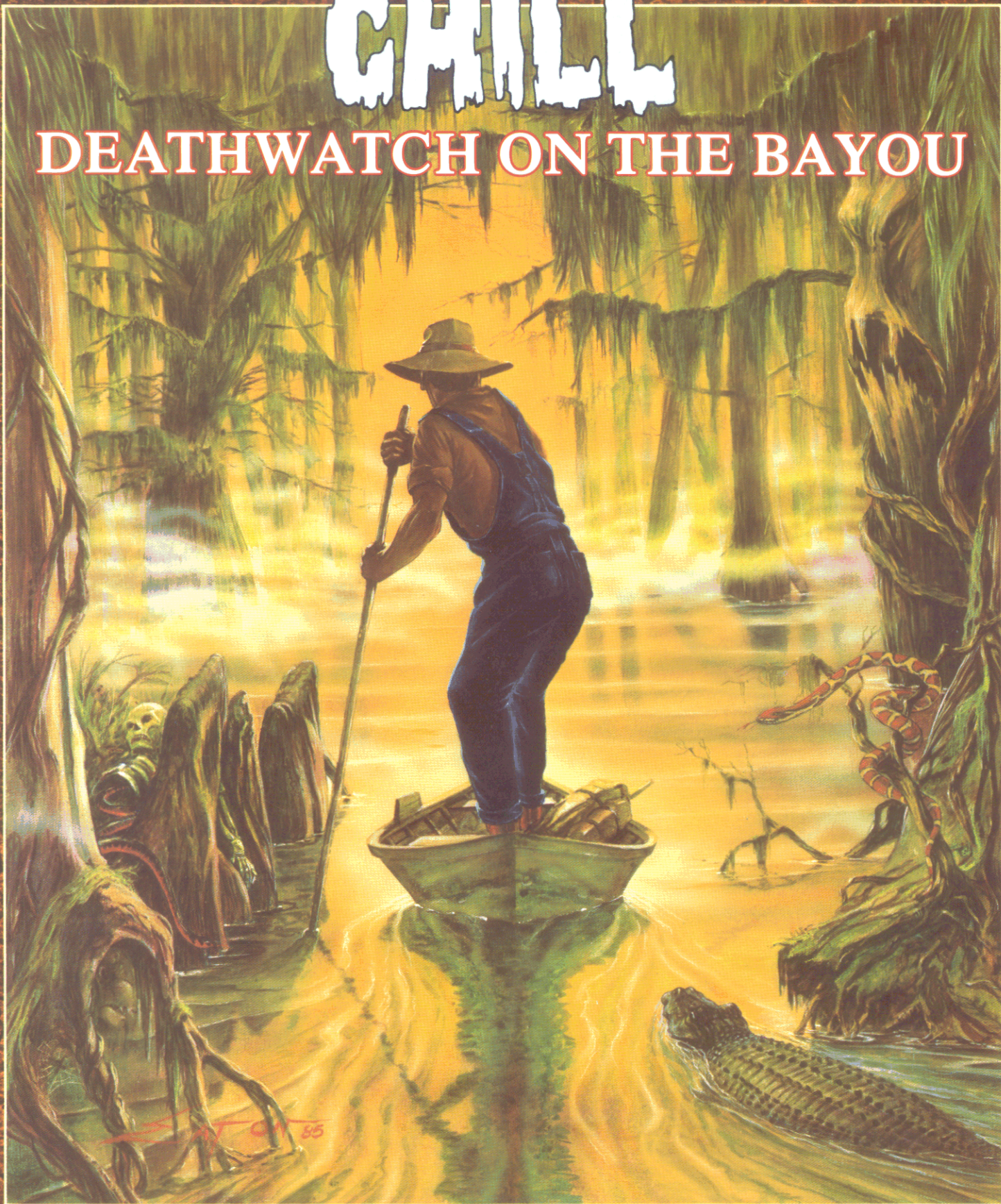


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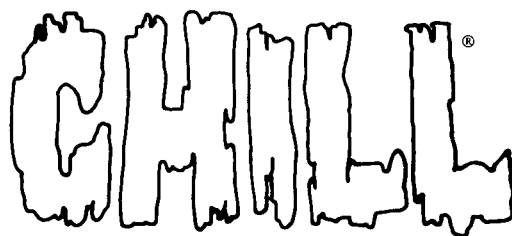
CHILL

DEATHWATCH ON THE BAYOU



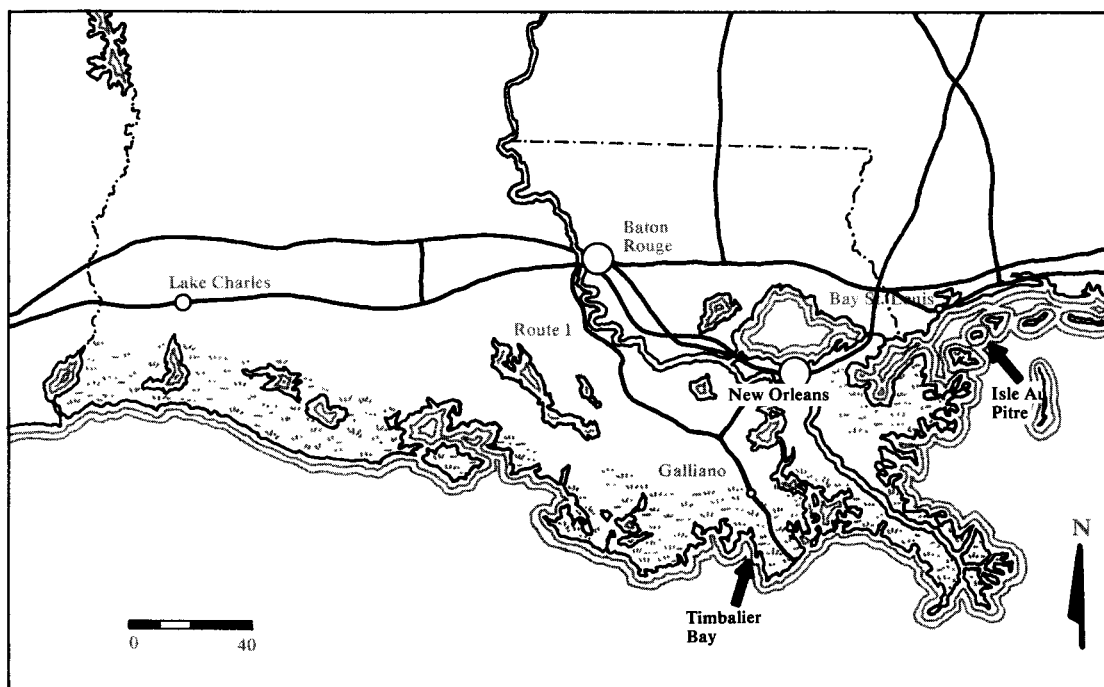
By Gali Sanchez

Pacesetter



DEATHWATCH ON THE BAYOU

Two Tales of Terror



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ABBREVIATIONS & SYMBOLS

PC	Player Character
NPC	Nonplayer Character
STR	Strength
DEX	Dexterity
AGL	Agility
WPR	Willpower
PCN	Perception
PER	Personality
STA	Stamina
EWS	Evil Way Score
FEAR	Fear number, denoting column on which characters make fear checks
ATT	Attacks per round/Unskilled Melee score
L	Land (movement)
W	Water (movement)
A	Air (movement)
IPs	Insight Points

○○○ Marks beginning and end of text to be read aloud to the players.

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Adventure One:

TIMBALIER TERROR

INTRODUCTION TO THE ENVOYS...

It is a strange place, the Louisiana bayou—a place of seeming contradictions. The swamp is magnificent, brooding, and full of life—yet there is danger, too, both in the violent subtropical storms and in the legends born of the region. The inhabitants live in 1985, yet they practice the customs of ancient African tribes and speak the French of the late 1700s. The bayou can offer the best of Southern hospitality, but to those who cannot understand her ways, she offers death.

S.A.V.E. is about to send you into this place. Few details have been supplied. You've received a plane ticket by courier (a round-trip flight to New Orleans with an open-ended return date). Attached to the ticket is a small note and a newspaper clipping. The note reads...

1 July 1985

Fellow Member,

Check out the incident described in the enclosed article. We haven't much to go on now; headquarters is swamped with new cases and there's no time for research. Anyway, this one may be unsolvable if we take time even for paperwork. We're depending on you to handle the case from start to finish.

You won't be alone in this endeavor; we've contacted other envoys, too. At New Orleans (your flight destination), claim your baggage and meet the rest of the party at the limousine stand outside the main terminal. Be there by 9:30 a.m. Headquarters is still making arrangements for your departure from the airport; you'll receive word at the limousine area.

