming committee. Two accomplices of Hood rank will attempt to Tail the characters from the airport into the city; they will drive a Chevrolet Caprice (see the Equipment chapter in the *James Bond 007* Game for its Attributes). The Hoods will keep tabs on them, until the characters arrive at the Fillet of Soul, which they will undoubtedly do at some point (see J. The Fillet of Soul Restaurant, New Orleans, below). They are not to engage the characters in combat unless they are attacked first; they carry Smith & Wesson .38's. See section K, below, for their skills and characteristics.

If the Tail is detected by the characters and a chase results, the accomplices will not bid below 5 (the Redline of the vehicle) since they do not plan to risk their lives just to keep track of the characters. If *any* traffic laws are broken (which will probably be the case), Sheriff J. W. Pepper will appear and pull over the characters' car. Pepper is visiting the state troopers in New Orleans; he is normally found in his own parish (located in the same area as the alligator farm; see K. The Alligator Farm, below). He will give them a ticket (and a lecturing) for what they did wrong. Big's accomplices will wait and attempt to Tail the characters again.

Pepper drives a Ford Mustang GT 5.0, specially modified as a police car. Its Attributes are:



PM	RED	CRUS	MAX	RGE	FCE	STR
+1	2	60	140	260	3	8

If the characters try to escape from Pepper, they will raise the sheriff's hackles. Pepper's Reaction to them for the rest of the adventure, regardless of the Fame roll (see his background in Part II), will be Opposed.

This meeting with Pepper is important and should be arranged if at all feasible. Since the characters will need some form of help when trying to escape from the

alligator farm (see section K, below), Pepper will be the ideal choice, if he has already met the characters. To this end, when Pepper writes out his traffic ticket, role-play out the interchange to allow the characters either to “impress” Pepper with their mission and/or authorization, or to make the sheriff suspicious enough to check them out. Make the Fame roll for Pepper after the interchange

with the characters to see if he checks with the C.I.A. (“They is spy boys, Maybelle!”) and thus will wish to help them when he meets them again.

After a chase, Big’s accomplices will be much more careful in their Tailing attempts and will not enter another chase with the characters.

H. The Royal Orleans Hotel

During their meeting with Strutter (see B. The Hockey Deli), the characters will be told that Felix Leiter will be staying at the Royal Orleans Hotel. You might encourage the characters to stay there as well. There is a capsule description of the hotel in Part V: A. New Orleans.

Also staying at the hotel is a Mrs. Bell, an elderly widow who is looking for a trustworthy (and handsome) young person to escort her on her tour through New Orleans. She is a very stately lady, though somewhat adventurous now that she is on tour. She will approach one of the characters and so inquire. She is totally innocent of any complicity with the plot of the mission; she is an amusing and pleasant diversion for the characters and should be role-played as such. For any interaction purposes, her WIL is 2.

Mrs. Bell will hand one of the characters the Fortune tarot card, saying, “Excuse me, but you seemed to have dropped this card. My, how pretty it is, Mr. Fortune.” If questioned about the card, Mrs. Bell will repeat that she thought the character dropped it.

The Fortune tarot card gives the *character* who holds it a +2 Ease Factor modifier at all times. This modifier is not to be announced to the players, but should be calculated by you when determining an Ease Factor for that character.

ENCOUNTERING FELIX LEITER

Felix Leiter will be in his room when the characters wish to see him. He will be expecting them and will be willing to give them the information outlined below.

“Hamilton was killed because he found out something about the drug-smuggling ring we’ve been trying to crack, that’s certain. I don’t know who killed him, but I’m sure I know why. His body was found at Pier #23 in Algiers, across the river from New Orleans. You can go check the place out yourselves, but our boys have been all over the pier already.

“Hamilton died in an unusual way, to say the least. His throat was ripped open with some sort of jagged-edged object — something akin to a claw.”

Note: *Hamilton was killed by Tee Hee. If Leiter is shown the photo of Tee Hee from the MID-FLIGHT magazine, the agent will recognize him as the owner of the Fillet of*

Soul restaurant. Leiter does not know about Mr. Big or Tee Hee’s connection with the gang leader.

“Yes, there is a Fillet of Soul restaurant here in New Orleans. It’s one of the best examples of good soul food available. It’s located at the corner of St. Charles and Girod, just outside the French Quarter. You won’t need reservations. Just go right in.

“Our agent working in San Monique is named Rosie Carver, and she will meet you at San Monique Airport, located approximately 2 kilometers outside the capital city, The Quarter. Otherwise, she will wait for you to contact her at the main tourist hotel, the Hotel Caberet, in the Quarter. You will have to ask her about Baines, since I have not been told much about his death.

“Carver will probably direct you to a Jamaican named Quarrel, who has worked with you (or with one of your fellow agents, Mr. Bond) before. He will probably be in his fishing boat at Horton Village on Crocus Bay, waiting for you to contact him. Quarrel will help you any way he can. I have notified him of your arrival.

“The smuggling ring we are investigating most likely imports their stuff from the Caribbean area. Whether it ultimately comes from South America or not is not known. The shipments are probably dumped somewhere along the coast; we think the distribution center for the drugs is located in the bayous, south of the city.

“This is what confused us about Hamilton’s death. The night he died he was assigned to travel out to the bayous and sniff around. Then, for some reason, he wound up dead on the docks. It doesn’t make sense.”

Leiter will not know anything about the tarot cards. If the characters ask him to test a card, he will hold it temporarily and give it back, saying it is simply a card. His people could find nothing unusual about the card or its markings. If the characters leave without getting the card back, have Leiter send it to Carver or Quarrel to return it.

You can have Leiter accompany the characters while they are in New Orleans. However, once the characters enter the Fillet of Soul restaurant, you should separate him from the party. In the movie, Leiter was called away to the phone when Bond was abducted and taken to the alligator farm. It is suggested you use a similar stratagem to get Leiter away. If necessary, you can have him called away to investigate another clue about the drug-smuggling operation.

I. Pier #23

The characters may decide to investigate the area where Hamilton was killed. Pier #23 is in Algiers, across the Mississippi from the center of New Orleans. See the map of New Orleans in Part V: A. New Orleans.

On their way to and from the pier, the characters will be Tailed by Big's two accomplices in the Caprice Classic. If a chase has already occurred, the accomplices will not get involved in another one. If no chase has happened, they will get involved. Pepper will appear at this point if he has not already encountered the characters.

There will be a number of dockworkers of all races milling about the pier. The dockworkers will be quite willing to talk with the characters. A Quality Rating 2 Persuasion or Local Customs roll will reveal the following information:

The night of Hamilton's death was very unusual. One of the workers will have heard rumors of a freighter which arrived unscheduled and left quickly, having dumped off its load. Whatever was left by the freighter was taken by a couple of tough-looking black men; they were not dockworkers. Some guys told stories of seeing a tall black man with a mechanical hand overseeing the

unloading; he told inquisitive dockworkers to leave. One of the workers overheard the group talking about getting the stuff back to the bayou.

This information should be given to the characters by several dockworkers. As one worker starts talking, others will drift up to the group and add their own comments. They will refer to Tee Hee's group as "scabs" and be angry at them.

If the dockworkers are shown Tee Hee's picture from the *Mid-Flight* magazine, they will recognize him as the one in charge of unloading the freighter.

If the characters go to the port authorities, they will be able to find manifests revealing that there was a small freighter using the dock the night Hamilton died. The ship was out of San Monique. There are no documents as to what was unloaded that night.

Note: *The freighter unloaded the test shipment of the opium paste mixed with molasses. Hamilton was killed because he tailed Tee Hee from the alligator farm in the bayous to the pier and was caught sneaking around the dock by Tee Hee. Tee Hee killed the agent and left his body on the dock as a message to warn away anyone interested in the freighter.*

J. The Fillet of Soul Restaurant (New Orleans)

The Fillet of Soul is the clearing house for the drugs being smuggled into New Orleans from San Monique. It does not have the equipment for distilling the opium into heroin (this is done at the alligator farm). It is set up to distribute the heroin once it becomes available. The restaurant is operated by Tee Hee, Mr. Big's Privileged Henchman. It is located on the corner of St. Charles and Girod streets. Floorplans for the restaurant are on page 3 of the Map Booklet.

PHYSICAL DESCRIPTION

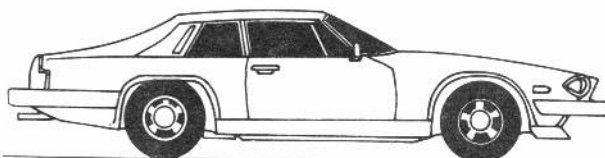
The doors to the restaurant open in from the sidewalks. There is a balcony overhanging the sidewalks along both streets. The first floor is given over to the restaurant and drug dispensing area. There is a stage in the restaurant where a small cabaret show is held nightly. The dressing room next to the stage also opens into the storage area of the restaurant.

The kitchen contains normal restaurant cooking paraphernalia. The storage area contains materials for the restaurant (napkins, extra dishes and glasses, and so on) as well as the food for the restaurant. There is a staircase in this room that leads to the offices on the second floor. The storage room also has a door leading to the drug dispensing area. A patron looking for a fix goes through the dressing room into the storage area; there

the patron is met, money is exchanged, and the drugs handed out.

The second floor offices are over the main part of the restaurant. One of the offices is used by the talent coordinator for the cabaret show, another by the restaurant bookkeeper, and a third by Tee Hee's secretary. Tee Hee's office connects with his secretary's office. There is a hallway with doors opening onto the balcony. The doors are locked with deadbolts (– 2 Ease Factor modifier on a Lockpick attempt).

Outside in the alley will be four cars: three Caprice Classics and Tee Hee's Jaguar XJ-S HE. The Attributes for the Jaguar are:



PM	RED	CRUS	MAX	RGE	FCE	STR
+2	4	70	140	325	3	7

When the doors to the restaurant are closed, they are locked with deadbolts (– 3 Ease Factor modifier on a Lockpick attempt).

There will be 16 patrons in the restaurant if the characters arrive there during working hours. There are also 6 restaurant workers (hostess, waitresses, busboy, and bartender) in the eating area; these workers are accomplices to Tee Hee of Hood rank. On stage will be a female entertainer, singing a song by Paul McCartney (arranged, of course, by George Martin).

In the kitchen there will be 2 cooks and 2 busboys. The storage room is occupied by 3 Hoods at all times, and there are 5 Hoods in the drug dispensing area.

The second floor is populated by 12 Hoods. Tee Hee will be in his office 12 hours a day. He is currently working on getting the drug operations up and running, and so spends many extra hours at work. When he is not at the restaurant, Tee Hee is at the alligator farm. The other offices contain normal work materials (typewriters, telephones, files, and the like); there will be no information in these offices regarding the drug ring, Mr. Big's and Kananga's plan, or the killing of Hamilton.

TEE HEE'S HOODS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (6/13), Driving (5/12), Evasion (2/10), Fire Combat (5/12), Gambling (5/12), Hand-to-Hand Combat (4/12), Piloting (4/11), Stealth (2/10), Torture (3/10)

HEIGHT: 5'7"-5'10"

SPEED: 1

WEIGHT: 150-175 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 19-26

STAMINA: 28 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 0

CARRYING: 101-150 pounds

SURVIVAL POINTS: 1

WEAPON: Smith & Wesson .38

FIELDS OF EXPERIENCE: None

WEAKNESSES: Attraction to Members of the Opposite Sex

INTERACTION MODIFIERS: Reaction (+2/-1), Persuasion (+3/-2), Seduction (+4/+3), Interrogation (0), Torture (0)

GETTING THERE

Leiter will tell the characters about the Fillet of Soul in his meeting. He will accompany them to the restaurant if the characters desire his presence, but he will be called away to answer a phone call or by a visit from one of his agents. He should not be involved in the capture of the characters or in the investigation of the alligator farm.

Just as the characters arrive at the restaurant, they should see Tee Hee getting out of his Jaguar XJ-S HE and entering the back door of the restaurant. He is accompanied by two Hood rank accomplices; one of them will lock the Jaguar before entering the building.

The characters will come to the restaurant either to dine (and snoop around) or to break and enter. Their arrival will be expected, thanks to Solitaire's powers. If they come to eat at the restaurant, they will immediately be recognized (unless the characters are using Disguise) by the workers, who will try to capture them. If the characters attempt to sneak in, they will be expected and will

run into Tee Hee's hoods. In either case, Tee Hee will order them captured so they may be taken to the alligator farm to meet Mr. Big.

If the characters just wait and Tail Tee Hee after he leaves (about two hours later), they will be led to the alligator farm.

Note: *If the characters are searched by Mr. Big's group, only their weapons will be removed, not their physical effects. You can have the gang either not find the tarot cards or have them give the cards back to the characters.*

There are several traps set up in the restaurant to capture the characters without causing too much noise. The hostess will lead them to a table which will sink down into the cellar of the building (taking less than 5 seconds to accomplish); the characters will be gassed with a knockout gas (they will wake up 3 hours later). There is no way the characters can avoid being gassed once they are in the cellar. Note the cellar is not shown on the floorplans of the restaurant since it is not that important; there is no way out of the gas chamber except up. Even if the characters do not take the table the hostess recommends, they will be trapped since any table will chosen will be the boobytrap table.

Players familiar with the movie may be reluctant to have their characters sit at any table. In this case, you can use a different method. If a character uses the bathroom, he will be trapped and dropped into the cellar to be gassed. Once the toilet is flushed, the floor drops down (the door automatically locks). The gassed character is removed and the bathroom floor raised up again for the next victim. There is a concealed closed-circuit television in the bathroom connected to a screen in Tee Hee's office on the second floor. A character should get a PER roll (-2 Ease Factor modifier) to notice the closed-circuit camera.

If they are captured, the characters will be handcuffed or tied up. They will be taken by Tee Hee to the alligator farm. The number of Hoods escorting the characters to the farm is equal to the number of characters plus two.

In the event the characters avoid any entanglements and all traps, Tee Hee will approach their table, introduce himself casually (he will call them by their names), and offer them a guided tour of the bayous. He and 6 Hoods will then try to get the characters to come with them peacefully. If the characters resist, the Hoods will try to subdue them and take them by force to the alligator farm.

If the characters somehow avoid capture at the restaurant, Tee Hee and his hoods will follow them and attempt to capture them. If this does not succeed, Tee Hee will drive to the alligator farm to talk with Mr. Big. If Tee Hee detects the characters Tailing him, he will phone Mr. Big from his car to prepare a trap for them and will lead the characters into the trap at the farm.



K. The Alligator Farm

The drug center of Mr. Big is located on his alligator farm, located on the bayou 10 miles west of Morgan City. See page 4 of the Map Booklet for the map of Cajun Country in Louisiana and the layout of the alligator farm, and see the map on the screen for bayous surrounding the farm. The farm is located on an island surrounded on all sides by water. The immediate neighborhood of the farm is infested with alligators. There are only two ways to get to the farm, either by car along a levee road from Patterson or Morgan City or by boat along the bayou. The local residents, who are aware of the farm, assume it is used to raise the reptiles for sale to zoos and thus tend to stay away from it. The isolation of its location and the threat of the reptiles makes the farm an ideal place for Mr. Big's drug distilling operations.