Best,
Rogers

*From the New Orleans Times,
July 1, 1985. . .*

BODIES MISSING, POLICE BAFFLED

Galliano—Three corpses were reported stolen this morning from the morgue in Galliano, a small town in Lafourche Parish. The bodies belonged to three Michigan tourists who were killed in an automobile accident on June 30. No motives or suspects have been connected with the alleged crime.

Police are baffled by the strange case. Said Captain Robert Lemieux of the Lafourche Parish Police Dept., "At this time, we've got very little to go on. For a prank, this was quite a sophisticated job, not to mention perverse." Lemieux declined further comment.

The bodies of the three deceased are being held in Galliano until relatives from Detroit can claim them. Their identities have not been released to the public.

STOP! The following text is intended for the CM's eyes only.

BEHIND THE SCENES

A Druj Nasu, or Lesser Zombie Master, has lived in the Timbalier Bay region for years, claiming bodies from a number of sources. This last "theft" is his doing, too. Locals who believe in his existence call the creature "Timbalier Tommy." A few even know where he resides: deep within the Louisiana bayou. It is up to the envoys to seek him out and put an end to his reign of terror.

ADVENTURE SUMMARY

At the adventure's start, PCs arrive in New Orleans. A mysterious, quiet man in a green van picks them up. An

indalo is taped to the vehicle's window.

The mysterious driver is Otis Boudreaux, a native of Galliano. S.A.V.E. sent him a good deal of money and brief instructions for the driving job. Consequently, Otis has no knowledge of the envoys' mission. He doesn't trust them at first, but later in the adventure he becomes the key to their success.

"Part I: Galliano" covers the PCs' arrival in New Orleans and their subsequent exploration of Galliano. Most of the townspeople avoid speaking to strangers, but the envoys can find useful information with a bit of diligence. By the end of this section, they should know that Timbalier Tommy lives in the swamp. They should also know that a woman named Mama Regina—who also lives in the swamp—may provide the key to destroying this creature. Otis Boudreaux can take the PCs to see her.

In "Part II: Into the Swamp," Otis takes the PCs to see Mama Regina. The PCs later set out to find Tommy's place. Unfortunately, the creature is aware of their progress, and attempts to stop them by destroying their raft.

In "Part III: Tommy's House," the PCs face the Druj Nasu in his dwelling. With quick thinking and a little luck, the envoys can destroy him. Otherwise, the PCs may find themselves isolated in the middle of the swamp and at the mercy of the Druj Nasu.

THE CREATURES

Timbalier Tommy

(Lesser Zombie Master)

STR	85	PCN	65
DEX	15	STA	130
AGL	15	EWS	135
WPR	85	FEAR	5
PER	65	ATT	1/50%

Movement: L 15' W NA A 225'
Class: Corporeal
Type: Master
Disciplines: *Animation of the Dead*,
 Change Self (automatic), *Deadly*
Remains, *Summon*, *Swarm*
Manipulation: Yes
IPs: 1350

Editor's Note—The Things source book, a supplement for CHILL, contains a general description of the Druj Nasu. For the convenience of players who don't have that book, the description is summarized here. Timbalier Tommy has a few additional characteristics; these are presented in italics below.

In life, the Druj Nasu was a person who sought power for the sheer joy of ordering others about. Without exception, those around this person thought of him as a petty tyrant, and no one willingly associated with him at all.

To gain the power he desired, this "tyrant" eventually turned to an agent of the Evil Way. The agent was usually a Deceiver, who promised the foolish individual "power beyond his wildest dreams" in return for some act of evil—often murdering a third party and delivering the victim's head and hands as proof of the deed. (The Deceiver is also described in *Things*.)

What the Deceiver neglected to point out, however (and, of course, quite on purpose), was that the lucky fellow who served it would be dead when he received this "great" power. After the murderer has completed his deed, the Deceiver always arranges for *his* death, which includes the removal of the victim's *own* head and hands. The Deceiver then delivers the "power beyond his wildest dreams" to the power-hungry individual (he becomes a Druj Nasu; see the Evil Way disciplines above).

The Lesser Zombie Master appears as a headless, handless, decaying corpse, which is strangely lacking in odor. The creature is seldom found in a graveyard; rather, the corpse turns up in a lake, under a bridge, alongside a deserted country lane, or in some other place where a

murderer might abandon his victim.

After the local authorities take the Druj Nasu's body to the morgue or cemetery, it uses its *Animation of the Dead* discipline to animate as many of the other corpses in the place as it can. It then leads its dead minions to a place of desperate seclusion, from where it wages a campaign of death and destruction. As its servants murder more victims, the Druj Nasu animates *those* corpses, and so continues to build an army of dead followers to satisfy its desire for power.

Because it must keep its servants in



sight on their mission of destruction, the Druj Nasu always accompanies them in the form of a large fly. When its animated dead enter combat, the Druj uses its *Swarm* discipline to create a swarm of flies. The purpose of this swarm is two-fold: to confuse and distract the victims, and to disguise the presence of the Druj Nasu in fly form. Although the swarm is vulnerable to pesticides, the Lesser zombie Master itself is immune to these chemical poisons.

The Druj Nasu rarely attacks those who wander very near its stronghold, fearing that it would call attention to its secret base by doing so. Instead, it attempts to discourage the visitors with its disciplines, perhaps calling rats and biting flies to drive them away. Visitors who continue searching may discover a mound of corpses, at the bottom of which is the Zombie Master himself. Of course, the Druj Nasu may animate the corpses to protect himself.

Because it has no hands or head, the Zombie Master avoids making physical attacks. Instead, it lies still, hoping to pass for a disfigured corpse. If anyone touches it, the Druj Nasu causes a swarm of flies to issue from its body and attack. If attacked, it fights back by kicking and by beating with its arms (treat as unarmed combat).

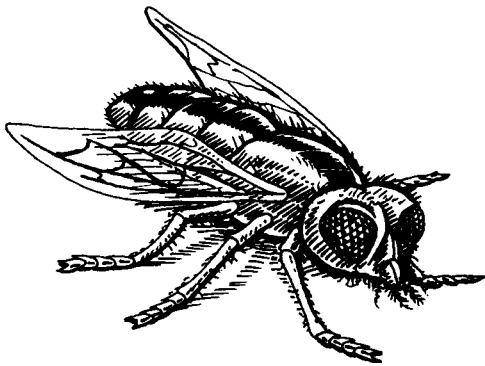
It is impossible to inflict a wound on a Druj Nasu. Like normal zombies, a Druj Nasu recovers all Stamina 1d10 rounds after being reduced to a Stamina of 0. The only way to destroy the creature is to find its head and hands, place them with the body, and burn the remains. Otherwise, a Druj Nasu that has been reduced to Stamina of 0 "plays dead" until its tormentors are out of sight, waiting to rebuild its dominion.

Timbalier Tommy differs from most Druj Nasu in two ways. First, he is missing both feet as well as his head and hands; to completely destroy him, envoys must burn the two feet as well. Second, Tommy can use a unique form of the discipline Deadly Remains. Instead of raising just 10 severed body parts, Tommy can raise up to 300. Because of this unique power, Tomy has an IPs value of 1350, instead of the usual 675.

Zombies

(Simple Animated Corpses)

STR	75	PCN	15
DEX	30	STA	75
AGL	30	EWS	NA
WPR	NA	FEAR	5
PER	NA	ATT	1/53%



Movement: L 45' A NA W 10'
Disciplines: NA
IPs: 500

Zombies are corpses, animated to serve a user of the Evil Way. There are two known varieties of zombies: simple animated corpses, and true zombies. *Only simple animated corpses appear in this adventure.*

The simple animated corpse is called forth by means of the Evil Way discipline *Animate the Dead*. The actions of the animated corpse are very limited, requiring constant direction from the creature animating it.

Animated corpses look exactly like the corpses from which they are created, and will be in whatever state the corpse was at the time of animation.

All attacks by zombies are treated as unarmed attacks, unless, of course, the zombies carry weapons. Zombies can use melee weapons of any type, but cannot use missile weapons. Zombies cannot charge with melee weapons. They always lose initiative to PCs in any combat.

Any type of bullet put squarely through the front of an animated corpse's forehead destroys the creature, regardless of current Stamina (this can be done by a called shot: a shotgun will not do the trick). Otherwise, animated corpses suffer Stamina loss from attacks of all types, but never suffer wounds. Animated corpses reduced to 0 current Stamina spend 1d10 rounds regenerating Stamina, then begin full activity again with

current Stamina equal to their original Stamina.

Animated corpses may be torn apart, but each part of the animated corpse continues to attack and move as a separate creature (with current Stamina equal to that of the full animated corpse immediately before the limb or part was torn from the body) until a bullet is put through the head of the corpse from which the part was taken.

NEW DISCIPLINES

The following disciplines, which are used by the Druj Nasu, are reprinted from the source book *Things*.

Deadly Remains

Type: DIS	Col: 1
Cost: 1 Wpr/min.	Range: Sight
EWS: 85	Area: Body parts

Normally, this discipline allows a user to animate up to 10 severed body parts. Each of the body parts must come from a different corpse. Timbalier Tommy wields a unique form of this discipline, however; he can send up to 300 body parts into action.

This discipline works in much the same way as *Animation of the Dead*. The body parts move in whatever manner suits them best. An arm would move in a snakelike fashion, as would a leg. A head would shift from side to side, rocking itself slowly in a specific direction.

The limbs may conduct unarmed combat. A hand can brawl or punch. A foot can punch by kicking or brawl by tripping. A head can bite or butt.

Some body parts can make use of weapons to cause armed combat damage. A hand can wield a weapon; its major problem is hitting anything above the knees when attacking from the ground. Body parts cannot, however, use missile weapons.

The limbs suffer normal wound damage and Stamina loss from all forms of combat. The exact statistics for the severed limbs can vary at the

CM's discretion, although a Strength and Dexterity of 30, Agility of 15, Stamina of 10, Fear number of 5, and Attack value of 1/18% are recommended.

Summon

Type: DIS (SP)	Col: 3
Cost: 10 Wpr/rnd	Range: Self
EWS: 90	Area: 1 mile rad.

The *Summon* discipline is used by a Master creature to bring to its aid all its minions and servitors within a one-mile radius. The minions and servitors summoned appear at the end of the round in which the discipline is used, somewhere within 75' of the user. These minions and servitors simply vanish from wherever they happen to be and appear by the side of their Master, ready to fight on its behalf.

Each successive round of use of this discipline increases the number of minions and servitors that appear. The creature has its choice as to the order in which particular types of minions and servitors appear in response to its *Summons*.

The number of creatures appearing per round are:

First round: 1-5 (1d10 ÷ 2, rounded up) creatures appear.

Second round: 1d10 creatures appear.

Third round: 2d10 creatures appear.

Fourth and each successive round: 3d10 creatures appear.

Note that no more minions or servitor creatures can appear than are actually within the one-mile radius at the time the discipline use begins. Failure of the discipline in any round ends its use; however, minions and servitors that have already arrived will continue to fight on behalf of the creature.

DREAMS

Any character with Clairvoyant/Prescient Dream will have the opportunity to use it once before finally encountering Timbalier Tommy in this adventure. Describe the resulting

dream as follows:

"The air is heavy and wet. Swamp trees, hanging moss, and water extend infinitely in all directions. Splashing through the green water is a headless, handless body, desperately running away. Behind you, a laughing, psychotic voice echoes through the trees. 'Shoot him, fool!' commands the voice. 'Yes, *you!* He's getting away!'

"You turn to see the source of the laughter. It is a severed head supported by two severed hands, both resting on a log.

"You awaken from the dream in a cold sweat."

MAJOR NONPLAYER CHARACTERS

Otis Boudreaux

STR	78	PER	52
DEX	68	PCN	66
AGL	60	STA	60
WPR	56		

Skills: Outdoor Survival, Master 116; Tracking, Master 113; Rifle, Teacher 98.

Otis Boudreaux is the most important NPC in this adventure: without his help, the PCs have very little chance of success. It is Otis who can lead the PCs to a woman who knows how to destroy Timbalier Tommy, and it is Otis who can guide them through the swamp to Tommy's home.

Getting Otis's help does not come immediately. It is he who picks up the PCs at the New Orleans airport, driving them to Galliano. He knows nothing about S.A.V.E., however, and doesn't trust the PCs until he has seen them investigating around town, and understands their goals.

Otis is a bit shy, and generally quiet, belying his intelligence if not his strong sense of pride. When the PCs do gain his confidence, his strength is self-evident. He never accepts help in poling his raft through the swamp, and will fight alongside them against Timbalier Tommy.



Mama Regina, Voodoo Teacher

STR	56	PER	80
DEX	68	PCN	80
AGL	60	STA	60
WPR	80		

Skills: Acting/Drama, Teacher, 110; Hypnotism, Master, 135; Modern Language (Creole French), Master, 135; Legend/Lore*, Master, 135; Medicine**, Master, 128; Outdoor Survival, Master, 125.

* Mama Regina is versed in Legend/Lore because of her cultural background as well as her voodoo studies. Therefore she does not require skill in History as do PCs.

** Mama Regina is not a medical doctor, but is versed in herbal medicines and voodoo cures. For game purposes, her skill works the same as the PC skill.

Mama Regina is an old woman, born and raised in the back bayou. She has never been out of the immediate area in her entire life. By some standards, she might be termed ignorant and primitive, but Mama Regina is knowledgeable in areas yet to be discovered

by most people. And without her knowledge, the PCs may be unable to destroy Timbalier Tommy.

Because Mama Regina has never left the bayou, she is not familiar with S.A.V.E. or its terminology. Hence, she doesn't know of the "Unknown," but understands much about the "Evil Spirit World." She has never heard of a "Druj Nasu" or "Lesser Zombie Master," but knows much about "Timbalier Tommy," a member of the "Living Dead." In fact, Mama Regina knows more about this particular creature than S.A.V.E. And to do well in this adventure, the PCs must get her to tell what she knows.

Mama Regina doesn't take well to strangers, especially those who aren't native to the bayou. To gain her trust—and to gain the information they need to kill Tommy—the PCs must contact her through Otis Boudreaux.

All other NPCs in this adventure have Basic Ability scores of 50 and are unskilled, unless otherwise indicated.

ALLIGATOR

STR	5(75)	PCN	3(45)
DEX	NA	STA	5(75)
AGL	4(60)	EWS	NA
WPR	2(30)	FEAR	4
PER	NA	ATT	1/68%

Movement: L 60' A NA W 90'
IPs: 50

The alligator is a large reptile, sometimes growing to a length of 20 feet. During the PCs' trip through the swamp, they may encounter one of these powerful creatures.

The gator is an effective hunter, preying on small animals and weakened larger animals. (In less common instances, it attacks men.) When the beast strikes, it is deadly; it is very agile in the water, and its strong jaws can easily crush an unlucky victim.

CM's Note: To ensure smooth play, read the adventure thoroughly before starting.

PART I: GALLIANO

1. Arrival at New Orleans

As the adventure begins, envoys have arrived at the New Orleans airport with instructions to meet one another near the limousine area at 9:30 a.m. In campaign play, envoys may already know the other members of their group. But if envoys are strangers, they must try and locate one another in the small crowd of travelers and chauffers that waits outside the terminal. Once the envoys are more or less together, their luggage collected, a strange van arrives. Read the text below out loud:

○ ○ ○

Maneuvering between the dark limousines and brightly painted shuttle buses is a green van. It pulls up to the curve, then stops. A picture of an indalo is taped to the passenger window in front.

The driver is a tall black man, about 30, dressed in faded denims. He slides out of his seat (stooping inside the van), and reaches for the passenger door. After shoving the door open, he returns to the driver's seat, gazing forward with a stony expression. The motor continues to idle.

○ ○ ○

The driver is Otis Boudreaux, a resident of Galliano, Louisiana. He received \$500 in the mail from S.A.V.E., along with instructions to rent a van, pick up a private party at the airport, and take them to the Hotel Galliano. According to the instructions, another \$500 would be forthcoming if he completed the job without incident. As an unemployed father of five, Otis could not pass up the job, even if the circumstances seemed rather strange. He knows nothing about S.A.V.E. or the PCs.

Otis avoids conversation with the player characters, feigning ignorance whenever possible. "I'm real sorry," he says in response to most questions. "Aren't you folks supposed to know that?" He shrugs or smiles but keeps his eyes on the highway. If pressed,

he does tell the PCs he's taking them to Galliano, which lies about two hours south of New Orleans. And if asked nicely, he says his name is Otis, but he won't offer a surname. "Folks just call me Otis," he says.

Otis is an intelligent man; the ignorance is merely an act. He has no intention of getting involved with the PCs, who from his point of view are a source of trouble, if not danger. He does his best to "blend in with the driver's seat," encouraging the envoys to ignore him or believe him to be simple-minded. In the meantime, Otis listens carefully to the envoys' conversation, hoping to ascertain their plans.

Though Otis is not a member of S.A.V.E., he knows quite a bit about the "unnatural" events in Galliano. In fact, Otis knows much more about life around the town than most of the other residents. Occasionally, he smiles if the PCs mention the missing corpses. Compared to himself, the PCs are babes in the woods.

As the CM, keep Otis as mysterious as you can during the van ride. He should say as little as possible—and hesitate to say even that. He is not an enemy of the envoys, however, and may become a friend later in the adventure unless the PCs alienate him in some way.

As the van leaves the sprawl of the New Orleans area, tell players that swamps make up the surrounding landscape. Tall, thick trees rise from the bayou's dark waters, and long, heavy strands of Spanish Moss hang from each branch, swaying gently in the breeze.

Otis Boudreaux

STR	78	PER	52
DEX	68	PCN	66
AGL	60	STA	60
WPR	56		

Skills: Outdoor Survival, Master, 116; Tracking, Master, 113; Rifle, Teacher, 98.