Mr. Big stays on the alligator farm, working to get the drug smuggling operation up and running. The molasses laced with the opium will be sent here for processing, and the heroin will then be funneled to the Fillet of Soul restaurants for distribution.

PHYSICAL DESCRIPTION

The road leading to the alligator farm ends at the parking lot. Normally, there will be Tee Hee's Jaguar (unless something untoward has happened to it), Mr. Big's Cadillac Seville and six Caprice Classics in the parking lot. The Attributes for Big's Cadillac are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	60	110	340	3	8

The car carrying the characters (assuming they are captured) will stop in the parking lot. The only way to get to the rest of the complex is by crossing a rickety pontoon bridge. Sometimes a few alligators sun themselves on this bridge, and they will have to be scared off before the bridge can be crossed. There are always 2 guards of Hood rank stationed here.

A path leads to the cleared area where the three main buildings of the complex are located. The cleared area is covered with gravel, and there are 2 guards of Hood rank on patrol at all times. There are docks near the retractable bridge where four Cobalt CM-9's are tied up (only one has keys in it). There is also a rowboat at the docks, loosely tied to a mooring. There are no guards patrolling the docks.

Building 1 is the barracks for the 24 workers of the complex (they are all Hood rank). In addition to living quarters, the barracks contain guns and ammo, work clothes, and supplies. There are always 6 Hoods inside the building at any time.

Building 2 is Mr. Big's personal residence while in New Orleans. The characters will be brought to the living room, where Big will meet them and give them his speech (see below). After his speech, he will order the characters

to be taken to the feeding island to meet their unpleasant fate. There are always 4 Hood-rank guards on duty inside the building, and their presence will be obvious when the characters are brought in.

The upper floor contains Mr. Big's bedroom and personal office. In the office are papers which outline the entire drug plot and detail the distribution points, points of origin, and the financial arrangements between Big and Kananga. There is also a bedroom for Tee Hee on this floor.

Building 3 is the drug distilling center. Here the molasses is brought; the test shipment that arrived the night Hamilton was killed is now here being worked on. The opium paste is removed from the molasses and then distilled into heroin. The characters will be able to see this process occurring as they are led toward Big's residence; there is a large glass window through which the distilling operations can be seen.

There are always 10 guards of Hood rank in this building, and Mr. Big's 2 Technicians are housed here as well. Outside the building are two 50-gallon oil drums (filled with gasoline for the boats and cars) and a stack of unopened molasses boxes; the boxes each bear a label "Imported from San Monique."

MR. BIG'S SPEECH

Mr. Big, since he has never dealt with spies before, will assume the characters are just like any other law enforcement person he has met. He is so used to getting his way through strongarm techniques or bribery, he naturally assumes anyone can be bought off or scared off. He will be somewhat surprised at the characters' determination and will be reluctantly admiring of their efforts.

Note: Since Mr. Big and Kananga are two different people, you will have to make sure when role-playing them that you do give them individual idiosyncrasies. Kananga has the megalomaniac attitude of most of Bond's adversaries; Mr. Big is much more abrupt and to the point.

"You people," Big will tell the characters, "have been a real pain. No matter I've known your every move, you still managed to escape my men. That Solitaire woman helped us keep track of you, but you still messed up my boys."

Mr. Big will go over what the characters have done to this point, listing his accomplices "wasted," the traps that have failed, and the delays to his plans the characters have caused. "You people . . . why do you do it? I just don't understand. Anyone else would have run back home to momma, tail tucked between their legs, but not you. You know you can't win, but you keep messing around with me.

"Now, if I didn't know better, I'd offer you a little deal. I like your style. I could use people like you on my side. I could even make you rich . . . so rich you'd never have to work again."

Mr. Big will wait for a moment to see how the characters will react to his not so subtle bribe. The characters may attempt to Persuade Big that they are willing to join his side (-6 Ease Factor modifier). If any character in any way implies the deal is no good, Big will immediately renege on his offer and decide to kill them.

"You people have had it!" he will storm. "I don't take this from no one, and you ain't no different! Tee Hee, take these people out and show them what we raise on our farm. Also, I want the stuff ready to ship to New York by tonight."

Tee Hee will nod in reply and lead the characters out. He will take them to the alligator feeding island.

If the characters do take the bribe, Big will show them around the grounds, explain when the full shipment is coming, and have them help Tee Hee. Big and Tee Hee plan to put them to a test within the first 24 hours to see if the characters have really changed sides. They will ask the characters to assassinate Felix Leiter at his hotel room in New Orleans. It is up to you to concoct the plan, but it should involve the characters being observed by Tee Hee.

Should Tee Hee suspect the characters of a double-cross, he will lure them to the alligator farm to dispose of them. If Tee Hee is convinced the characters have killed Leiter, he will take them with him to San Monique a day later. This will, of course, allow the characters to get to San Monique without any problems, but puts them two days behind schedule (one day to assassinate Leiter and one more day to fly to San Monique).

THE FEEDING ISLAND

One hundred feet into the alligator lake is the feeding island. Tee Hee brings raw chicken to the island to feed the reptiles, and he will show the characters this method when he leads them to the island. There is a retractable bridge that extends out to the island and can be drawn back. The island itself is bare rock.

Tee Hee will force the characters out to the island (he will have plenty of guards with weapons drawn to make sure the characters cooperate) after the meeting with Mr. Big. Tee Hee will stand on the edge of the bridge and throw a few dead chickens into the water to attract the alligators. He will then glide back to shore on the retractable bridge, waving his mechanical arm as he leaves them stranded on the island. Tee Hee and the guards will then leave the characters to their fate.

After one minute, the alligators will start coming to the island, drawn by the scent of the chicken. The alligators will start climbing on the island at the rate of one per Action Round. They will attempt to attack and eat the characters. Only three alligators can attack a single character at once, but the island can hold an unlimited number of alligators (for game purposes). There are 120 alligators in the lake. The alligators have the following Characteristic Values and Primary Chances:

ALLIGATORS

STR: 15 DEX: 1 WIL: 4 PER: 1 INT: Not applicable

HAND-TO-HAND COMBAT PRIMARY CHANCE: 10

HAND-TO-HAND DAMAGE CLASS: G

SPEED: 0 (they attack once every other round)

DIVING PRIMARY CHANCE: 20

Note: The alligators are given the above Characteristic Values for ease of play. Their skin lowers a wound result by 2 (that is, a Heavy Wound becomes a Light Wound, and a Stun has no effect). A Specific Blow with a sharp object (a pencil, for example) in the hole behind the eyes will kill them. It is strongly recommended that the characters be discouraged from attempting to fight the alligators.

The characters have two ways to escape from the island. First, by expending two Hero Points, they can have the alligators line up (as they did in the movie) between the island and the shore. The characters should be allowed a PER roll to notice this. They will then be able to jump across the alligators' backs. Each character will have to make two DEX rolls (+2 Ease Factor modifier) to get across safely. A character failing the first roll will be able to get back to the island, but will have to fight three alligators to return safely. A character failing the



second roll can still make it to shore, but will have to fight 5 alligators to escape. The second method for reaching shore is to use the magnetic watch to draw the rowboat at the docks to the island. The iron oarlocks on the rowboat will be drawn to the watch, and the mooring is loose enough so the boat will slip away easily from the dock. It will take 10 Action Rounds for the boat to reach the island, during which time the character must keep the watch pointed at the boat.

The characters may come up with some other ideas on escaping the island. Note that attempting to swim the whole way to safety will take a minimum of 5 Action Rounds, during which the characters must fight 10 alligators along the way.

ESCAPING FROM THE FARM

Once the characters are safely back on the shore, they may want to destroy the distilling facilities. The two gasoline barrels contain enough fuel to destroy the distilling plant, thus crippling Mr. Big's operation (though only temporarily). It is quite likely the characters will become involved in a major chase to escape the farm, unless they have somehow been able to kill or disable all the workers and guards (which is unlikely if you are doing your job correctly).

If the characters set fire to the distilling facilities, they will satisfy the conditions for a successful mission, but this will not kill Tee Hee or Mr. Big. Unless they are actually killed, Tee Hee and Big will escape the fire.

Since the farm is deep in the bayou, the characters will have difficulty trying to walk away from the farm. They will have to stick to the roads on the levees; the swamps around the farm are filled with deep bogs, quicksand, and roving alligators. They will have to use Stealth to get by all the guards in the complex, and they will probably be noticed.

More likely methods of escaping are by stealing a car from the parking lot or using one of the Cobalt CM-9's (see the Equipment chapter in the *James Bond 007* Game for the boat's Attributes). The characters will have to hot-wire a car to take one (no car has keys in it); one of the Cobalts does have keys. Whichever method of escape is chosen, the complex will be alerted to their exit by the sound of a motor being started (if it has not been alerted because of the fire or by the guards seeing the characters escape).

The map inside the stand-up screen should be used by you when conducting the chase. The players should never be shown this map. Part of the challenge of the escape is for the characters to decide in which direction lies safety and protection.

The distances on the map are to scale, but details, such as bridges, levees and the like, have been exaggerated to help you inject the elements of the chase sequence from the movie. There may be times when the characters will want to jump their boats over the levees (as Bond did several times in the movie), and you should allow them to try similar actions. Assume that the levees are about 30-40 feet across at the narrow points for such

jump attempts. It takes a successful Trick maneuver to jump a levee.

Note: *The map is a representation of the bayous around Morgan City, Louisiana. Details of the real bayous have been altered for the sake of the adventure.*

You should try to pay attention to the positions of the various vehicles involved in the chase. As each Action Round passes, you should describe to the players what their characters see from their current position on the map, emphasizing such things as dead ends, intersections, and obstacles. To help you run the chase more smoothly, you may wish to increase the theoretical distance a vehicle can travel in an Action Round to ½ mile. This change will allow more ground to be covered during the chase and more interesting things to be encountered along the way.

This alteration will call for a change in the rate of fire for weapons. Since more ground is being covered in a round, the time for an Action Round must theoretically increase. You can do one of two things: either double the Shots/Round of all the weapons (simulating the increased rates) or leave everything the same, explaining that the extreme speed of the chase combined with the terrain has cut down on the chances of getting a shot off successfully.

The chase will begin at the alligator farm and will end when the characters eliminate all pursuers, reach Morgan City, or are Killed, Incapacitated or captured. As soon as the characters take off in their vehicle, the rest of the complex will be alerted, and Big's Hoods will take the remaining cars and boats to intercept the characters. There will be two Hoods per vehicle, one to drive and the other to shoot at the characters (any guards removed by the characters before the chase begins should be subtracted from the 24 Hoods available for the chase). Tee Hee will join in the chase if possible, but Big will not. If you find the characters escaping too easily, you can give a +1 Ease Factor modifier to Big's Hoods for their familiarity with the bayou system.

Big has up to four more Cobalts available to join in the chase. These boats will join in whenever you wish and will appear just when the characters think they are safe. In addition, any Hood who loses his vehicle and yet can function will stumble upon the fastest boat in the bayou — Billy Bob's Glastron Scimitar (see the Equipment chapter in the *James Bond 007* Game for its Attributes). Billy Bob is Pepper's brother-in-law; the motor of the boat will be on when the Hood steals the boat. If the characters are having too easy a time in the chase, you can add more Cobalts at your discretion.

The police force at Morgan City is big enough and independent enough so that Big's Hoods will not enter here. The characters will be safe if they reach Morgan City. Patterson, Bayou Vista and Bateman Lake are small and will afford the characters no active aid.

If the characters are captured during this chase, Mr. Big or Tee Hee will simply have them shot.

NOTES ON THE CHASE

There are two main routes of escape from the alligator farm. The easier route is the northern one. Once the characters enter Possum Point Bayou, they head north, pass under a wooden bridge (where the Hoods will try to reach first in their cars to shoot at them), leap over the levee to enter Bayou Teche, follow this until it becomes the Lower Atchafalaya River, make one more leap over a levee to reach the Atchafalaya River, and head to Morgan City.

To prevent this run from being too simple, obstacles have been indicated along Bayou Teche, each requiring a Trick maneuver (Ease Factor ranging from 2 to 5) to pass them by. These obstacles include such things as half-sunken wrecks, fallen trees, shoal waters, and the like. Use your imagination to describe them as wonderfully as you can.

The southern route out of the alligator lake can lead the characters into a maze of bayous which can be very confusing to get out of. Assuming the characters correctly head east, instead of west, they can reach the Little Wax Bayou, which will lead to the Atchafalaya River and then to Morgan City.

The major point of interest on this route is the wedding taking place at a plantation (on Possum Point Bayou east of the wooden bridge). The eldest daughter is getting married, and the ceremony is being performed on the grounds of the plantation at the very instant the characters approach. In the movie, Bond beached his Incapacitated boat, ran across the lawn to where another boat was tied up, and took off in this vehicle. His pursuers tried (in game terms) to make a Trick maneuver to jump over the lawn to the water on the other side; they failed and instead landed in the swimming pool, thus ruining Princess' wedding day. This scene can, if you wish, be repeated exactly as in the movie.

All the roads appearing on the map are raised on four-foot levees. The two bridges on the Possum Point Bayou are made of wood, and are supported on wooden pillars. The remaining area is filled with swamps and is all but untraversable.

To add extra zest to the chase, you can have Sheriff J. W. Pepper waiting behind a billboard to trap speeders. He will take off in hot pursuit after any malefactors, and you can use him and his fellow troopers to add complications for the characters (by shooting at them or trying to stop them) or to ease their plight (by eliminating some of the enemy).

If Pepper's Reaction to the characters is Opposed, he will learn about the chase and begin to set up a "bayou-block" (several boats blocking the river) somewhere along the chase route to stop the characters. It takes a successful Ease Factor 4 Trick maneuver to break through this blockade.

LEAVING THE FARM BY CAR

Reaching the parking lot requires the characters to pass over the pontoon bridge, where alligators will be basking in the sun. There is a 50% chance two alligators will attempt to attack an approaching character.