2. The Town Of Galliano

○ ○ ○

After a two-hour drive down Route 1, the van enters a small town. The road sign—old, bent, and peppered by pellet-gun dents—reads "Galliano, Population 350." The town resembles most others along the route: a small Winn-Dixie Supermarket lies on the right side of the road as you pull in, along with several outdated filling stations whose lots are lined with weeds. Most of the houses stand on stilts or pilings about three feet off the ground, guarding against possible flood waters and the creatures they carry. Like many buildings in town, these houses are wood-framed and a bit dilapidated.

The van pulls off Route 1 about two blocks into Galliano, heading up the drive to a large, plantation-style house. The sign hanging out front reads "Hotel Galliano. Welcome." From all appearances, this is the best-kept building in town. The paint is white and fresh, and the lawn well groomed. Two enormous trees flank the U-shaped drive, cloaked with long green strands of Spanish moss. The driver gets out without saying a word, and opens the sliding passenger door.

○ ○ ○

Otis doesn't offer any help with the luggage and disappears at the first opportunity, driving away in the van. In fact, it's best not to mention his disappearance until the PCs ask his whereabouts. Then simply answer, "He's gone. And so is the van." If the PCs ask where he went, simply answer, "Nobody saw him leave."

The proprietor of the hotel welcomes the PCs, drawling, "Well, you must be Mr. Rogers' guests. He wrote me that you'd be arriving today. Your rooms have been paid in full."

S.A.V.E. has booked a room for each PC and has covered two weeks' rent. No one else is staying in the hotel, and PCs are free to change the arrangements as desired. No refunds are forthcoming, but additional charges may be assessed for suites.

The envoys are also free to go

about the town and explore the various points of interest or do some local research. From the hotel porch, they can easily see the Galliano Morgue and the offices of the Timbalier Times.

3. Townspeople

Local townspeople don't trust strangers, especially in light of the recent morgue thefts. PCs may be hard pressed to gain information on the street. If envoys wander from the main road, they may see a few residents sitting out on porches, talking and drinking something cool, but those people quiet down until the PCs leave, keeping conversation to a minimum. From most locals, PCs would be lucky to get as much as a nod.

Race is a factor during the PCs' encounters with townspeople. Most of Galliano's residents are black, and they won't interact with the PCs unless they, too, are black. If the PCs are white, the few white people in town readily extend a big smile and a hardy "Hi!, how are y'all?" But they won't say anything else. They're not willing to share more than a greeting—just a show of Southern hospitality.

4. The Galliano Morgue

By all appearances, the Galliano morgue is one of the town's most secure buildings. Its white-washed walls are made of cinderblocks built on a solid slab foundation. The structure rises no more than a story high, topped by a corrugated metal roof with a slight pitch. The cross perched at the front of the roof seems out of place, and the wooden handpainted sign out front reads "Galliano Funeral Home, Maurice Dumont, Proprietor."

Maurice Dumont, or "Big Mo" as he prefers, is busy inside the morgue. He's an outgoing person—overly friendly, in fact, with a strange sense of humor. Big Mo has fully enjoyed the media attention he's received the

last few days, being interviewed by New Orleans papers and TV stations.

When PCs enter the morgue, tell them they see a fat, 40ish white man, with a flushed, sweaty face. He wears a seersucker suit, a too-short tie, and alligator shoes and belt. A large stogie hangs from his mouth, dropping ashes.

If the PCs ask Mo about the missing bodies, he's more than happy to answer. He has a tenor voice with a pronounced Southern twang. "Well, I don't know who it was that got in here and took our poor departed friends from Detroit...", he says, winking, exhaling a cloud of foul-smelling smoke. "...And I don't know *what* it was they had in mind. Truth is, I'd just like to know how they got in here first. Com'on back here to my work room, where those three Michigan folks were laid out, and I'll show y'all what I'm talking about."

Maurice leads the PCs to a back room, where the body of an elderly man lies on a long table. The room stinks of formaldehyde. "Now don't

you pay him no mind," Mo says smiling and pointing at the body. "He won't bother us. And he can't tell you anything, 'cause he wasn't here the night it happened." Maurice chuckles, hoisting his belt.

A fire door leads to the parking lot behind the morgue, and Mo points to the door. "Now, as ya'll can see, this door only opens from the inside. The night the three bodies were stolen, this door was hanging open. I mean to say, whoever took those bodies must have opened that door from the inside and then left it open when they left. But they didn't come in the front door, now, because they're aren't any signs of a break-in. When I left that night, I locked everything. Nobody else has a key; I work on my own."

Big Mo stops, looks down, and draws long and hard on his cigar. Then he smiles, looks up, and continues, "Now that should mean that whoever stole the bodies had to be in here with me before I locked up. Right? But I reckon not. I would've noticed anybody breathin' in here



after hours, don't you think? So, all I can say is whoever opened this door must have used magic. Because dead bodies just don't get up and walk out of places."

If the PCs ask, Big Mo also explains that townsfolk are nervous about the incident—and about the PCs' presence. "These folks don't see too many strangers," he says, "and with things being what they've been 'round here... Well I'm sure ya'll can understand what they're going through."

5. A Visit to the Timbalier Times

○ ○ ○

The Timbalier Times building looks modern if not deluxe. Its walls are made of green corrugated metal, and an air conditioner hums out back. The front window has been carefully lettered to read "The Timbalier Times, Voice of the Parish of Lafourche Since 1842."

A few cars are parked out front and the place seems busy.

[If a PC enters the building, continue reading:]

Inside, a young woman is seated behind a typing desk. The name plate on her desk reads "Willie Mae Lee." She looks up and smiles, just as the phone starts to ring. "I'll be right with you," she says, reaching for the receiver. "Hello, Timbalier Times.... One moment, please." She presses a few buttons on the phone, hangs up, and returns her attention to you. "Well, how are you all today? How can I help you?"

○ ○ ○

If PCs ask Miss Lee about the missing bodies, she doesn't have much to say, except, "whoever did that must have been a sick, sick man." She tells them the newspaper has an article about the incident on file, though, along with back copies of the paper. In addition, the office has a number of historical volumes and documents dealing with the region. Miss Lee would be happy to assist the PCs in finding any materials they wish to review; they can stay until closing

time—5 p.m.—and come back the next day, too, if they wish. (As a receptionist and an employee of the local press, Miss Lee is friendly and helpful in the best Southern tradition.)

The reporter who investigated the recent body theft is out of town on vacation. If PCs ask for another contact, Miss Lee suggests they talk to Maurice Dumont at the funeral home, or the local police.

PCs can use their research skills here, including Anthropology/Archaeology, Biology, Geography/Cartography, History, Journalism, and Legend/Lore. Results keys for the use of each skill are listed below. Except for Journalism, *results are cumulative*; a successful PC gains all information listed up to and including the actual letter result of the skill check.

Anthropology/Archaeology

L = Limited Success. The area surrounding Galliano was settled by several distinct and culturally varied groups, all of which are still evident today. Indians were among the earliest inhabitants. Later, the French and Spanish came, forming a group known as the Creoles. The Creole land owners imported black slaves, adding to the area's varied racial history. In addition, French exiles from Acadia (then a colony in eastern Canada) came to the bayou, forming a group called the Cajuns. These people intermarried with the Indians and blacks.

M = Moderate Success. The Cajuns maintain many old traditions and don't often share their culture with outsiders.

H = High Success. Much of the black culture in this part of the country can be readily traced to Africa. Language and customs are from the African, Creole, and Southern cultures.

C = Complete Success. A type of voodoo is still practiced in this region—a strange blend of original African beliefs modified by the Creole, Indian, and white cultures.

Biology

L = Limited Success. The swamp is infested with alligators.

M = Moderate Success. Leeches also infest the swamp.

H = High Success. Malaria-carrying mosquitos are not uncommon in the area.

C = Complete Success. Four types of poisonous snakes inhabit the swamp, the most common being the cottonmouth, or water moccasin. One might also find an occasional coral snake, copperhead, or rattlesnake.

Geography/Cartography

L = Limited Success. Any exploration of the swamp requires a raft. A shallow draft boat could not support a group of characters with equipment. The bayou is quite different from the Everglades; trees are larger and more plentiful, making the use of an air boat difficult and often impossible.

M = Moderate Success. During this time of year, the weather should remain uncomfortably hot and humid with occasional thunderstorms.

H = High Success. Many areas of the bayou contain quicksand pits, sometimes hidden underwater.

C = Complete Success. During high tide, some portions of the swamp are impassable to characters on foot. During low tide, other areas are impassable to characters on boats or rafts.

History

L = Limited Success. Historically, this place has been a hotbed for belief in various forms of voodoo.

M = Moderate Success. Most of the believers have been pushed deeper into the swamp.

H = High Success. In addition, most of this belief centers around various forms of werewolves and undead.

C = Complete Success. These beliefs are maintained among the black inhabitants of the swamp.

Journalism

Unlike the skills above, Journalism requires only a general check. A successful dice roll yields four articles dealing with missing corpses in the parish (county) of Lafourche.

The first article is dated 1856.

Fully twelve corpses disappeared that year. No one ever identified the thieves, and law men could not ascertain a motive for the so-called "theft."

The second article, from 1872, describes the hanging of four men who were accused of stealing bodies. The men had no connection to one another, except that each claimed "Timbalier Tommy" was responsible for the crime, and that through voodoo magic, he had made the corpses come to life. Although no evidence supported the four men's guilt, it was generally conceded that their stories—all "absurd and identical"—constituted an obvious conspiracy and cover-up.

The third article is dated 1913. In the same parish, but in the town of Thibodaux, four more bodies were stolen. No suspects or motives were uncovered.

The fourth article concerns the most recent case, which brought the envoys to Galliano.

Legend/Lore

Should any of the PCs discover the stories about Timbalier Tommy, they can research the tales here at the paper, using Legend/Lore skill.

L = Limited Success. Voodoo is practiced in this area and much of the practice deals with an animator of the dead, obviously defying scientific explanation.

M = Moderate Success. The "believers" think Timbalier Tommy made the disappearing corpses walk to freedom; they were never stolen.

H = High Success. These people also believe that Timbalier Tommy animates corpses in graves and may control hundreds of these "walking dead."

C = Complete Success. Timbalier Tommy lives in the swamp, somewhere in Lafourche Parish.

6. Police/Clerk Offices

This building houses the offices of the town clerk and police. The police force consists of one man, Chief Clayton, and he is here only 15% of

the time. If asked about the missing corpses, Clayton has little to say. He doesn't take well to strangers asking questions, especially when he can't answer them.

The town clerk is here weekdays from 9 a.m. to noon and 1 p.m. to 5 p.m. At all other times, the building is closed and locked. The clerk is named Annette Labelle. She has no information to give the PCs, and if the PCs try asking questions, Mrs. Labelle refers them to the police.

7. The Backwoods Bar

The Backwoods Bar is a dim, smoky drinking joint—the kind that mainly serves beer and a few basic liquors. A juke box stands in the corner, playing country & western music and old Creedence Clearwater Revival. Three good ol' boys are quenching their thirst at the bar.

the three drinkers glance over their shoulders when the PCs enter, then return to their own conversation. If an envoy asks questions about the missing bodies or Timbalier Tommy, the drinkers insist the PCs leave. They state words to the effect, "This is our place and we don't need any strangers coming in and stirring up trouble." (A fist fight wouldn't be out of the question, should the PCs persist. Use standard NPC statistics for the drinkers—50 in all scores.)

8. Gaston's Fina Station

An elderly black man sits outside the station in a chair, talking with a small boy and girl. The children laugh as the old man jokes and tells a story. "I got some business now," the man says as you approach, and he hands the children some candies from his pockets. "Thank you, Mr. Johnson," yells the girl, climbing onto an old bicycle. "Yeah, thanks, Mr. Johnson!" yells the other child, racing on foot behind his friend.

The old man rises from his chair. "What can I do for you folks?" he says, smiling.

The owner of this Fina service station is Isaiah Johnson. Mr. Johnson, as he is called by everyone in town, is very old, but nobody's sure of his exact age (and if he knows, he's not telling). The years haven't slowed his style much, though, and he's at the filling station six days a week.

The people of Galliano prefer this station over the more modern Exxon pump on Route 1, largely because of Mr. Johnson himself. He always asks how family members are doing. He gives local customers small gifts to deliver to their sick relatives, and favors good children with candy. Most of the townspeople believe Mr. Johnson is responsible for the groceries that mysteriously appear at the front doors of the town's unemployed.

Of course, the PCs aren't local townspeople, and Mr. Johnson's attitude is somewhat more reserved in their presence. As a good and amiable businessman, he's friendly to the envoys, asking them warmly, "How do you folks like Galliano?" But if the PCs ask him questions about the missing bodies, he just looks away, shakes his head, and says, "My, my, my. That was a strange thing, now, wasn't it? But I don't know nothing about that. Nothing at all."

If the PCs continue to ask about the missing bodies and don't insult or threaten Mr. Johnson, he'll say, "Like I've said, I don't know about these things. Y'all should talk to Mama Regina, I suppose, if you're going to talk to anybody. 'Course, you won't find her on your own. Why don't you look for Otis and ask him to help you? He's around around town somewhere."

Mr. Johnson has nothing more to contribute to the PCs' cause, except maybe a cool drink from his soda machine.

9. Cafe Galliano

The decor of the Cafe Galliano isn't anything special, but it's the only

restaurant in town, and the food and the coffee smell good. A few small tables fill the center of the dining area. Swivel stools and a counter line one wall, and booths line the other. A door in the back of the room appears to lead to the kitchen.

A cheery waitress walks among the empty tables, wiping them with a wet rag as she chats with the customers nearby. "What can I get you, honey?" she says to a young woman at the counter, drawling sweetly. "Some of that pie there? The pecan is Randall's specialty. You know, I just look at that case all day, and gain five pounds without even tastin' it."

The waitress smiles as you enter. "Come on in and pick any table you'd like," she says. "My name's Thelma. I'll be with you quick as a flash."

The menu features fried chicken, catfish, shrimp, and chicken-fried steak (beef that's breaded and fried). Beans-and-rice dishes are also popular. Breakfasts include a choice of grits or hush puppies.

○ ○ ○

If the PCs ask Thelma about the missing bodies or Timbalier Tommy, she thinks for a moment, then answers, "Why don't you look for Mr. Johnson at the Fina station. Honey, if anything is happening in this town, he'll be the one to know about it." She stops at the table again later, chatting. "That's a strange subject to be asking about, that theft at the morgue. Oh, hey—ya'll aren't family of those poor motorists, now, are you?" she asks with a sympathetic note.

10. The Exxon Station

Pete Rambeau owns this station, which is a bit more modern than the Fina down the road. Rambeau doesn't have any firm opinions about the missing bodies. But if the PCs specifically ask about Timbalier Tommy, he recommends they contact Otis Boudreaux.

"Yeah, Otis is sure to be around town somewhere," says Rambeau, "most likely down by the landing. Now, most folk with old ties to this

area have heard of Timbalier Tommy. But Otis knows a lot about the old stories from these parts—and he knows the bayou, too."

11. The Landing

Many of the town's unemployed pass a few hours at the landing each day, including Otis Boudreaux. If PCs look for Otis here, they have a 50% chance per hour to find him.

Four rafts are moored at the water's edge. One raft belongs to Otis, the others to people at the landing. No one but Otis is willing to take the PCs into the swamp, however, or even rent a raft to them.

The people on the landing are hesitant to talk much to strangers, but if they do, they can all relate the tale of Timbalier Tommy, the walking corpse who commands other dead men to do his evil biddings. If a PC asks someone at the landing about Timbalier Tommy or Mama Regina, the envoy learns that both live deep within the swamp.

12. Otis at the Landing

Otis watches the PCs as they explore Galliano, but he keeps his distance. The PCs may catch a glimpse of him now and then, but he won't talk to them until they go to the landing.

By the time the PCs arrive, looking for a raft, Otis should have a pretty good idea what they're up to. If he's convinced their intentions are good (CM's discretion), Otis approaches, speaking with them freely for the first time in the adventure.

Read the text below to the envoys when they see Otis at the landing:

○ ○ ○

A tall black man approaches—it's the man who drove the van to Galliano. He stops, looks around to see if anyone is looking, and then speaks quietly, with a sly, knowing smile.

"I know what you've been looking for. But you ain't gonna find it here." He points westward toward the swamp, shaking his finger. "That's

where you want to be, if you're out to get Timbalier Tommy."

○ ○ ○

Otis waits for an answer. If the envoys are receptive, he tells them he knows how to find the area where Timbalier Tommy is, too, but nobody has dared to look around much out there on purpose, or wanted to, either. Over the years, a few people have wandered out to his place, but they've never come back, alive *or* dead.

"If you're out to get Timbalier Tommy, and don't want things to happen the other way around, you'd best pay a visit to Mama Regina. She lives in the swamp, too, but you won't find her without my help."

If the envoys ask about Mama Regina, Otis explains that she has "eyes into the Undead." In more familiar terms, Mama Regina might be called a mystic or a medium. She sees the Unknown, and tells her students how to avoid it. Mama Regina is not a member of S.A.V.E., however, and she has no knowledge of the organization. She doesn't know the terms "Unknown," "Evil Way," or "Art." But she knows more about these matters than any S.A.V.E. agent ever will.

Otis will accept just about any reasonable amount for taking the PCs to see Mama Regina. He'll need about \$100 to take them to Timbalier Tommy's property, however—that's certainly a more dangerous task.