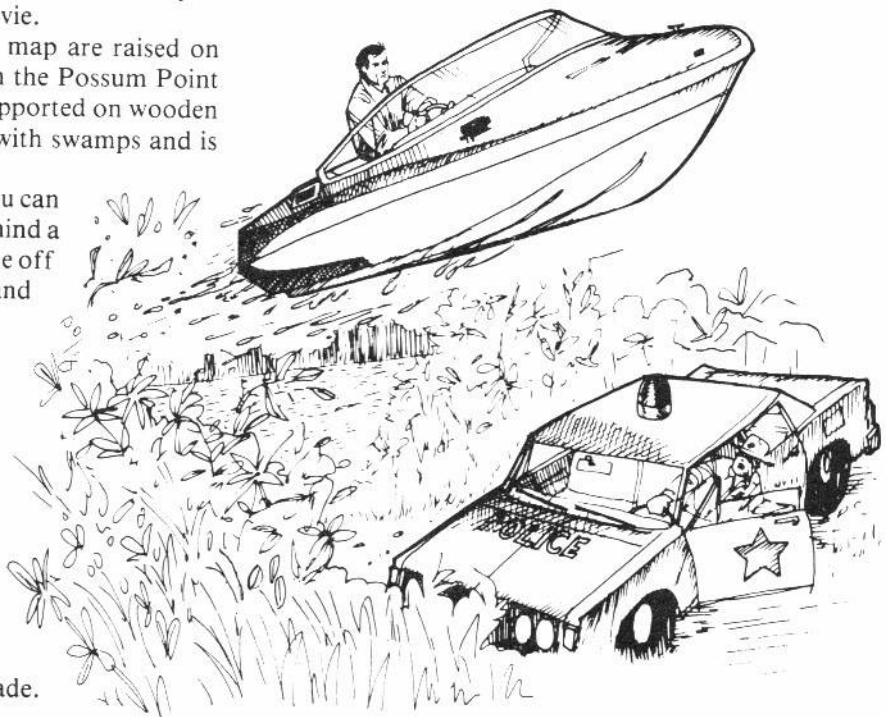
Once the characters reach the parking lot, they will have to deal with the guards. One obstacle for them is that there are no keys in the cars; they will have to make an Electronics roll (-2 Ease Factor modifier) to hot-wire one of the cars. Also, you can have Tee Hee be in the lot when they arrive (perhaps with his suit a bit singed if the characters set fire to the farm).

If the characters have had a hard time in the adventure so far and are low on Hero Points, you can have keys available in Tee Hee's Jaguar.

The sound of the engine starting will bring Big's Hoods running. They characters will be followed by at least three Caprices in the chase along the roads on the levee. If possible, Big's men will also attempt to use their boats to cut off the characters.

After six rounds of the chase, the participants will pass a billboard behind which the ever-watchful Sheriff J. W. Pepper is waiting to trap speeders. Unless you decide he was able to see who was driving the characters' car, his "aid" for the characters will be only in the form of trying to entrap the last vehicle in the group for speeding. If you decide he sees the characters in their car, he can join directly in the chase on the characters' side.

It is suggested you dissuade the characters from using this form of escape, since they will miss the opportunity to recreate the chase from the movie. However, if no character has the Boating skill, you might encourage them to use a car, since the bayou chase can be deadly to an unskilled character.



L. San Monique

The tourist guide to San Monique, the map of the Gulf of Mexico, and the map of the island, all contained in the Mission Envelope, are handed to the players as indicated in the text. The characters will receive the two maps during their briefing with M, and the tourist guide can be given to them if they visit the San Monique consulate in New York or by Felix Leiter in their meeting with him. You should familiarize yourself with these props (making photocopies for your use) in case the players ask you questions about them.

The information in this section covers things about San Monique that are not known to the world at large and are not included in any props given to the characters. The most important fact is that Kananga has seized power and made himself absolute dictator of the island; he acquired and now maintains his position by means of Solitaire's predictive powers and Baron Samedi's and High Priest Dambala's voodoo. All opposition to his rule has been ruthlessly exterminated, and the general populace holds the voodoo figures in a combination of awe and terror.

Kananga has skillfully manipulated the major powers of the world so that considerable financial aid has poured into San Monique. These moneys were not used to help the island or the people, but to build Kananga's palace, opium fields, and underground base. Kananga met Mr. Big several years ago, and both men developed their current plan to take over drug operations in the United States. Where Mr. Big is a gangster who made it good, Kananga is an absolute megalomaniac who believes that he can do anything he wishes.

The sense of paranoia that has been prevalent in New Orleans and New York is missing in San Monique. The islanders will not do anything threatening toward the characters, and will appear all smiles and charm (and eager to sell them tourist-type trinkets). Aside from their fear of voodoo, the islanders are fairly happy, if economically depressed.

Kananga is aware the characters are coming because of Solitaire, and is so confident he will be able to handle them that he will not try to interfere with their plans. If they arrive in San Monique after going to New Orleans, he will be out to capture and kill them. If they arrive before New Orleans, he will deport them as soon as possible. He knows they will be coming to him, and as long as Solitaire is on his side he will be aware of the characters' every action. Like Mr. Big, Kananga has never dealt with spies and so will underestimate their determination and cleverness; this is his major failing. He assumes his minions are absolutely loyal, and will be terribly shocked and angry if Solitaire defects to the characters' side.

A -4 Ease Factor modifier is applied to all Stealth attempts while the characters are in San Monique until Solitaire's powers are eliminated, either through removing her tarot cards or by a successful Seduction. If Soli-

taire's cards are removed, there is no special modifier applied to Stealth attempts, and if she is Seduced, there is a +3 Ease Factor modifier applied to Stealth rolls. This is to reflect Solitaire's abilities to keep the guards aware of the characters' actions.

Note: *It is possible that if the characters are captured in San Monique, they will lose the tarot cards. The only ones who will recognize the cards for the powers they have are Kananga, Samedi, Dambala, and Solitaire. If the characters are searched in the presence of one of these NPCs, you will have to determine if the cards are found or not. As a rule of thumb, the cards should be found only if the characters have at least 6 Hero Points left. They will later be able to find replicas of these cards in the tarot deck in Samedi's hut, and the cards will have the same powers.*

Baron Samedi and High Priest Dambala hold spiritual control only over those people who believe that voodoo works. Therefore, while the people of San Monique might be affected by a voodoo spell by Samedi or Dambala, the characters will definitely not be affected or influenced.

The very real religion of voodoo has been simplified for the purposes of this adventure. If you wish to gain a better understanding of how voodoo actually works, it is recommended you look up VODOO IN HAITI, by Alfred Metraux (Schoken Books: New York, 1972).

GETTING THERE

The characters can reach San Monique by flying to San Juan from New Orleans (the flight takes 3 hours) and catching Windward Airlines to San Monique (this flight takes 2½ hours). The characters will be able to catch these flights whenever they wish. There is one flight per day to San Monique; after debarking passengers in San Monique, the plane takes on new passengers and returns to San Juan within an hour.

The characters may decide to take a boat instead. San Monique is 400 miles from New Orleans, and the trip will take about 20-24 hours. The island is filled with numerous small bays and many beaches, so the characters will be able to arrive unseen (they must arrive at night to prevent being seen by the patrol boats). Kananga, of course, will know they are coming, thanks to Solitaire's powers.

Kananga has patrol boats (Cobalt CM-9's) patrolling the island during the day to check out incoming boats. The guards carry Number 4 rifles; they will first attempt to stop the incoming boat and then shoot at it, if the boat attempts to avoid them. An attempt to reach shore at night will be much easier, and the characters will be able to get by the patrols without any problems.

If the characters decide to swim ashore, you might tell them the waters around the island contain dangerous sharks. There is a 15% chance that any character swim-

ming longer than 10 minutes may attract D6 sharks. See P. The Underground Base, below, for information about shark attacks.

Security around the island is very strong. During the daytime one of Kananga's police helicopters patrols the coast (see O. Kananga's Palace, below, for details on the helicopters) and will intercept any unregistered aircraft approaching the island. An interloper attempting to elude the helicopters will find himself first being forced down and then, if he resists, being shot at.

The helicopters do not patrol at night, so it is possible that a character flying in at night by helicopter (the closest US point to the island is Key West, 220 miles to the northeast) or by Delta-Wing Kite (see "Encountering Quarrel," below) will be able to land just about anywhere they want to; San Monique is relatively flat.

Openly coming to the island by air will normally involve landing at the San Monique Airport (just outside The Quarter). Only aircraft that have filed approved flight plans are allowed to land. The characters will have to Persuade someone to fly them to San Monique (other than regularly scheduled flights), and their arrival will be known by the authorities. They can, of course, take Windward Airlines.

Note: *If at any time the characters preempt the story line and go to San Monique before New Orleans, the following events will occur. First, Solitaire will inform Kananga of their arrival. Kananga will send 12 policemen (Hood rank) to intercept them; Baron Samedi will be at hand if the police need his assistance. Whatever cover the characters have for coming to the island will not be good enough (Kananga will know the real reason for their presence). Kananga will have the characters guarded and sent out on the next Windward Airlines plane. Baron Samedi will appear before the characters and deliver a warning in truly demonic fashion: "Abandon your mission if you value your souls."*

If the characters somehow manage to meet and kill Kananga before meeting Mr. Big (with the players assuming the two men are one in the same), they will not yet have succeeded at the mission. Even with Kananga out of the picture, Mr. Big and his associates are still around. They will get the heroin shipment and sell it on the open market.

ENCOUNTERING ROSIE CARVER

By the time the characters reach the island, they should know the following information: the opium arrives in New Orleans from San Monique in the molasses shipment; their contact in San Monique is Rosie Carver; a man named Quarrel will be waiting at Crocus Bay to meet them; and Kananga is Premier and controls a woman named Solitaire, who has strange predictive powers. They characters should also have three tarot cards — the Lovers, Fortune, and High Priest; these cards will be given them in New York and New Orleans. If they do not have all these facts or do not possess the three cards, you may have to make some changes to get them what they need to complete the mission.

Felix Leiter will tell the characters that their C.I.A. contact in San Monique is Rosier Carver. She will meet the characters at San Monique Airport, if they fly in openly, or will wait in the Hotel Caberet in The Quarter for the meeting, if they manage to sneak onto the island. She will be seated in the bar in the hotel, and will tell them what she knows about Baines' demise.

Note: *Floorplans for the Hotel Caberet are not included in the adventure, since little action will occur there. Use your imagination for the limited time the characters will be there.*

Carver will tell the characters that Baines discovered Kananga was shipping drugs to the United States. Baines was captured by Baron Samedi when the agent was sneaking around the molasses plant on Scrub Island. (This statement is a lie, for Baines was discovered at the dock near Kananga's underground base; Carver warned Kananga of Baines' investigations.) Baines was taken to Dambala's village and sacrificed to the snake spirit. She found the body, covered with snake bites, a few hours later and reported the news to Felix Leiter. She will be willing to lead the characters to the spot where she found the body.

She will be nervous during this speech; she does not lie well. The characters should be given a PER roll (no special modifier) to notice her nervousness.

Carver is out to stop the characters any way she can. Her first plan is to lead the characters to Dambala's village, where they will be captured, taken to see Kananga, and then returned for another sacrifice. If this does not work, she will attempt other methods. If a character attempts Seduction on her and she successfully resists (give her a +2 Ease Factor modifier to her WIL roll), she will still play along in the hopes of eliminating the character when they are alone.

Carver drives an AMC Javelin. See the Equipment chapter in the *James Bond 007 Game* for its Attributes.

If the characters mention Quarrel to Carver, she will react badly. She will attempt to dissuade or delay them from meeting Quarrel, since she knows that Quarrel will recognize her as a double agent. The characters should be given a PER roll to notice her frayed nerves at the mention of Quarrel.

Note: *Carver is meant to be more of an annoyance than a serious threat to the characters. If the characters meet Quarrel first and mention Carver's name, they will be told of her duplicity. Otherwise, Carver will be somewhat clumsy in her attempts to stop the characters; they should catch on fairly early to her real status.*

ENCOUNTERING QUARREL

Quarrel will be tremendously helpful to the characters on and around San Monique, and he should be met fairly soon after the characters arrive. He will tell them about Carver's status as a double agent and will have available equipment the characters will need.

Felix Leiter asked Quarrel to go to San Monique and wait at Crocus Bay until the characters arrived. He arrived on Tuesday, May 2, and has remained there.

Crocus Bay is the only place on the island a foreign boat may stay. The Attributes for Quarrel's fishing boat are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	6	20	45	500	4	18

Quarrel has on his boat the following equipment: three complete sets of scuba outfits including Heavy Spearguns (see the Equipment chapter of the *James Bond 007* Game for its Attributes), four walkie-talkies (range 3 miles), and one Delta-Wing Kite.

The Delta-Wing is a one-man kite, capable of being launched from the back of Quarrel's boat. The character water-skis behind the boat until reaching launch velocity; once in the air, the skis are dropped and the kite soars on the tropical breezes until the flier wishes to land. The character uses the Piloting skill to operate the kite; the kite allows a +3 Ease Factor modifier to a Stealth attempt to get past any lookouts (nighttime only). The Attributes for the kite are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	10	15	na	0	0



Quarrel will help the characters at all times. He will gladly pick them up whenever they wish, transport them to any destination, and in general provide an ocean-going taxi service. He will become involved in fights if the characters need his help. He has some knowledge about San Monique and its Premier; he is aware of the strength of voodoo on the island and will prefer not to travel on the island at night.

Quarrel knows a good deal about San Monique. He knows when and where the patrol boats and helicopter will be at any given time. He also knows the locations of Solitaire's house, Kananga's palace, and Dambala's village on Snake Point (he does not know about the underground base or the docks).

M. Solitaire's House

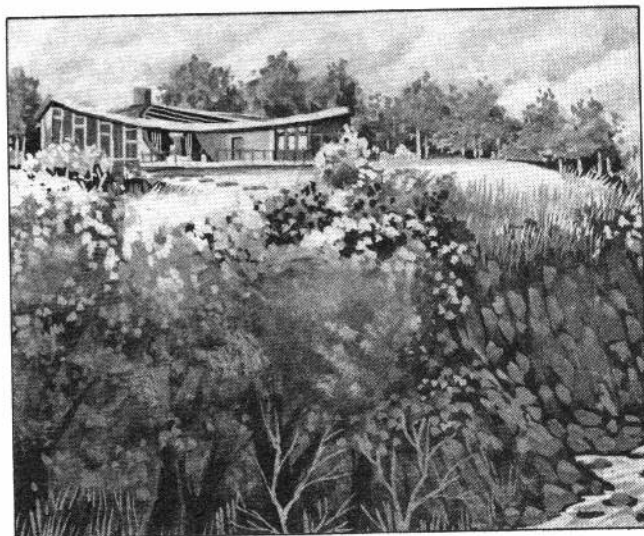
More than likely, the characters will not meet Solitaire until they reach San Monique. She and Kananga will have left to return to San Monique just before the characters arrive in New York. While she will initially be Antagonistic to the characters, she also knows they are there to do good; her life with Kananga has been that of a caged bird because he values her abilities so highly and protects her. Though she is not terribly happy with Kananga, she will support him because she fears his anger and jealousy.

Her initial Reaction to the characters will be Antagonistic until the characters do something to soften her attitude. The most effective way to change her mind is through a successful Seduction, at which time her Reaction to the character will become Enamored (and Friendly to the other characters). The Lovers tarot card must be shown to her by the character attempting the Seduction to eliminate the -10 Ease Factor modifier.

It may happen that the characters will be lured by Rosie Carver to Dambala's village, captured, and led to Kananga before they meet Solitaire. She will be with Kananga in this case. The characters can attempt to reach the Look stage of a Seduction, though it will be very difficult for them to succeed with the -10 Ease Factor modifier still in effect. See O. Kananga's Palace, below, for more information.

There is a second method whereby the characters will be able to limit Solitaire's powers. If they can steal her deck of tarot cards, Solitaire's predictive powers will be short-circuited (it will take her one week to regain her full powers by becoming sensitive to a new deck).

It is important for the characters to eliminate Solitaire's powers by either taking her deck or successfully completing a Seduction. Kananga will then lose the ad-



vanced warning of their attempt to disrupt his operation. The guards at Kananga's palace and underground base will be not be as alert when the characters arrive since they assume Solitaire will warn them of trouble. The characters can attempt to tackle Kananga without reducing Solitaire's powers, but their job will be much harder since Kananga will be expecting them (and the -4 Ease Factor modifier to Stealth will still be in effect).

DESCRIPTION OF THE HOUSE

Solitaire's house is located on Snake Point on the north shore of San Monique, 4 kilometers southwest of Kananga's palace and an equal distance from Dambala's village to the east (see the map of Snake Point on page 5 of the Map Booklet). There is only one road to her house, and any visitors must first pass through a checkpoint before proceeding. The road leads past her house and on to Kananga's palace on the tip of the island. Every morning at 8 A.M. a chauffeured car picks up Solitaire at her house and drives her to the palace.

There are normally no guards around her house. Solitaire would be able to foretell any danger to herself and would notify Kananga if she felt in danger. She will be aware that the characters are coming, and has had a premonition of her future, which she feels will be good. She has not told Kananga that the characters are coming to visit her.

Note: *There are no floorplans given for Solitaire's*

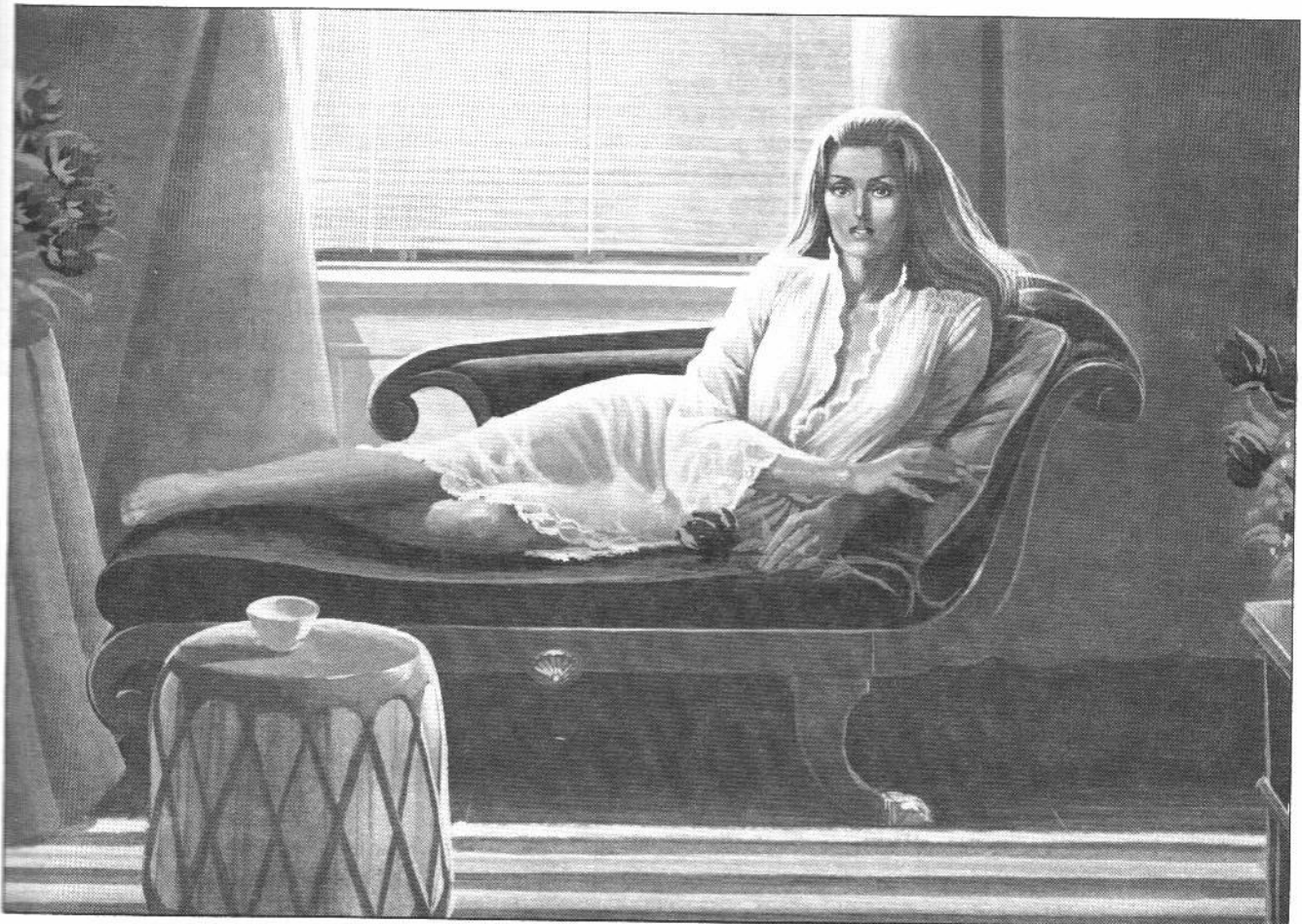
house. There will be no chase or combat there. The most important thing there is her presence. Show the players the illustration of the interior of the house below to give them a better feel for the place.

EFFECTS OF SEDUCING SOLITAIRE

All Stealth rolls the characters make on San Monique before the Seduction of Solitaire have a -4 Ease Factor modifier applied; once the Seduction is successful, there is a +3 Ease Factor modifier to Stealth rolls. These modifiers will drastically affect the characters' ability to sneak into Dambala's village, the palace, and underground base. The guards are used to receiving advance warning from Solitaire, and have grown slack. Note the NPCs' Reactions will not be affected.

Unless the characters have either taken her deck (thus removing her powers) or Seduced her (also eliminating them), the -4 Ease Factor modifier to Stealth attempts is in effect. The only way to change her Reaction is through Seduction (the -10 Ease Factor modifier on any Seduction attempts is in effect until she is shown the Lovers tarot card).

Once she has joined the characters' side, Solitaire will cling to them and be totally dependent on them. She will go with them or stay where they tell her to. However, if she is ever left alone, she will be found by Kananga's guards. In either case, she will be present to hear Kananga's speech (see P. The Underground Base, below).



N. Dambala's Village

The village is on the east end of Snake Point, about 1.5 kilometers from Kananga's palace. The village serves as a cover for the poppy cultivation efforts by Kananga. The poppy fields are just north of the village and are patrolled by six villagers, carrying crossbows; they will shoot to kill any intruders snooping around the fields. The poppies are harvested during the day and sent down the graveyard entrance to the tunnel, where they are shipped via monorail car to Kananga's palace. The poppies are crushed to produce the opium paste, which is then mixed with the molasses brought over from Scrub Island and loaded into a freighter at the underground base. See the map of Snake Point on page 5 of the Map Booklet for the relative locations of the village, poppy fields and monorail.

There is also a plan of the village itself on page 5 of the Map Booklet. It shows the sacrificial area where Baines was tied to a stake and killed (and perhaps Solitaire and the characters will find themselves there as well); there is always an empty coffin waiting for the next victim. The two main huts are for Baron Samedi and Dambala, and there are a dozen smaller huts for the villagers. There is also a graveyard to the east of the village; one of the graves is the entrance to the tunnel where the monorail connects with Kananga's palace and the underground base.

There are 30 male villagers here at all times. Each is loyal to Samedi, Dambala and Kananga, and will fight to the death to save their leaders. They know nothing of the drug plot except the fact that they grow the poppies for Kananga. There are an equal number of female villagers, but they are not armed and will not join in combat. The male villagers have the following characteristics and skills:

DAMBALA'S VILLAGERS

STR: 9 **DEX:** 10 **WIL:** 5 **PER:** 5 **INT:** 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (5/12), Diving (11/20), Evasion (8/17), Fire Combat (3/10), Hand-to-Hand Combat (7/16), Riding (4/9), Stealth (5/10)

HEIGHT: 5'5"-6'0"

WEIGHT: 150-160 lbs

AGE: 19-29

APPEARANCE: Normal

FAME POINTS: 0

SURVIVAL POINTS: 1

SPEED: 1

HAND-TO-HAND DAMAGE CLASS: B

STAMINA: 24 hours

RUNNING/SWIMMING: 10 minutes

CARRYING: 101-150 pounds

WEAPON: Spear; Crossbow; Blunderbuss

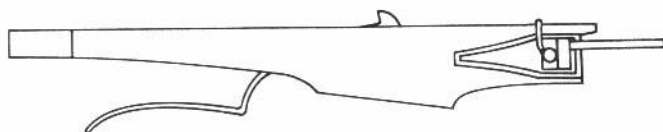
FIELDS OF EXPERIENCE: None

WEAKNESSES: Superstition

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

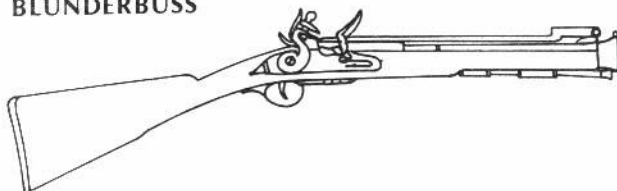
The spears are actually knives tied to poles, and increase the NPC's Damage Class by 1; each villager carries a spear. Half the villagers are armed with crossbows and the rest with blunderbusses. The Attributes for a Crossbow and Blunderbuss are:

CROSSBOW



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	H	0-5	15-25
		CON	JAM	DRAW	RL
		na	99	-4	3

BLUNDERBUSS



PM	S/R	AMMO	DC	CLOSE	LONG
0	1	1	F	0-3	7-14
		CON	JAM	DRAW	RL
		na	92-99	-3	10

Note: These weapons are normally kept in the villagers' huts until there is a need for them (such as when the characters are brought there as prisoners).

GETTING THERE

There are several ways for the characters to reach the village: they may go voluntarily, be lured there by Rosie Carver, or be captured and taken there for sacrifice. If the characters go voluntarily and openly (that is, not as prisoners), they will be told the village is a tourist sight where voodoo ceremonies are performed each Wednesday night. (This last statement is a lie.) The archaic weapons are for effect, to recreate the 18th century ambiance of the village when voodoo was at its height. Dambala will give them a tour of the village if they wish, although he will not allow them to enter Samedi's hut. Give the characters a PER roll to realize that Dambala is lying (the tourist guide prop to San Monique specifically warns tourists about the dangers of the Saturday night voodoo rites).

Dambala will be gracious to the characters until they stumble upon either the poppy fields or the secret tombstone entrance to the monorail system. If the characters are in sight of the graveyard, they will be able to see the tombstone entrance on a successful PER roll (-2 Ease Factor modifier). At that point Dambala and the villagers will attack and attempt to capture the characters, and they will take them to Kananga's palace via the monorail.



Rosie Carver will attempt to lure the characters to the village in the hopes of getting them captured. She will warn Dambala of their arrival by messenger as soon as the opportunity presents itself. Dambala will be courteous initially, but will try to trap the characters so he can take them to Kananga.

The characters can also use Stealth to get into the village. If they have not removed Solitaire's power beforehand, their arrival will be expected by Dambala, who will attempt to capture them. The -4 Ease Factor modifier to Stealth attempts will still be in effect.

Note: A character who has the High Priest card will lower Dambala's Characteristic Values and Primary Chances. If the character shows the card to him, Dambala will be startled and confused; it is not necessary to show the card to Dambala to reduce his powers. You should decide whether he will stay to fight or flee.

Should the characters be captured at any time while in San Monique, they will first be taken to Kananga's palace to meet the Premier (see O. Kananga's Palace, below) and then moved to the village for sacrifice. The characters will be bound and kept in Dambala's hut until midnight. At that time they will be brought out for sacrifice at the stake. There will be as many stakes as there are characters (plus one for Solitaire if necessary).

The sacrificial ceremony will begin when the characters are bound to the stakes. You are encouraged to play up the sacrificial ceremony (complete with dancing, chanting, High Priest Dambala weaving in and out with a black mamba in hand, and drums beating) to give the players the right feeling. The ceremony will last 20 minutes, ending with a clash of drums and sudden silence. Dambala will then have the black mamba bite the victims on the neck (unless, of course, they are able to escape from the stakes; the rotary saw watch may come in handy at this point).

The black mamba uses a neurotoxin venom which paralyzes the nervous system, leading to death by strangulation. The victim must make a STR roll, and the result is compared with the chart below:

RESULT OF STR ROLL	EFFECT
Failure	Death in 30 minutes
Quality Rating 4	Death in 1 hour
Quality Rating 3	Death in 2 hours
Quality Rating 2	Recovery in one week
Quality Rating 1	Recovery in 72 hours

There is an antivenin available in Samedi's hut, which will allow complete recovery within one week. Until recovered, the victim suffers the equivalent of a Light Wound. If the victim dies, the body is taken to somewhere on the main island road and dumped there as a warning to the islanders.

It is quite likely that the characters may have to return to the village to save Solitaire from this horrible death. Once Kananga knows she has betrayed him (and has recaptured her if the characters have left her behind), he will order her sacrificed. During any sacrifice ceremony in the village, there will be 12 armed villagers (half with crossbows and the others with blunderbusses) scattered amongst the two dozen attendees. Because the death of Solitaire is such big magic to Baron Samedi, this ceremony will take three hours. High Priest Dambala will be in charge of the ceremony, and at the end will have the black mamba bite Solitaire.

Note: Whenever a sacrifice occurs, 12 armed villagers will be on duty.

ENCOUNTERING BARON SAMEDI

The Baron will be at the village during a sacrifice; at all other times he will be with Kananga. During a ceremony, he stays in his hut, working his magicks, unless someone or something distracts him; then he will poke his head out to see what is happening. If someone is attempting to stop the ceremony or there is a disturbance, he will attack the intruders. If such an attack is unwise or if the Death tarot card is shown him (see below), he will flee down the graveyard entrance to the monorail system. Samedi will prove a formidable enemy in Hand-to-Hand Combat because of his near invulnerability.

The Baron's hut will contain several important aids for the characters. There is a vial of antivenin for the black mamba, a deck of tarot cards, and, most important, the Death card. The Baron's hut is a voodoo shrine, complete with altar, many top hats of all sizes and descriptions, mixes, elixirs, potions, and the like. On the altar, enshrined between two candles, is the tarot Death card. This card embodies Samedi's power; if someone other than he possesses the card (or the card is destroyed by a character), Samedi becomes vulnerable to physical attacks. Though the simple possession of the card is enough to affect Samedi's powers, the most effective (and dramatic) method for shattering him is for a character to show him the card.