Note: If the PCs never find the landing, you might adapt this encounter and have Otis approach them elsewhere, telling them about Mama Regina, and offering to take them to her house.



PART II: INTO THE SWAMP

13. To Mama Regina's Place

Mama Regina's, Otis says, is about an hour's raft trip into the swamp. He'll only make the trip in late afternoon, because Mama can't be found during the day. ("She's out and about, collecting things," says Otis.)

When the trip begins, Otis asks PCs to step onto his raft, and poles away from the landing. "Don't worry about falling off," he says. "You can move about all right. Ever been in the bayou before?"

After about 45 minutes of poling through the swamp—which is hot, humid, and lush—the PCs reach Mama Regina's house. Read the following out loud:

○ ○ ○

Otis points to an unpainted wooden house ahead. "That's it," he says. "She should be waitin' inside. Mama Regina always knows when I'm coming."

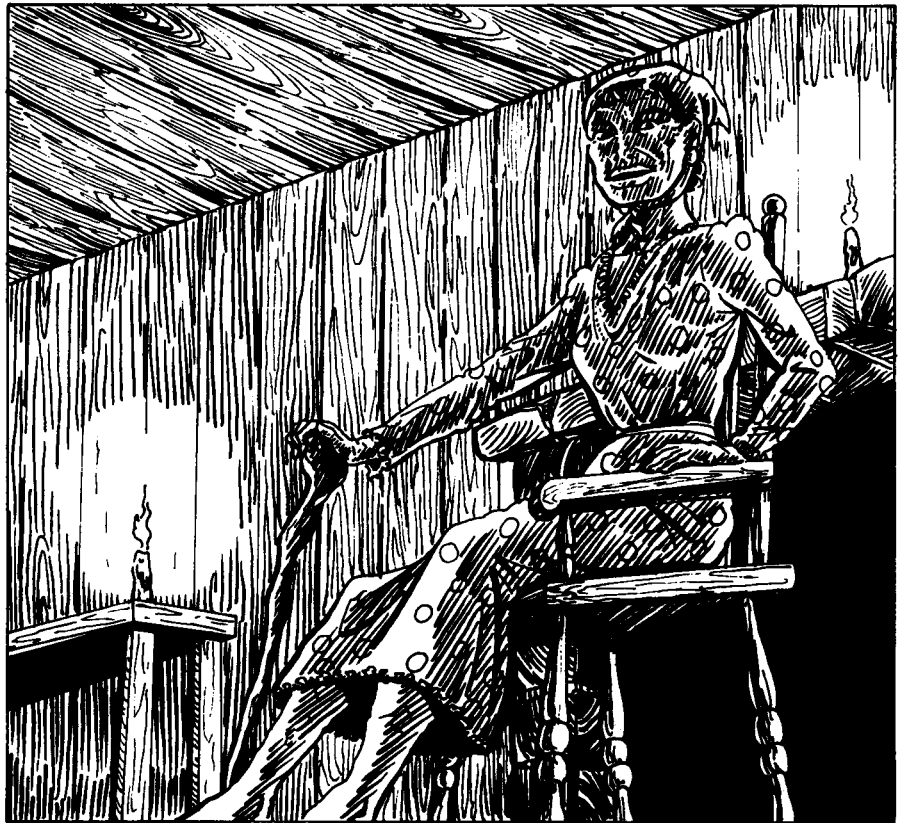
The dwelling rises out of the swamp like a gnarled tree stump, covered with moss and damp flora. Five-foot stilts support the house itself, keeping the murky swamp-water and its creatures from taking up residence inside.

Night is about to fall, and only a flicker of light shines in Mama Regina's windows. Shadowy, doll-like figures stand like small sentinels in the windowsills, keeping watch on the outside world.

The raft moves silently forward until it bumps with a dull thud against a piling beneath the house. Otis secures a mooring rope and says, "Follow me." He climbs up a few small boards that are nailed horizontally to the piling, forming a crude ladder. "You'd better let me talk first," he adds. "Mama Regina doesn't take much to strangers."

A woman chuckles inside. "Come on in, Otis," she says. "And since you brought 'em, those other folks can come on in, too."

○ ○ ○



When the PCs follow Otis into the house, proceed to the next encounter.

14. Mama Regina

○ ○ ○

Inside, the house is dimly lit with a kerosene lamp and five or six stubby candles. From all appearances, the dwelling has three rooms: a living area at the front, a kitchen at the back, and another room off to the side, which is shielded by a plastic curtain (it's probably a bedroom). The house smells of herbs and incense.

Small idols and shrines fill the room like bric-a-brac in a second-hand store. A few pieces depict familiar religious symbols, but most are small paintings and figurines showing strange, primitive figures, some of them animals. A striking figurine of a hairless, winged angel sits on a small table near the door. The angel has tattooed skin.

A very old, steely woman sits in a corner, rocking in a chair, her eyes fixed upon you. Shadows cover most of her face, but as she rocks, her

ebony eyes shine clearly. "Y'all come in an' make yourselves at home. I'm Mama Regina," she says. "You must be the ones tracking Timbalier Tommy. I knew you were comin'." Her voice is that of an old woman, yet it's clear and strong.

○ ○ ○

If the envoys try to Sense the Unknown or use some discipline of the Art, Mama Regina is offended. "Stop that, honey," she says. "This is *my* house. Nothing here is gonna trouble you, not unless you're looking for trouble yourself." If the envoys refuse to comply, she considers it an insult. She won't help the PCs, or tell them anything about Timbalier Tommy.

If the envoys are curious why Mama Regina knows about their mission, she just laughs, and says slowly, "Honey, that's as clear as can be. Tommy's been busy lately, and you've just come into town. And you wear a symbol—the same one Otis put on the van—the little stick man

jumping rope. I can feel that symbol's power, as sure as you're sittin' here now. Some of you've got powers of your own, too, I know. But not like Tommy's. More like mine."

Mama Regina claims she was given powers to protect the living from the the dead, especially the walking dead. She teaches others about such matters, too. "I know you're going to try to destroy Timbalier Tommy; that's why you're here. I haven't seen yet if you'll succeed. But if you do kill him, I know there'll be no retribution. If you fail, well, y'all is going to join the rest of the walking dead, just doing the bidding of Timbalier Tommy."

If a PC asks for information on Timbalier Tommy, Mama Regina cannot identify him as a "Lesser Zombie Master," a "Druj Nasu," or even a leader of "zombies." These names are unfamiliar to her. But she does know quite a bit about him, nonetheless, and she's willing to explain...

○ ○ ○

Mama Regina's voice is deep and somber, belying her small size. "Timbalier Tommy used to be a Cajun, a long, long time ago. He was found dead on the side of the road one day, just as pale and white as can be, with no head, no hands, and no feet. Folks said pirates had killed him for money. But when these folks went to bury his body, he ran away to the swamp, splashing through the water like a chicken that just lost its head. Except Tommy got away for good. And chickens don't bother the living.

"So, Timbalier Tommy became a part of the living dead. Quite a few of us 'round here understand that, and we know he's come back several times to take hold of other deceased, forcing them to rise up with him. Tommy doesn't have to walk right into town, though; he can change himself into fly. Folks in Galliano kill a lot of flies out of habit 'cause of that, but they know they aren't likely to get him. No, he's too clever for that."

○ ○ ○

If an envoy asks Mama Regina how to destroy Timbalier Tommy, she lets loose a wild laugh. Then she explains what she knows:

○ ○ ○

"Honey, you just can't destroy him like he's one thing. You've got to avoid his powers, and find his head, and his hands, and his feet. If you've got those all together, and in your own hands, the rest will come."

Her voice becomes barely audible, and she leans forward to whisper. "When you have all the body parts together, you burn 'em 'till they're nothing but ash. And when the flesh is burnin' in the flames, don't leave him and think the deed's done, 'cause he'll still kill you; he'll get you 'til it's the end. And if you do *anything* different than what I've said, Timbalier Tommy will still be walking among us. Only thing that'll change is, you'll probably be walking beside him."

○ ○ ○

If Mama Regina has disclosed the information above, she has said as much as she intends to say about Timbalier Tommy. She won't accompany the envoys to Tommy's property, and she wants nothing to do with anything the PCs might call "S.A.V.E." As far as she's concerned, the PCs are out of their league.

Otis can take the PCs to the Druj Nasu's home first thing in the morning. (The envoys cannot find the property alone.) Mama Regina makes her living room floor available to the group for a night's sleep, and she provides a satisfying meal, but very little in the way of conversation.

Mama Regina

Voodoo Teacher

STR	56	PER	80
DEX	68	PCN	80
AGL	60	STA	60
WPR	80		

Skills: Acting/Drama, Teacher 110; Hypnotism, Master, 135; Modern Language (Creole French), Master, 135; Legend/Lore (1),

Master, 135; Medicine (2), Master, 128; Outdoor Survival, Master, 125.

For a complete description, refer to the Introduction.