If the characters have somehow lost the other three tarot cards during the mission, they will find these three cards in Samedi's deck if they look. If the characters show Samedi any of these cards (either the originals they

received during the mission or the ones from Samedi's deck), the Baron will be startled, realizing the card is from his personal deck. If it is not the Death card, the Baron will then laugh in a deep, bone-chilling way and attempt to slap the card away. No other card has an effect on Samedi.

The characters should be given a PER roll (+3 Ease Factor modifier) to realize something of importance is in Baron Samedi's hut. If this roll fails, give them a Sixth

Sense roll to be drawn to the hut. The Death card is very important for them to be able to overcome Samedi.

Once Samedi has seen the card, his powers will be useless against the character thereafter. If he is killed, you can have the Baron dissolve in a cloud of smoke, only to appear later in final confrontation with the characters (he will not be able to do anything physical against them, just scare them). This reappearance will certainly shake up the characters.

O. Kananga's Palace

Kananga has constructed his palace on the northern tip of Snake Point. This place was convenient because of the natural cave system underneath the cliffs; these caves were made into his underground base. Solitaire's house, Dambala's village and the poppy fields are all located on Snake Point. The molasses processing plant is located on Scrub Island.

The main road on the island stops at a checkpoint, where all visitors in cars must stop. There are 6 guards armed with Number 4 rifles here at all times (see below for their skills and characteristics). They will prevent any unexpected visitors from entering Snake Point. If the characters openly come to visit Kananga, they will be asked if they have an appointment. A phone call to the palace will allow the characters through. Kananga will be quite happy to meet the characters, since he plans to eliminate them once they are in his hands. The guards will escort the characters to the palace.

There are ways around the checkpoint for anyone travelling by foot. The checkpoint is intended to intercept vehicles. Kananga assumes Solitaire will warn him of any other intruders.

PHYSICAL DESCRIPTION

The map on page 6 of the Map Booklet shows the layout of the palace and surrounding grounds. There are 9 guards armed with Number 4 rifles on duty around the grounds; their locations are marked with "X's" on the map. All the guards at the palace and in the underground base have the following skills and characteristics:

GUARDS

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

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (6/13), Driving (5/12), Evasion (2/10), Fire Combat (5/12), Gambling (5/12), Hand-to-Hand Combat (4/12), Piloting (4/11), Stealth (2/10), Torture (3/10)

HEIGHT: 5'8"-6'2"

SPEED: 1

WEIGHT: 160-200 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 25-30

STAMINA: 28 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 0

CARRYING: 101-150 pounds

SURVIVAL POINTS: 0

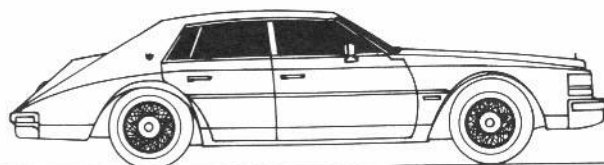
WEAPON: No. 4 rifle

FIELDS OF EXPERIENCE: None

WEAKNESSES: Superstition

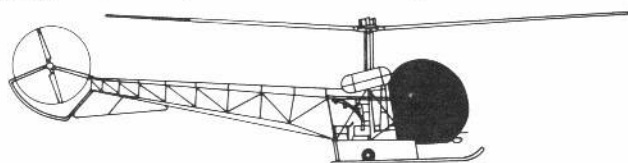
INTERACTION MODIFIERS: Reaction (+2/-1), Persuasion (+3/-2), Seduction (+4/+3), Interrogation (0), Torture (0)

In the parking lot are 6 Caprice Classics and Kananga's personal Cadillac Seville. The Cadillac is used to chauffeur Solitaire to the palace every morning. The Attributes for the Cadillac are:



PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	60	110	340	3	8

There are four Bell AB47G helicopters on the helipad at night and three during the day (the other is on patrol). The helicopter has the following Attributes:



PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	60	105	210	1	3

There are four Cobalt CM-9's at the dock during the night and three during the day (the other is on patrol). The helicopters and the boats are each armed with a light 9 mm machinegun, which has the following Attributes:

PM	S/R	AMMO	DC	CLOSE	LONG
+1	10	50	1	0-100	250-400
CON	JAM	DRAW	RL		
na	98-99	-4	4		

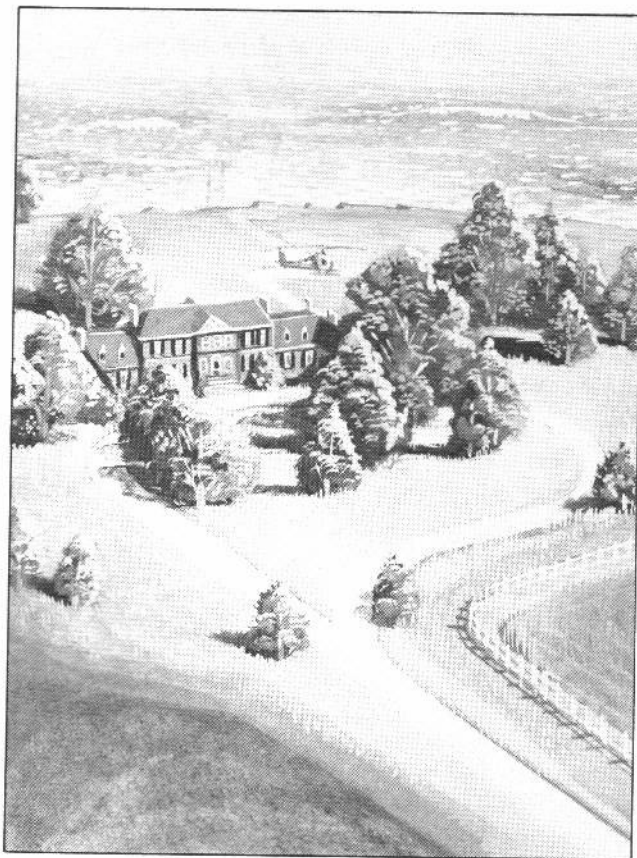
Floorplans for the palace are not included, since little action takes place in the palace proper. If the characters make it through the front door, you can improvise a grand estate. The only important room in the palace is

the kitchen, which contains the stairs that lead to the cellar. There is an elevator in the cellar that leads to the underground base; the elevator is controlled by simple up-down buttons, and there are no alarms. The elevator does have a Numeric Keypad Lock which must be bypassed (–1 Ease Factor modifier to an Electronics roll).

If the characters arrive here as captives, they will immediately be led to Kananga's room on the first floor of the underground base. If the characters openly arrive here as "guests" of the Premier, they will be led into the living room, and 10 armed guards will appear; they will then be led to Kananga's room. Unless the characters have removed Solitaire's powers (through Seduction or by taking her deck), they will walk into a trap.

The characters may attempt to sneak into the palace (the –4 Ease Factor modifier to the Stealth rolls will be in effect unless Solitaire has joined them). You should try to lead them to the kitchen entrance so they can find the stairs leading to the elevator in the cellar; you can move the guard at this door to the front door to help them. Once they find the elevator, the characters must still get past the Numeric Keypad Lock to reach the underground base.

Even if the characters make it to the underground base successfully, they will find Kananga and his guards ready to intercept them unless they have Solitaire on their side. Solitaire will continue to warn Kananga about the characters until she joins their side.



P. The Underground Base

This base is the heart and soul of Kananga's drug-smuggling operations on San Monique. The underground base consists of two sections: the two-floor base directly under the palace and the docks half a mile to the southeast on the coast. The monorail system connects Dambala's village with the base and docks. See page 7 of the Map Booklet for the plans of the underground base and page 8 for the docks.

There are two floors to the base under the palace. The top floor contains the offices of Kananga and is where he conducts his operations. There are 5 guards armed with Number 4 rifles on duty at all times (see O. Kananga's Palace, above, for their skills and characteristics); their locations are indicated by "X's" on the map of the base.

Kananga and Solitaire have rooms on this floor. The decor is modernistic and quite attractive. There are two other guest rooms on this floor, normally reserved for Mr. Big and Tee Hee. The characters, if they are captured, will be held in these rooms until Kananga is ready to meet them; the rooms are bugged (both by video and audio means), with monitoring taking place in the communications room.

The communications room contains a large, computerized radio and television system. It connects the palace with the checkpoint, the various patrols, the docks, and the molasses plant on Scrub Island; there is also a shortwave radio for contacting New Orleans.

The maintenance room contains a boiler and the air conditioning system. It is possible to disable the base by destroying this room. There are 6 guards with Number 4 rifles here at all times to watch the dials and keep guard.

The gun room contains 24 Number 4 rifles, 24 Luger Parabellums, and plenty of ammunition.

The first floor of the complex contains living quarters for the guards and the processing plant for the opium paste. There are eight bedrooms for the guards on this floor and a mess area for meals.

The poppies are brought to the lab where they are crushed to obtain the opium paste. There are two technicians (use the Technicians Table to generate their skills and abilities if you need them) and four armed guards here at all times. The lab contains lots of basic lab equipment (burners, chemicals, glassware, and the like). Once the paste is ready, it is taken to the shipping room; here the molasses brought from Scrub Island is mixed with the paste and put into cans. The cans are boxed and

brought to the monorail for shipment to the docks. There are 12 armed guards and 12 technicians on duty around the clock in the shipping room.

The switcher room controls the operations of the 24 monorail cars. On the wall is a display, monitoring the positions of the cars on the rail system. There are three technicians and three guards on duty here at all times. One technician keeps in touch with the drivers of the cars by radio. The switcher room is needed to make sure there are no collisions along the route. There is only one track in the system, but many sidings which are used to allow cars to pass each other. The drivers are in radio contact with the switcher to insure safety.

THE MONORAIL

The monorail was built by Kananga to allow him to transport the poppies and opium shipment secretly. There are three entrances to the monorail system: through the tombstone at Dambala's village, at the palace base, and at the dock.

The monorail runs by induction. Each car is 24 feet long and seats two. They are bi-directional and travel at a constant speed of 30 mph. There is cargo space at either end of the car (flat-beds); the passengers sit in open bucket seats that can be turned in the direction the car is headed. The cars carry no weapons.

Due to the pressure of Kananga's timetable, all cars will be in constant use when the characters arrive on San Monique. If the characters are in a position to observe the track for more than two minutes, they will definitely see a car pass them by. If they are captured at the dock or Dambala's village, they will be brought to the underground base by means of the monorail; one guard will escort one character in a car.

KANANGA AND SOLITAIRE

Depending on the choices the characters make while on San Monique, there is a strong possibility that they will be captured and taken to see Kananga. They will in this case have to sit through Kananga's speech (see below). If the characters have not removed Solitaire's powers, their capture is almost certain for Solitaire will warn Kananga of their coming.

If the characters have not encountered Solitaire yet, they will meet her before Kananga arrives for his speech. She will come to read their fortunes (she is very interested in them since she knows they are there to do her good). After making certain they intend her no physical harm, she will dismiss any guards in the room and then spread out her tarot cards to tell their fortunes.

Assuming the character with the Lovers tarot card still has it in his possession, he should be allowed to show the card to Solitaire. She will be startled at the card; you should re-roll her Reaction at this point (the -4 Ease Factor modifier is eliminated as soon as she sees the card). So long as her new Reaction is Neutral or better, she will be more relaxed with the characters. The character holding the Lovers card can now begin a Seduction

attempt if he wishes; he will be able to get to the Witty Conversation stage during this meeting. To finish the Seduction attempt, the character will have to meet Solitaire at a later time.

Note: *If the Player Characters are female, you can have them encounter Dambala instead of Solitaire. Also, note that Solitaire will not lose her predictive powers until the Seduction is successfully completed.*

Solitaire will also face the characters alone if they have managed to steal her deck of tarot cards. In this case, assuming she has not been shown the Lovers card, the negative interaction modifiers will still be in effect. A character can attempt a Seduction attempt, but the -10 Ease Factor modifier will still be in effect. Solitaire will try to convince the characters to return her tarot deck and admit that her powers are gone until she gets her old deck back or becomes sensitive to a new deck (a one week process). If a character reveals the Lovers card at this time, the negative interaction modifiers for Solitaire are eliminated.

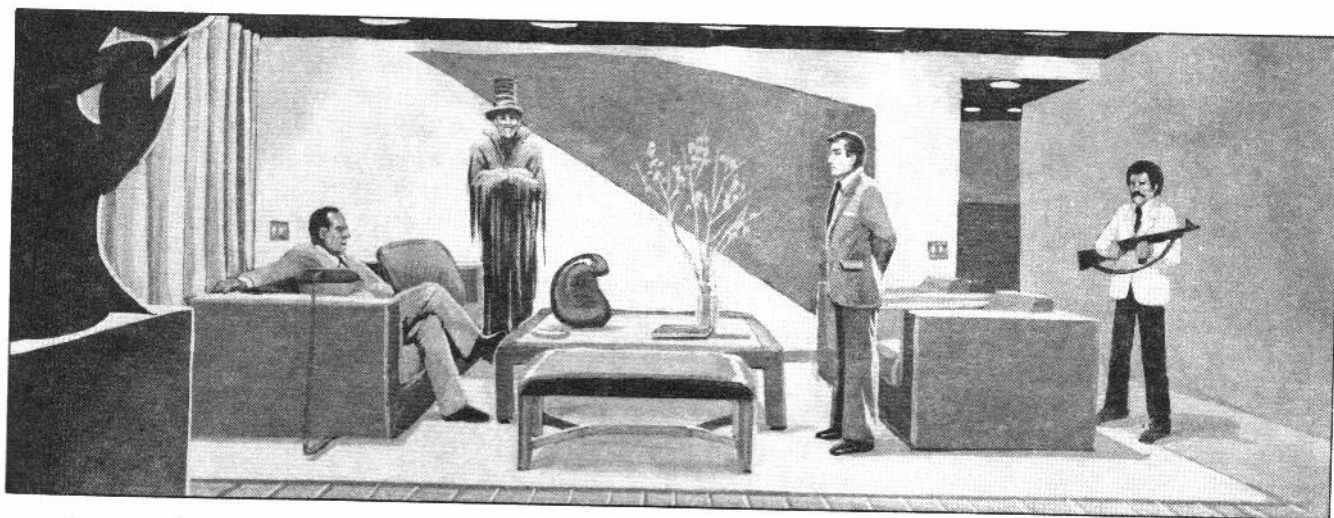
If Solitaire has changed sides through a successful Seduction, she will either be with the prisoners already or will be brought into the room by Kananga (she will be captured by the guards if she has been left behind by the characters). If Kananga knows Solitaire has betrayed him, he will be very angry with her but will not reveal his anger until the meeting with the characters. There are three ways he will find out about her betrayal: first, because she does not show up one morning for a reading; second, if she fails in a prediction; or third, automatically 24 hours after the Seduction is completed (Baron Samedi will prognosticate and tell him).

Kananga will give Solitaire one chance to save herself. He will pose a simple "yes-no" question to her (in the movie he asked if the serial number on Bond's watch was odd or even); she will fail to answer this question correctly. He will then accuse her of betraying him and condemn her to the same fate as the characters.

Kananga will continue to trust Solitaire as long as she stays loyal to him. He will be extremely angry with the characters if they have stolen her tarot deck and will first attempt to get it back. He will use threats at first and then a bit of physical violence. After 30 minutes of questioning, he will give up on the attempt and tell Solitaire to get a new tarot deck from Baron Samedi. He will then go into his speech.

KANANGA'S SPEECH

What Kananga covers in his speech will depend on what the characters have managed to accomplish so far to foil the drug-smuggling operation. If the New Orleans and New York side of the plan have been destroyed (specifically by the deaths of Mr. Big, Tee Hee and Big Silver), Kananga will be left only his part of the operation. If at least one of Mr. Big's leaders is left alive, then the plan will still be operational unless the characters destroy the San Monique connection. You will have to tailor Kananga's speech to match what the characters have managed to do so far.



Kananga has more megalomaniac self-conceit than Mr. Big. He will be impressed with the characters' single-mindedness of purpose and vigor of pursuit, but, like Mr. Big, he has never dealt with secret agents and will tend to underestimate them.

First, Kananga will list the accomplishments of the characters to this point. He will tick off each point on his fingers. These accomplishments include the deaths of the personnel in Mr. Big's gang, the deaths of any of his people on San Monique, the destruction of the alligator farm, and the elimination of the Fillet of Soul restaurants. His final point will be the Seduction of Solitaire (if applicable).

"You gentlemen have done much these past few days to annoy me, and you have managed to cripple my association with Mr. Big and his friends. But, as you can see, you have not stopped me. I will have to make some changes in my plans, but eventually I will succeed.

"Since you have managed to eliminate my United States' business associates, I will have to find someone else to distribute my 'free samples.' And I'm certain there will be takers. After all, I am ready to offer the right partner a monopoly on heroin distribution in the United States.

"Ah, you look perplexed. It's all rather simple — a matter of supply and demand. I will provide my partner with free heroin for a matter of months until the other competitors are driven out of business. I am currently harvesting my poppy crop — you may have seen it near Dambala's village — and I will distill the opium paste from the poppies here in these facilities. Now comes the ingenious part. I will ship this opium paste, mixed in with molasses, to my distributors in the States. They will there take the opium paste, refine it into heroin, and give it away.

"Yes, gentlemen, give it away! One billion dollars worth of heroin given to anyone who requests it — man, woman and child, I won't discriminate. I imagine the number of users will be at least doubled, don't you? With all the free heroin being given away, any competitors will soon be out of business. And then, once we have a monopoly on the drug, we shall start charging whatever we like.

"I estimate several tens of billions of dollars pouring into our coffers. Of course, the United States will be but the tip of the iceberg, for my partners and I will then branch out across the globe."

If Mr. Big's group is still around, Kananga will then say, "Tonight the first shipment starts for my associates. The freighter is being loaded even as we speak. Give it a day to reach New Orleans (*or* a week to reach New York) and then several days to refine the heroin, and soon the free samples will be available." (If the ship has already sailed, he will instead say, "The freighter with the first shipment is now on its way, and should reach my associates by midday tomorrow.")

If Big's New York and New Orleans groups are eliminated, Kananga will say, "I had planned to send the first shipment to my associates tonight. The freighter is already loaded. Well, no matter. It will keep until I find new business associates. I'm sure that someone will wish to buy the Fillet of Soul restaurants, especially with the fine San Monique produce ready to be shipped. A few days annoyance, that's all you've caused me."

Once he has revealed his grandiose plans, he will grow more somber. "It's a pity you won't be around to admire my success. You have proven much too resourceful to allow to live."

Kananga's next orders will depend on the situation so far. If the characters have not yet been to Dambala's village, he will order them taken there for sacrifice. If the characters have already been to the village (checking out the poppy fields, for example) and have been in combat there, Kananga will order them taken to the dock and thrown into the shark pool. If he sends them to the shark pool, he will accompany the group to watch them die; unlike other Bondian villains, Kananga rather enjoys watching the gruesome end of his enemies. Kananga will not go to the village for the sacrifice, but will go to the docks to supervise the final loading of the freighter.

If Kananga knows Solitaire has betrayed him, he will turn on her and say in great anger, "Solitaire, why? I treated you well. You lacked for nothing. I don't understand why you . . . The question I asked you, my dear. I gave you every break possible. You had a fifty-fifty

chance. You weren't even close. There is only one way to deal with this."

If the characters have not confronted Samedi and Dambala at the village, he will order Solitaire to be sacrificed (see N. Dambala's Village, above); he may send the characters with her to meet the same end. Alternately, he will send Solitaire to the village for sacrifice and the

characters to the shark pool at the dock; this will force the characters to save Solitaire and destroy Samedi and Dambala once Kananga has been eliminated (this course is recommended so long as you give the characters every chance to make a heroic rescue of Solitaire). A third method is to have Solitaire sent with the characters to join them in the shark pool.

Q. The Docks

The docks have been built inside a cave at the tip of Snake Point; a mile away is Scrub Island, where sugar cane is grown and then sent to a plant to be made into molasses. The plant itself is legitimate and has no direct bearing on this adventure. About 5% of the total molasses crop is shipped to the docks (ostensibly bought by the government for goodwill purposes), and is then sent to the underground base to receive the opium paste. The monorail ends at the docks. See the plans of the docks on page 8 of the Map Booklet.

Note: *Should the characters wind up on Scrub Island and investigate the molasses plant before going to New Orleans, they will be given a tour by the plant owner. The only useful information he will give is that Kananga buys part of his molasses, but he does not know why. If the characters visit Scrub Island after New Orleans, their presence will be reported to Kananga by the plant manager; Kananga will send a patrol boat to capture them. The plant owner will assume they are enemies of Kananga and refuse to talk with them.*

PHYSICAL DESCRIPTION

There are three main rooms at the docks. One is the living quarters for the workers and guards; it contains beds and lockers for the personnel as well as ammunition for the Number 4 rifles and supplies for the dock area (shipping manifests and other transportation forms, spare rope, simple tools, and the like).

The communications room contains radio equipment for contacting the switching room and communications room of the underground base. A technician and a guard are on duty here at all times.

The central room contains a shark pool. Not only does it serve as a warning to the workers, it also offers Kananga a rather bizarre form of entertainment. Kananga often comes here to feed the sharks. There is a crane in the corner of the room that has a 4-foot wide platform; food for the sharks is put on the platform and then lowered into the pool. The platform is made of metal, as are the support rods on either side; the cable that lowers the platform is made of heavy rope.

The pool contains three hungry sharks that will attack any living creature in the water with them, beginning 5 Action Rounds after immersion. All normal Hand-to-Hand Combat rules apply to these creatures. The sharks have the following Characteristic Values and Primary Chances:

SHARKS

STR: 24 DEX: 1 WIL: 1 PER: 1 INT: Not applicable

HAND-TO-HAND COMBAT PRIMARY CHANCE: 13

HAND-TO-HAND DAMAGE CLASS: H

SPEED: 1

DIVING PRIMARY CHANCE: 30

If the characters are brought to the docks to be fed to the sharks, they will be tied to the metal supports on the feeding crane; Solitaire, if she is with them, will also be tied to the platform. Kananga will oversee the operation and will stay to the end (his or the characters'). It will take 6 Action Rounds to raise the feeding platform and 4 to lower it into the water. A character with the rotary saw watch can cut through the rope binding him to the platform in 2 rounds; it takes 3 rounds to saw through the rope supporting the platform.

There are three docks that can load up to two large freighters. There is also space on the far sides of the docks for the two Cobalt CM-9 patrol boats (one boat will be out on patrol during the day). Five large cranes are used to load the freighter. Also, there are 14 50-gallon drums filled with diesel fuel for the boats (they are included for use by imaginative Player Characters).

Whether or not the freighter is still at the docks depends upon how far along the mission timetable has progressed and on the actions of the characters to this point. The freighter is scheduled to leave at 7:45 P.M. on Wednesday, May 3. If Mr. Big, Tee Hee and Big Silver are captured or dead, Kananga will keep the ship at the docks until he has found another partner in crime. The freighter has the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	6	20	22	950	27	800

Note: *The freighter cannot perform a Trick, Double Back or Quick Turn maneuver.*

There are 24 guards and workers stationed on the docks. Ten guards armed with Number 4 rifles are on duty at all times; the others will be in their quarters, resting. The four workers are on duty only during the day; they will join in a fight as necessary, but they will not be armed. The guards and workers have the same characteristics and skills as the guards in O. Kananga's Palace, above.

Part IV: Adventure Information



A. Consequences

For the characters to succeed in this mission, they must destroy both sides of the drug-smuggling operation: Mr. Big's gangs in New Orleans and New York, and Kananga in San Monique. The three people who run the United States gang are Mr. Big, Tee Hee, and Big Silver; the leaders on San Monique are Kananga, High Priest Dambala, and Baron Samedi. If the characters arrest, capture or eliminate these six NPCs, their mission is a total success.

Players familiar with the movie may assume that by destroying Mr. Big, their characters are also destroying Kananga. You may have to tell them pointblank that their mission is not over until they investigate San Monique; you can have M or Felix Leiter tell them that Kananga has been featured on a television news show and, therefore, is still alive.

Also, if the characters stop Kananga *after* the freighter has left for New Orleans, they will have to make sure the opium paste does not reach any of Big's gang leaders. They may be required to return to New Orleans to stop any of Big's leaders before the opium is distilled and handed out or sold.

It is not enough simply to eliminate Big and Kananga, the characters must also destroy the drug operations on each side. Big Silver and/or Tee Hee will take Big's place and continue to work the US side of the operation; if they get the opium in the freighter, they will be able to sell the distilled heroin through the Fillet of Soul restaurants. If Kananga and/or Dambala are alive and free, they will continue to grow poppies and attempt to keep the drug-smuggling operation going.

Since this adventure is so dangerous, it is suggested that you modify the Experience Point award by the following criteria: if neither Kananga nor Mr. Big are eliminated, the mission is a failure (modify the final Experi-

ence Point award by $\frac{1}{4}$); if either Kananga or Mr. Big is arrested or eliminated, the mission is a partial success (award players an unmodified final Experience Point award); and if both are arrested or eliminated, the mission is a success (award players triple the number of final Experience Points). You can also award bonus Experience Points for eliminating the other major NPCs of the two gangs, as well as for excellence in role-play.

IF THE CHARACTERS SUCCEED

The elimination of Kananga will not necessarily mean an end to the tyranny on San Monique. High Priest Dambala will attempt to become Premier, if Baron Samedi is still functioning. Dambala by himself will not be able to seize government power.

With Kananga dead, the people of San Monique will immediately call for new elections. Exiled islanders and those too terrified to speak while Kananga was alive will come forward to proclaim Kananga's despotism. Proof that Kananga was using foreign aid for his own ends will be made available to the world press (causing some embarrassment in the United States and the Soviet Union). Free elections will be held, and a new Premier will be installed.

The characters will probably pass on the names of Big's accomplices to Felix Leiter. The US government will seize the Fillet of Soul restaurants and the alligator farm, and attempt to arrest the gang members. If the characters contact Leiter before the freighter arrives in New Orleans, the US custom officials will be waiting to seize the opium paste. If Big's major gang leaders are out of the picture, the freighter will wait in New Orleans and will eventually be seized by customs officials.

So long as the characters are able to identify all of Kananga's and Big's major accomplices, all will be well.

These NPCs will be hunted down and arrested. The drug smuggling will be destroyed. If they did not meet some of the major enemy NPCs, there is a chance that the drug smuggling will continue. If one of Big's gang is free, he will attempt to unload the opium from the freighter (assuming the characters did not stop the ship from leaving San Monique) and sell it. Dambala, if he is still alive, will attempt to keep the poppy fields going.

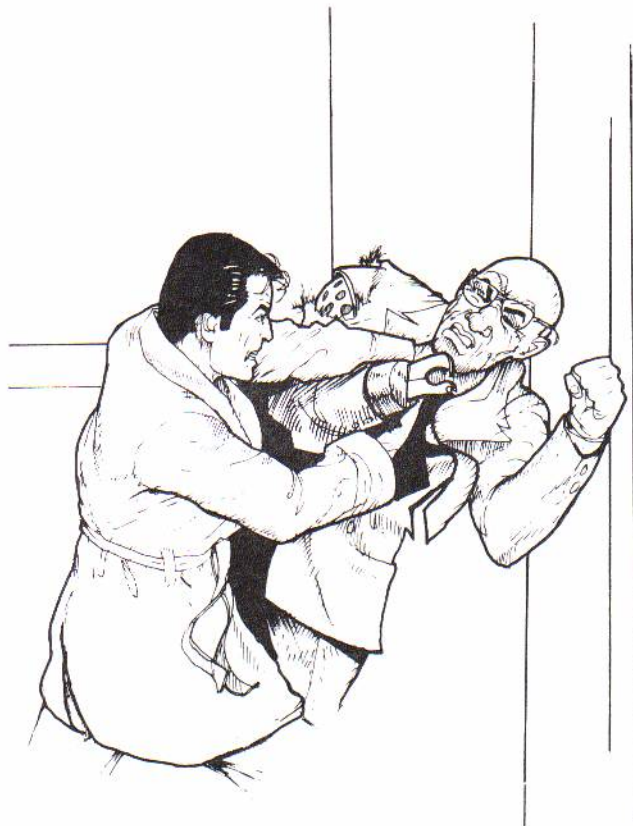
IF THE CHARACTERS FAIL

The consequences for failure in the *Live and Let Die* Adventure Module are not as world shaking as failures in other missions. Big and Kananga do not plan to take over the world by some diabolical scheme; they are simply out to make themselves as rich as possible.

If Kananga is still left alive, he will denounce the English for sending assassins to his country. He will be even more self-confident and will plan to extend his drug operations to other countries. Even if Mr. Big is removed from the picture, Kananga knows that there are plenty of other hoodlums in the US who will be willing to accept his plan. He will bide his time until he has found new partners and then proceed with his operations.

Mr. Big, if he is alive, will continue his criminal career in the United States. The near success of the plan with Kananga will tempt him to approach other potential poppy growers around the world and broach the same deal. Depending on what the characters have told Leiter, Mr. Big may have to lie low for a while, but his hold on crime in Harlem is strong and he will feel relatively safe there.

The renunciation of the British by Kananga will certainly reflect badly on M.I.6, and infuriate M. The characters will probably be reassigned to stop Kananga permanently, and this time to use extreme care.



If the characters stopped Kananga but not Mr. Big, they will find M more lenient in his reactions. The main danger, in M's eyes, is the source of the heroin, not the distribution network. However, to make amends for the characters' lack of total success, he will assign them to work with Felix Leiter to track down Big's gang. His attitude towards the characters will be testy until they redeem themselves in his eyes.

B. Altering the Adventure

The *Live and Let Die* Adventure Module is designed for experienced *James Bond 007* Game players; it requires a wide range of skills and interactions with the NPCs to succeed. Also, the conditions for success demand the elimination of two Major Villains, as well as their gang members. If your players are new to the game or have had limited experience with the system, you will need to do some balancing so their characters do not die right off the bat.