15. To Tommy's House

Read the following text aloud after the PCs have set off into the swamp on Otis's raft, regardless of whether the PCs leave from Mama Regina's house or from Galliano. Read the passage during daylight hours, and try to set the mood for the rest of the adventure. It's important to build suspense.

○ ○ ○

The air is sweltering and thick beneath the heavy cover of the swamp, heated by a Southern sun. But the light does not penetrate the canopy; it simply warms the soggy area beneath. Clothing is soon drenched by humidity and sweat, clinging to one's body like a sopping wet rag. Direct sunlight would probably be cooler.

Otis continues to pole steadily through the murky water, struggling across shallow areas, where the raft drags slightly or catches on a log below the surface. Spanish moss hangs down from every conceivable location, trailing across the raft. Birds call out from the distance, but it seems they are no longer all around, but left behind; ahead, the swamp is strangely silent.

An occasional loud plop sounds near the raft, confirmed by a small ripple in the black, murky surface of the water. "Those are cottonmouths," Otis says. "They drop from the trees when we pass too close."

He pauses, scanning the water, then nods when he's found his goal. "Keep an eye out for gators, too." If it weren't for Otis's bony finger pointing the way, one might not even notice the dark shape ahead, lying low to the water. Two eyes and the tip of a snout rise above the murky surface; the rest of the alligator is hidden below. The reptile keeps a close watch on the raft, its eyes never blinking, its head never moving an inch."

○ ○ ○

Anyone who takes a pot shot at the gator incurs the wrath of Otis. "What are you doin'?! Announcing our arrival to Timbalier Tommy? Just because it's daytime doesn't mean he won't kill us. You keep this up and I'm turning back. You go on and swim with the gators if you want to see death so bad."

16. The Property Edge

As dusk closes in, the group approaches the edge of Timbalier Tommy's "domain" (it makes no difference when they started traveling). The Druj Nasu is well aware of the envoys' arrival.

Otis knows the group has arrived at the edge of Tommy's property, and that they are about to enter dangerous waters. According to old stories, he says, Timbalier Tommy has a house somewhere on the property. But Otis has never been there, and he is unsure how long the trip will take.

Read the text below to the PCs:

○ ○ ○

Night is falling, and the swamp is growing quiet—strangely quiet. Otis confirms that Timbalier Tommy's property lies ahead. "According to Mama Regina," he says, "Tommy has a house not far from here. But I've never been there myself, and I'm not sure how long it's gonna take 'till we find it."

A note of strain has entered his voice. He poles the raft with more difficulty now, because the trees are closer together. But that's not the reason for his change of tone. For the first time on the trip, Otis appears truly nervous.

"Well, we're here," he announces in a whisper. "We've reached the edge of Timbalier's Tommy's place—his neighborhood you might say. Either we'll find him, or he'll find us."

○ ○ ○

The raft itself affords the only campsite for the night. The PCs can keep

traveling, but Otis cautions them not to light a lantern. "The mosquitoes will kill you sooner than Tommy does," he explains. "I'll try to keep us movin' if you want me to, but you'll have to help spot the way, soon as there's a little moonlight to go by." If the PCs elect to stop, Otis ties the raft to a nearby tree.

Successful use of Sense the Unknown allows a character to detect a tiny speck in the air, hovering about 20 feet from the raft. If a character tries to shoot it, the speck leaves the range of the character's perception (30 feet). The envoy has just noticed Timbalier Tommy, who has assumed the shape of a fly.

17. A Sudden Bump

This encounter takes place after the envoys have crossed the edge of Tommy's territory, and traveled for half an hour. It may be day or night.

○ ○ ○

Otis continues to pole the raft steadily, his muscles defying any hint of fatigue. Without warning, the raft strikes something underwater. Otis draws in his breath as the heavy "thud" vibrates the raft. "Well, we hit somethin' in the mud," he says, lips tight, "and we just loosened it up, too."

[*Let the envoys decide what actions they'd like to take next, and then continue...*]

About two feet to the right of the raft's forward edge, the brackish water begins to bubble. A man's corpse bobs to the surface, face down in the water. The back of his head caves inward, as if crushed. The corpse settles, assuming a literal "dead man's float."

○ ○ ○

If the envoys take a closer look (leaning over the raft's edge, for example), they see that the body has been in the water for some time. The raft damaged the skull, but the man was already dead.

As the envoys turn their attention to the body, animated arms rise from

the bottom of the swamp, grabbing hold of the back of the raft. (A character who claims to be watching behind can see them, of course.) Timbalier Tommy has put his *Deadly Remains* discipline into action. Some 300 arms lie hidden beneath the water's surface; eventually, all will reach the raft.

According to the Druj Nasu's plan, the animated arms will pull the raft underwater, and then disassemble it board by board. Try to roll 60 or less (secretly); if the roll is successful, the arms submerge the raft over the course of three rounds. If the first roll fails, roll again on each following round, trying to roll 90 or less. As soon as the Druj Nasu succeeds, it takes three rounds to submerge the raft.

Fifty hands appear on the back of the raft during the first round. Each round thereafter, 50 more appear, closing in from all sides, until at last all 300 have reached Otis's craft. This number appears above water regardless of when the raft actually begins to sink.

The envoys can fight the arms if they wish; each limb has a Stamina of 10. The arms are easy to destroy one by one, but with 300 in the water, such a method could hardly be called effective. Eventually, Tommy's army succeeds in destroying the raft.

The Druj Nasu himself hovers about 50 feet from the action, still in the form of a fly. Once the raft is completely and permanently destroyed, he ceases to animate the arms; all of the limbs float harmlessly to the water's surface, bobbing amidst the debris.

The swamp is about three feet deep in this area, the last foot being a mixture of flora and silt. The characters' feet sink readily, and it's difficult to move around.

The envoys can search the bottom until they recover all possessions that sank with the raft. (A successful Luck check nets a character one lost item.) A searching character may find more than he or she expected, however; a decaying hand, a water moccasin, or



some other surprise may lurk in the water (CM's discretion). Tommy may even animate another limb for entertainment, pulling an unsuspecting envoy under the surface.

Without a raft, the characters are forced to walk through the swamp. The return to Mama Regina's would take three days on foot, Otis estimates correctly. (Reassembling Otis's raft—a lengthy task—is virtually impossible.)

18. Bloodsucking Annelid Worms

Once the raft is destroyed, the PCs must slog their way through the swamp (possibly for the rest of the adventure). After the PCs spend two fatiguing hours battling the muddy bottom, ask each player to make a general Perception check. Read the text below to those who pass. (If all envoys fail, let them walk a bit further, and try again.)

○ ○ ○

After two hours of walking through waist-deep water, struggling with

each step to free a foot from the clutches of the mud, a dull pain sets into your legs. But it's not muscle pain; the sensation lies closer to the skin. Nor is it a piercing pain like a cut.

○ ○ ○

Each character has 1d10 leeches on his or her legs, which can be seen if the character raises a pants leg (or is wearing shorts). As long as the bloodsuckers are attached, they drain a total of 1 Stamina point per minute (beginning with the first Perception check in this encounter). The Stamina drain continues until the leeches are removed.

A character's best bet is to "burn" the leeches off. When one of these creatures feels direct heat from a flame, it detaches from the skin, leaving a relatively "clean" wound. If a character tugs the leeches free from his or her skin (one leech or all), the character sustains one Scratch wound total.

Leech "bites" can lead to infection, but don't tell the players this. If

the bites are not treated medically after the leeches have been removed, roll a secret Luck check for the appropriate character. Failure means the sores become infected in 1d10 hours.

Once an infection develops, it causes a great deal of pain to its victim, which might prevent him or her from finishing the adventure. In severe cases, the infection may even lead to death if medical attention isn't provided. Ask an infected character's player to make a specific *current* Stamina check. Results are listed on page 42 of the *CHILL Campaign Book*. Infection is a type 2 poison; use defense column 2.

After this encounter, the characters need not worry about acquiring more leeches. As the PCs continue to trek through the swamp, however, they might see an occasional water moccasin or gator. (CM's discretion. Statistics for these animals are listed on pages 5 and 21.) If a PC were to shoot such a gator, Otis wouldn't object; it's a different story now that he's in the water along with it.