1. The simplest way to make the adventure easier is to increase the number of Hero Points given at the beginning of the mission. If you find the characters using their Hero Points too quickly, you might cut down on the number of accomplices for Mr. Big and guards for Kananga. You can also lower the Characteristic Values and Skills Levels of these NPCs to make them less dangerous (note that you will have refigure the Primary Chances

for their skills if you do this).

Another method to ease the adventure is to eliminate some of the enemy NPCs. It is suggested that you drop Big Silver from Mr. Big's gang (having Whisper replace him as manager of the Fillet of Soul restaurant) and High Priest Dambala from Kananga's group (having Baron Samedi be in charge of the village).

2. Two allied NPCs to help you balance the adventure are Harold Strutter and Felix Leiter. It is suggested that Leiter not leave the United States (he is, after all, busy with his own investigations), but he can escort the characters around New Orleans and be involved with them at the alligator farm. Harold Strutter can be assigned to accompany the characters, based on the ranks and number of characters involved. Use the chart on the next page to determine what help Strutter will be to the characters.

CHARACTERS' RANKS	WHAT STRUTTER WILL DO
Two Rookies or One Agent	Meets them in New York and helps them for the remainder of the mission.
Two Rookies plus One Agent <i>or</i> Two Agents plus One Rookie <i>or</i> Two Agents <i>or</i> Three Rookies	Meets them in New York, goes with them to New Orleans to help them there, but stays in the United States.
One or more "00's" alone <i>or</i> "00's" with any other character <i>or</i> Three Agents	Meets them in New York, talks with them, but does not accompany or help them.

3. If you find the characters having too easy a time, you can have Tee Hee (if he survived the confrontation with the characters in New Orleans) appear in San Monique to attack the characters when they think they have the mission in the bag. This attack should come as the characters are ready to leave. Tee Hee should have the element of surprise on his side and should have the chance to get in the first blow.

The when and where of this attack is at your discretion, since there are so many ways to get off the island. Suggestions for where he might hide are in Quarrel's boat, as a passenger on Windward Airlines, in the hangar where the characters are renting a plane, or at Solitaire's house if the characters pay a final call.

Otherwise, if Baron Samedi has somehow survived, he can make a final guest appearance at the end of the adventure. He will not be able to directly harm the characters, so long as they have shown him the Death card. He will appear only on San Monique.

4. DESIGNER'S NOTES: An element of voodoo (Dambala's dual characteristics, Samedi's invulnerability, and Solitaire's deck of cards) was included to capture the weird and fantastical nature of the movie. In the movie Bond discovered a tarot card in his morning paper (its appearance was never explained); Solitaire was able to tell Kananga when Bond was coming ("A man comes. He travels quickly. He has a purpose. He comes over water. He travels with others. He will oppose. He brings violence and destruction."); and Samedi seemed immortal (Bond shoots him, and throws him into the coffin filled with snakes, but at the end of the movie he was seen riding on the cowcatcher of the train).

I think the "magic" and "voodoo" of the adventure reflects the feeling of the movie. However, if you feel your players would be excessively bothered by these items, use the following guidelines to remove them. Your main difficulty will be in making all these changes before playing the mission, since I cannot recommend change after the adventure has been started.

The Tarot Cards: They have no powers. The Lovers card is found at the hotel desk (or somewhere else that is convenient) when the characters reach New York. The clerk says the card arrived by express mail that day, sender unknown. The High Priest card is not used. The Fortune card is given to the characters by Leiter, who says it arrived by messenger and was left at the hotel. The Death card is still in Samedi's hut.

A check into these cards (at an occult shop, for instance) reveals them to be of Caribbean voodoo origin and that they are still used by some readers in that area. If the combination of cards (Lovers and Fortune) is checked with a knowledgeable person, it reveals a plea for help (from Solitaire, although this point will not be known).

Solitaire: Use only the interaction modifiers for after she has been shown the Lovers card. She will greet the characters happily, since she is tired of being Kananga's slave. Indeed, she sent them the tarot cards. Kananga still uses her as a fortune-teller, but her predictive abilities are random at best.

The Cablegram: The phrase involving Solitaire's powers should be replaced with a reference to the spy network (see below).

Spy Network: Solitaire's powers are replaced by an extensive network of gang members working as lookouts for Kananga and Mr. Big. In this case, Dawes told Big Silver he worked for M.I.6 and that other agents would replace him. This information spurred Big and Kananga to use all their contacts to keep tabs on the characters at all times. These lookouts spotted the characters in New York and passed on descriptions to the others in New Orleans and San Monique. To reflect the inclusion of the spy network, reduce the number of encounters with Big's Hoods by 25% and increase the number of Tails (the Hoods will break off as soon as they are noticed by the characters).

Baron Samedi: Leave his characteristics, skills and Skill Levels the same, but take away his invulnerability. Since

he will now be mortal, arm him with a very non-magical Interdynamic Mini 99 pistol and 6 smoke grenades.

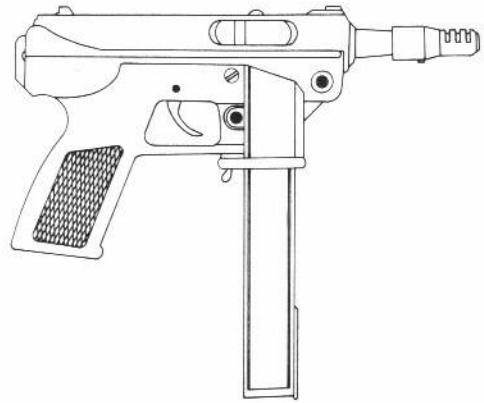
The top S/R (3) and DC (F) are used for single shots and the bottom ones (8 and H) for automatic fire.

The smoke grenade obscures an area 80 feet in diameter. The grenade can be thrown a number of Game Inches equal to the thrower's STR. The landing point of the grenade must be pinpointed before the grenade is thrown. On a failure for the STR roll, the grenade misses the target point by 50% of the original range and in a random direction; on Quality Ratings 4, 3, or 2, it misses the target point by 40, 30, or 20%, respectively, and in a random direction. On a Quality Rating 1 result, it lands exactly on target.

High Priest Dambala: Use the lower Characteristic Values and Primary Chances.

You will have to check through the adventure to make other necessary changes if you remove the voodoo elements. I think the adventure is much more interesting and enjoyable with the magic than without it, but play it as you wish.

The Attributes for the Mini 99 pistol are:



PM	S/R	AMMO	DC	CLOSE	LONG
+1	3 8	36	F H	0-4	12-20
CON	JAM	DRAW	RL	COST	
-1	96-99	0	2	260	

C. Further Missions

With the number of major enemy NPCs in this adventure, you may find one or more of them left alive by the end of the mission. If Big Silver or Tee Hee is alive, he will try to take control of Mr. Big's gang. Also, if Big himself survives, he will continue his drug operations in the United States. You can have M assign the characters to work with Felix Leiter to track down and arrest the gang members.

If Dambala is left alive, he will try to seize control of San Monique in place of Kananga. He will rebuild the underground base and attempt to continue the drug operation. He may even be able to contact one of the major leaders of TAROT to act as the new distributor.

Although Kananga would rather die than leave San Monique willingly, he may be able to escape the charac-

ters. He too will try to find someone or some organization to help him regain control of San Monique. Again, TAROT is the perfect choice. In exchange for helping him regain his position, TAROT will demand they be allowed to use San Monique as their center of operations. They will establish a major scientific or research complex on the island, and will attempt to spread terror throughout the Caribbean area.

If Solitaire retains her powers at the end of the adventure, she may prove a force to be reckoned with. Any surviving enemy NPC from the *Live and Let Die* Adventure will attempt to kidnap her and force her to use her powers to aid him. The characters will probably wish to save her from her fate, which offers you a chance to locate the new mission almost anywhere in the world.

Part V: Thrilling Cities



A. New Orleans, Louisiana

New Orleans is best known for its unique attraction: the French Quarter, or Vieux Carre ("Old Square"). This area, bounded on the north by North Rampart Street, on the east by Esplanade Avenue, on the west by Canal Street, and on the south by Decatur and the Mississippi, contains the first North American town planned by the French. The carefully restored old buildings, flower-strewn patios, and narrow streets with antique stores and coffee bars have a special ambiance found nowhere else in the United States. In addition to the Old World charm, the Quarter is renowned for its restaurants offering French and Creole cuisine, the bars along Bourbon Street featuring authentic New Orleans jazz, and the French Market with its fresh fruit and vegetable stands. New Orleans manages to retain much of the flavor and style of its original designers; the steel and glass look of most of America's cities has not intruded on downtown New Orleans.

The Quarter's buildings were built to abut the sidewalks (*banquettes*), and usually have balconies overhanging the sidewalks. To the rear are the flowery patios and courtyards, many of which can be entered for a visit. During the Carnival, ending on Mardi Gras (Shrove Tuesday), the Quarter comes alive with wildly costumed merrymakers, numerous parades, and elaborate balls. Springtime in the Quarter is filled with the scent of wisteria and azalias.

Within the one mile square area of the Quarter, the city has imposed strict zoning laws to preserve the original appearance. The French and Spanish building facades are retained and painted in the original colors (mainly pastels — greens, beiges, and pinks). For over two hundred years the Quarter has retained its charm of fantastical grillworks, elegant courtyards, and classic Old World contours.

For a refreshing change, visit one of the coffee bars of the French Market where you can sample Creole or French coffee (dark-roasted with chicory flavor added) drunk with milk (*cafe au lait*) and taste a *beignet* (a square French doughnut). These coffee bars are among the best places in New Orleans to meet a contact. No table is too far from a door (should something go amiss), and often the front walls of the establishments are filled with large windows, allowing those involved to view their appointments prior to and after the meeting.

A visitor from Europe would immediately be shocked, when visiting a grocery store, to discover numerous brands of hard liquor available at the counter. Combine this with the ease of obtaining firearms in this area of the United States, and you will find a "wild-west" flavor to New Orleans. Additionally, the mixtures of cultures and races in the city results in a romantic feeling in New Orleans which most cities in America lack because of modern technology and cold-hearted bureaucracy.

New Orleans is now, as it has been for nearly three hundred years, a major American port. This fact plays a large part in the adventure.

New Orleans International Airport is served by all major American airlines and also by British and Pan American Airways. Flights leave here for South America and the Caribbean. The airport has rental cars from all agencies and plenty of taxis. Amtrak connects New Orleans with Los Angeles, New York, and Chicago. Passenger and cargo liners visit the port of New Orleans, arriving from all over the world.

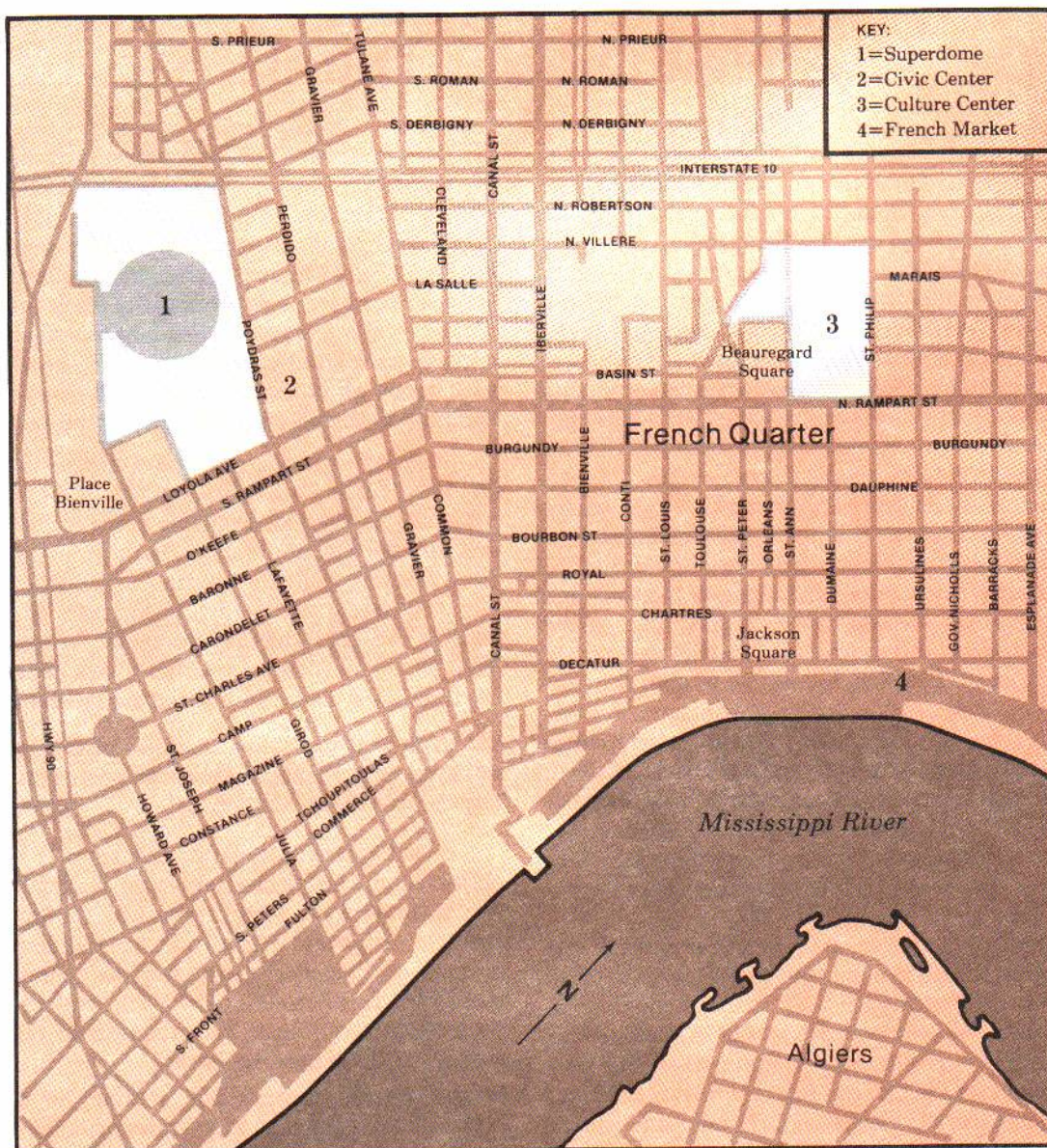
HOTELS: Except during Carnival time, hotel rooms are plentiful in the city. There are usually French and Spanish-speaking staff members at the better hotels.

- **Hyatt Regency** (*Poydras Street Plaza*)
Features: Built in 1976 adjacent to the Superdome, the Hyatt has a spectacular interior garden lobby 21 stories high. Available for the guests are 1200 rooms and suites, 5 restaurants and lounges (including a revolving lounge on the roof), and pool.
- **New Orleans Hilton**
(*At the cruise terminal on the Mississippi*)
Features: Famous for its oysters on the half shell sold in the lobby, the Hilton is quite plush and very new. The accommodations include everything you can request, from atrium cafes to a rooftop disco.
- **Royal Orleans** (*Royal and St. Louis Streets*)
Features: This hotel is located on the site of the historic old Saint Louis Hotel (once the state capital) and even uses some of the masonry from the razed building. Accommodations include an excellent restaurant, jazz in the cocktail lounge, and a rooftop pool.

RESTAURANTS: New Orleans is best known for its fine Creole cooking, although other cuisines are available. Specialties include stuffed soft-shell crabs, frog's legs, gum-

bo (soup thickened with okra), and a multitude of seafood. Classic French cuisine is also a specialty.

- **Le Ruth's**
(*Franklin Street in Gretna, south of the Mississippi*)
Specializing in a French menu, Le Ruth's (named for Chef Warren Le Ruth) offers patrons an intimate environment. Specialties include crab, frog's legs meuniere, and a noisette of lamb for two. The restaurant bakes its bread daily.
- **Galatoire's** (*Bourbon Street*)
Excellent seafood highlights the French-Creole menu. Seafood specialties include Trout Marguery, Trout Meuniere Amandine, and broiled pompano. The Creole Gumbo is not to be believed. No reservations are taken, so expect to wait in line for a while; the sights along Bourbon Street are quite diverting.
- **Caribbean Room** (*2031 Saint Charles Avenue*)
Leisurely dining is assured at this restaurant (located in the Pontchartrain Hotel). The menu is varied, although primarily Continental-Creole, and specialties include shrimp saki, trout veronique, steak diane, and crepe soufflé. If the weather allows, get a table on the patio.



MONEY: 1.70 US dollars equal one pound.

COMMUNICATION: International dialing may be done at any public phone, and certainly with ease through the hotel operator. Cables may be placed through the hotel desk or any Western Union office.

LANGUAGES: English, French, Cajun, and Spanish.

GETTING AROUND: In the French Quarter, walking is the only way. Outside this area, a car is advised. Rental cars

are available near the airport. Taxis are also plentiful. There are streetcars available on Canal Street, running from St. Charles to Carrollton (the "Streetcar Named Desire" has, unfortunately, been replaced by a bus).

EQUIPMENT: Ease Factor 10.

INTELLIGENCE AGENCIES: M.I.6 has no Station House here; the C.I.A. maintains a level 3 Station House to keep track of drug traffic; the KGB has no Station House here.

B. New York City, New York

The first thing visitors to New York City notice, once they arrive from the airport, is a sense of energy and a feeling of claustrophobia. The amount of traffic that tries to get through the narrow streets often results in jams and delays. Since there is limited space on the island of Manhattan, the city has grown up instead of out. In the midtown area the buildings form canyons through which a visitor tries to navigate.

Note: *Though New York City is comprised of five boroughs — Manhattan, Queens, Brooklyn, the Bronx, and Staten Island — the typical tourist thinks of Manhattan as being the city. Manhattan is the major business and entertainment center of the city, but each of the other boroughs has its own charm and character. For simplicity's sake, the description of New York here will concentrate on Manhattan.*

Finding one's way around New York City, for the most part, is easy. The streets are numbered so there is very little difficulty in locating any one particular avenue, but finding certain addresses requires a person to look skyward to see if the address is on one of the upper floors. However, this logical method of naming and laying out streets was adopted after the southern end of the city-island was developed. There the numbers give way to names for the streets, and one may need a map or have to stop and ask directions of a pedestrian.

The stereotype of a New Yorker being surly and prone to violence is a myth. Good judgment should be used as there are some disreputable characters walking about, but most natives are only too happy to help visitors find their way.

New Yorkers move very fast. The pedestrians all seem to stride rather than walk, the cars weave in and out of traffic at an alarming rate, and most people ride the rapid transit subway system which whisks them from one end of the city to the other and beyond. It takes a while to get used to the pace but visitors fall into the rhythm quickly.

Night life in New York is as varied as it is readily available. The sheer volume of possibilities can stagger a visitor. There are over 100,000 hotel rooms throughout the city, over 350 theaters, 120 museums, and 400 art galleries. The number of restaurants alone covers more than 37 single-spaced pages of the New York telephone directory (5 columns per page, incidentally). The only

problem with entertainment in New York City is deciding where exactly to start.

The city has a rich and varied ethnic mixture; indeed, some groups, such as Puerto Ricans, Jews, and Irish, are in greater numbers in New York than in the capital cities of their home countries. Because of this melting-pot population, the choices of entertainment and dining cover specialties from around the world.

Manhattan is divided into neighborhoods, each having its own special properties. Some areas are dominated by one ethnic group, such as Chinatown with its rich assortment of Chinese restaurants or Little Italy with its fine Italian restaurants and espresso shops. There are other areas, like Chelsea and Greenwich Village, that have a reputation for being the artistic centers of the town.

Political history is constantly being made at the United Nation's building. World famous plays and musicals with international superstars line the Great White Way (another name for Broadway). Just outside New York, and accessible using mass transit, are racetracks, baseball and football (both American and British) stadiums, and places where nature prevails in contrast to the brick and steel of Manhattan.

HOTELS: Hotel service and accommodations in New York are comparable with the finest hotels in the world.

- **The Carlyle (35 East 76th Street)**
Features: All rooms are air-conditioned and comfortable; some suites have pantries and refrigerators, others may have terraces or wood-burning fireplaces.
- **The Plaza (Fifth Avenue and 59th Street)**
Features: This hotel has recently undergone extensive renovation to restore its former glory. Rooms overlook Central Park, a stunning view at any time of the day or night.
- **St. Regis-Sheraton (Fifth Avenue and 55th Street)**
Features: Built in 1904 almost entirely of marble, this hotel has undergone continual upkeep and restoration to maintain its high standards and quality. Its dining rooms are always crowded and reservations are recommended.
- **Waldorf-Astoria (301 Park Avenue)**
Features: The Waldorf is perhaps the most renowned of American hotels. While other hotels may have passed the Waldorf in size and modern efficiency, the Waldorf retains most of its charm and elegance.

RESTAURANTS: There are restaurants in New York to satisfy even the most particular palate. Exotic meals can be gotten here that are usually found only in the dish's native country. So every connoisseur, no matter what his favorite cuisine, will find his heart's desire. However, for dining pleasure and elegance there are some places that cannot be matched.

- **The Four Seasons** (99 East 52nd Street)

The decor and menu of this restaurant change with the seasons. The furnishings include a shimmering pool that dominates the main dining room and original artworks, including a Picasso. Several times a year, internationally famous chefs are invited to the restaurant to prepare their specialties. The cuisine is superb and the wine cellar one of America's most complete.

- **Windows on the World** (1 World Trade Center)

This restaurant is set 107 stories above the city and offers a wrap-around view of the New York skyline (most spectacular when seen after dark). On the same floor is Hors d'Oeuverie, a more reasonably priced cocktail lounge and grill. Reservations are a must at Windows but not at Hors d'Oeuverie.

- **The Coach House**
(110 Waverly Place, Greenwich Village)

An English inn motif accents European and American dishes served with savoir-faire. But be warned, excellent service is usually reserved for steady customers. Once the staff becomes familiar with a customer, they will go far out of their way to please.

- **The Rainbow Room** (30 Rockefeller Plaza)

A prime example of Art Deco styling with dripping chandeliers, chrome, and a multi-level eating area. While the food does not match the decor or the spectacular view from the 65th floor, it is still good. Later in the evening dancing and a Vegas-Paris style cabaret show are offered.

CASINOS: Casinos are legal in Atlantic City, New Jersey, about a 2½ hour drive from the city. Atlantic City is also about a 40 minute flight from nearby Newark Airport on a rented plane.

MONEY: 1.70 US dollars equal one pound.

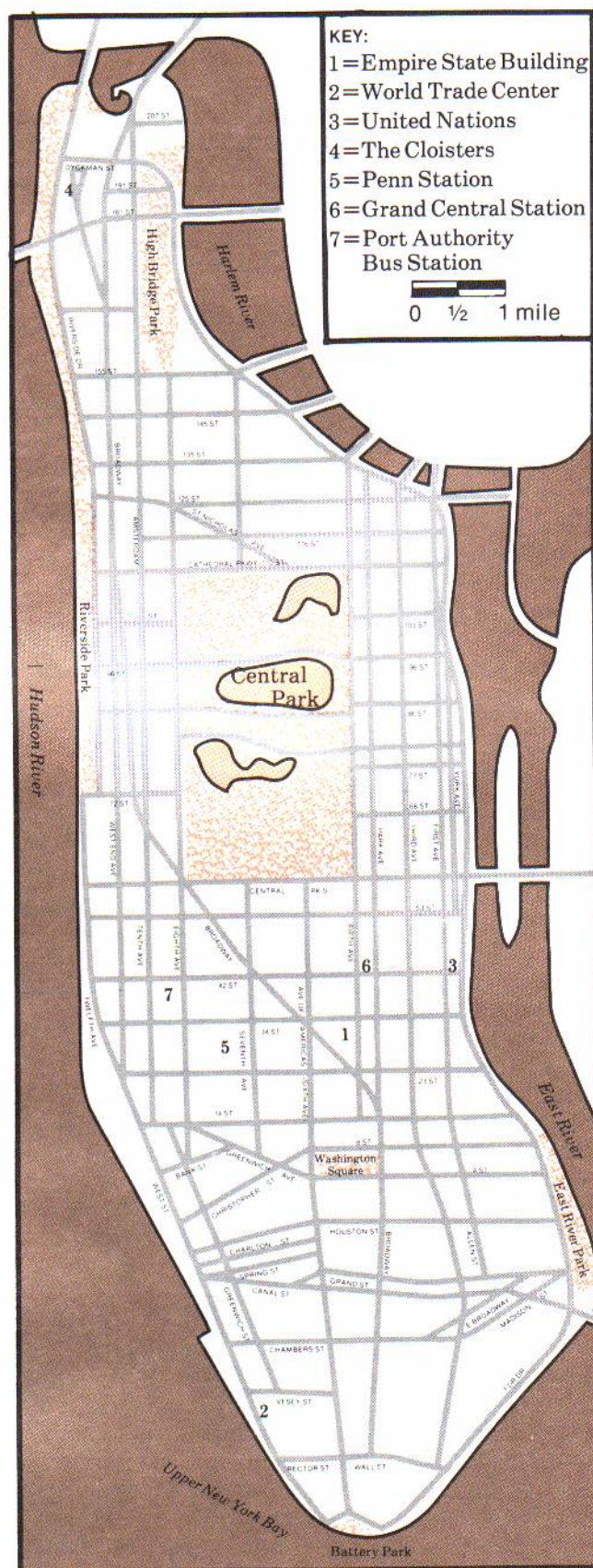
COMMUNICATIONS: Local, long distance, and international calls can be direct dialed from New York. Telegrams can be sent from any hotel or by calling Western Union.

LANGUAGES: English predominantly but every language is spoken somewhere.

GETTING AROUND: Visitors are advised not to try to drive through Manhattan on their own unless they have memorized a street map and have the reactions of a supersonic jet pilot. Hail down a cab or hire a chauffeured limo if necessary or, for a real challenge, tackle the subway system (be careful after 7:00 P.M. lest you become a statistic). A cab ride in New York is comparable to cab rides in Tokyo or Rome. The cabbies know that they will make more money if they can get more fares and therefore try to make any destination in the fastest time possible. There are rip-off cabbies who will try to drive you around town and hike the fare, but they are rare.

EQUIPMENT: Ease Factor 8

INTELLIGENCE AGENCIES: Because the United Nations is headquartered here, the KGB, M.I.6, and the C.I.A. all maintain Level 3 Station Houses here.



A Tournament Level Adventure

LIVE AND LET DIE

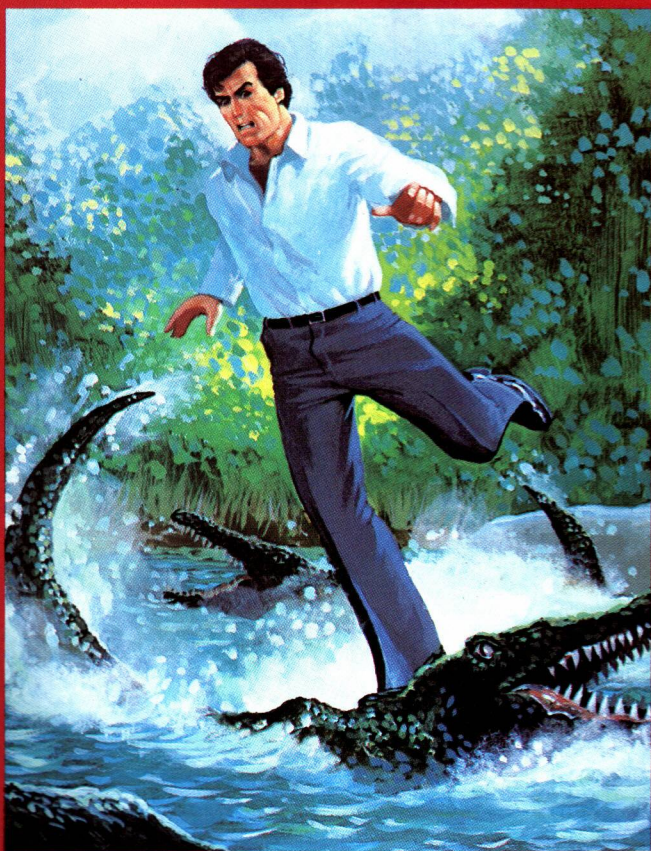
Is death in the cards for more M.I.6 agents?

BRIEFING: Two top M.I.6 operatives, working with the C.I.A. to uncover drug smugglers in New Orleans and on the Caribbean island of San Monique, have met sudden and mysterious deaths. Now a third agent, who had been observing Dr. Emman Kananga, the Premier of San Monique, has been found dead in his New York hotel room. All three deaths have occurred within the last 24 hours. Is someone simply out to destroy the British Secret Service, or is there some more ominous link that unites the three agents in death?

MISSION: Unraveling the threads of these murders takes you to New York, New Orleans and San Monique. At these locations you will find clues to a master plot that threatens to undermine the very fabric of American society. As you penetrate into the mystery behind the deaths of your fellow agents, you will find yourself confronting the dark powers of voodoo, encountering the lovely and mystical oracle Solitaire, and defying the cutthroats who work for the American gangster known as Mr. Big. Your life is in the balance, for the next card to be played is Death!

The Live and Let Die Adventure package contains:

- An illustrated 64-page Gamesmaster's Guide with complete instructions on running an adventure.
- An 8-page Map Booklet for the GM with the major locations in the adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Sheets that provide clues and maps for the players.
- A stand-up screen containing a map of the bayous of Louisiana.



WARNING: Assuming this adventure is exactly like the movie can be dangerous to your character!

ADVENTURE DESIGN/GAME SYSTEM DESIGN
Gerard Christopher Klug



VICTORY GAMES, INC., New York, NY 10001

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JAMES BOND
007

#35009