Rachel Lamb

BASIC STATISTICS

Strength	50	Perception	60
Dexterity	76	Willpower	52
Agility	66	Luck	60
Personality	68	Stamina	56
Unskilled		Sense	
Melee	58	Unknown	12

SKILLS

Name	Rank	Score
Acting/Drama	Student	75
Modeling	Teacher	90
Medicine	Teacher	90
Revolver	Teacher	108



Emil Genre

BASIC STATISTICS

Strength	46	Perception	52
Dexterity	56	Willpower	66
Agility	44	Luck	66
Personality	54	Stamina	70
Unskilled		Sense	
Melee	45	Unknown	10

SKILLS

Name	Rank	Score
Outdoor Survival	Teacher	92
Tracking	Teacher	89
Contemporary Language:		
French	Master	114
Automatic Rifle	Teacher	86
Biology	Student	74



Antoine "Bad News" Davis

BASIC STATISTICS

Strength	78	Perception	64
Dexterity	44	Willpower	52
Agility	60	Luck	60
Personality	50	Stamina	62
Unskilled		Sense	
Melee	69	Unknown	12

SKILLS

Name	Rank	Score
Art Criticism	Teacher	88
Mechanics	Teacher	84
Marital Arts	Teacher	89

DISCIPLINES

Sphere of Protection	62
Mental Shield	62



Jefferson Turner

BASIC STATISTICS

Strength	54	Perception	54
Dexterity	72	Willpower	60
Agility	50	Luck	60
Personality	60	Stamina	56
Unskilled		Sense	
Melee	52	Unknown	10

SKILLS

Name	Rank	Score
Gambling	Master	139
Thrown Weapon:		
Dagger/Knife	Teacher	102
Pistol	Teacher	102
Language, Ancient	Teacher	87
Anthropology/		
Archaeology	Student	72
Tracking	Student	72

Antoine "Bad News" Davis *Weapon: Pistol, nunchakus*

Nationality: U.S.A.

WOUNDS PERSONAL DATA

Scratch	<input type="checkbox"/>	<input type="checkbox"/>	Age:	30
Light	<input type="checkbox"/>	<input type="checkbox"/>	Ht:	6'7"
Medium	<input type="checkbox"/>	<input type="checkbox"/>	Wt:	265
Heavy	<input type="checkbox"/>	<input type="checkbox"/>	Hair:	Black
Critical	<input type="checkbox"/>		Eyes:	Brown

After years on the special teams, "Bad News" is now the starting right defensive end for the Tampa Bay Bucs. Last season he registered 11 solo sacks, and caught the wrath of the press for a particularly "spirited" tackle of the Jets' quarterback, sending the New York player to the bench for the remainder of the game.

Davis' art collection continues to increase with time, but since meeting the famous novelist, Donal Kelly, "Bad News" has settled more on reading.

Jefferson Turner *Weapon: Revolver, Knife*

Nationality: American (U.S.A.)

WOUNDS PERSONAL DATA

Scratch	<input type="checkbox"/>	<input type="checkbox"/>	Age:	33
Light	<input type="checkbox"/>	<input type="checkbox"/>	Ht:	6'1"
Medium	<input type="checkbox"/>	<input type="checkbox"/>	Wt:	180
Heavy	<input type="checkbox"/>	<input type="checkbox"/>	Hair:	Brown
Critical	<input type="checkbox"/>		Eyes:	Brown

Jefferson Turner was born in Oldham County, Kentucky, the heir to several large thoroughbred horse farms. He studied Latin and Greek at Vanderbilt University, but left college after two years to play baseball. Turner pitched two seasons with the St. Louis Cardinals.

After baseball, Turner returned home and has been active with S.A.V.E. ever since. His credits as an envoy include: documenting several ghosts in the ancient ruins of Pompeii; destroying the Onaqui in Chapas, Mexico; publishing an article on the Macedonian Vampire; and, currently, working on a translation of the *Bella Troiana*.

Rachel Lamb *Weapon: Revolver*

Nationality: American (U.S.A.)

WOUNDS PERSONAL DATA

Scratch	<input type="checkbox"/>	<input type="checkbox"/>	Age:	28
Light	<input type="checkbox"/>	<input type="checkbox"/>	Ht:	5'5"
Medium	<input type="checkbox"/>	<input type="checkbox"/>	Wt:	120
Heavy	<input type="checkbox"/>	<input type="checkbox"/>	Hair:	Brown
Critical	<input type="checkbox"/>		Eyes:	Brown

Rachel has just completed her medical residency at a Milwaukee, Wisconsin hospital and intends to return to the Green Bay area (her home) to join a clinic staff as a family physician. A striking Oneida Indian, Rachel has long been able to put her energetic personality to good use, whether in her beloved hobby of acting, or excellent bedside manner.

Outside of work, Rachel likes to party. She loves to laugh at a good joke and her favorite drink is a Cuba Libre. In S.A.V.E., Rachel is known as a crack shot and has pulled more than one envoy out of a jam with a well-placed bullet.

Emil Genre *Weapon: Automatic Rifle*

Nationality: Canadian

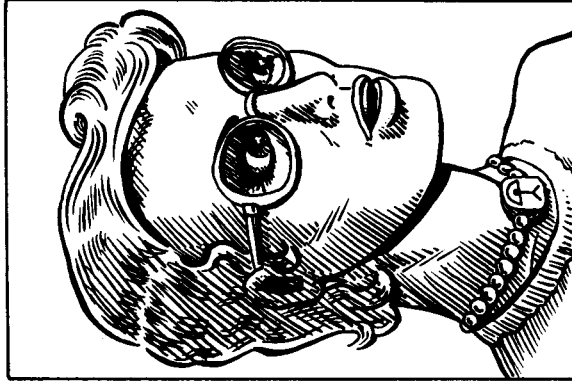
WOUNDS PERSONAL DATA

Scratch	<input type="checkbox"/>	<input type="checkbox"/>	Age:	36
Light	<input type="checkbox"/>	<input type="checkbox"/>	Ht:	5'8"
Medium	<input type="checkbox"/>	<input type="checkbox"/>	Wt:	155
Heavy	<input type="checkbox"/>	<input type="checkbox"/>	Hair:	Brown
Critical	<input type="checkbox"/>		Eyes:	Brown

Emil Genre was a Canadian contact for the American Friends Service during the late 1960s. He now represents an environmental protection group striving to save Canada's forests from acid rain.

Emil enjoys camping, hiking, and roughing it in his country's woodlands. His recent expedition to Chicago and Egypt has caused Emil to devote a bit more time to his biological studies and camping, the expedition was highly stressful.

Emil is known through S.A.V.E. as the envoy most likely to embarrass fellow envoys in a bar. His favorite line while visiting the U.S. is "I, Emil Genre of Canada, shall buy you a drink." This line generally serves as a warning for other envoys to get out of the way.



Alice Haskins

BASIC STATISTICS

Strength	60	Perception	72
Dexterity	64	Willpower	74
Agility	70	Luck	52
Personality	76	Stamina	78
Unskilled		Sense	
Melee	65	Unknown	14

SKILLS

Name	Rank	Score
Biology	Teacher	103
Outdoor Survival	Student	81
Tracking	Student	77

DISCIPLINES

Restore Stamina	66
Restore Willpower	66



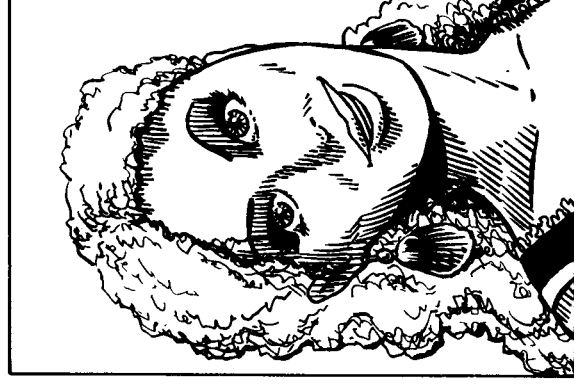
Pablo "Bubba" Rodriguez

BASIC STATISTICS

Strength	64	Perception	50
Dexterity	66	Willpower	60
Agility	60	Luck	48
Personality	54	Stamina	62
Unskilled		Sense	
Melee	62	Unknown	10

SKILLS

Name	Rank	Score
Thrown Javelin	Master	121
Contemporary Language:		
Spanish	Teacher	85
Automatic Pistol	Student	81
Journalism	Student	68



Sandi "Sunni" Sunrise

BASIC STATISTICS

Strength	50	Perception	48
Dexterity	58	Willpower	52
Agility	50	Luck	44
Personality	40	Stamina	78
Unskilled		Sense	
Melee	50	Unknown	9

SKILLS

Name	Rank	Score
Martial Arts	Student	68
Acting/Drama	Student	62
Antiques	Student	61
Hypnotism	Student	59
Modeling	Student	61
Photography	Student	68
Swimming	(Current Stamina)	

BASIC STATISTICS

Strength	54	Perception	66
Dexterity	58	Willpower	68
Agility	44	Luck	50
Personality	64	Stamina	54
Unskilled		Sense	
Melee	49	Unknown	11

SKILLS

Name	Rank	Score
Hypnotism	Teacher	95
Investigation	Student	76
Martial Art	Teacher	86

DISCIPLINES

Telepathic Empathy	65
Clairvoyant/Prescient Dream	65

Sandi "Sunni" Sunrise

Weapon: Tomahawk

Nationality: American (U.S.A.)

WOUNDS

Scratch

☐ ☐

Light

☐ ☐

Medium

☐ ☐

Heavy

☐ ☐

Critical

☐

PERSONAL DATA

Age: 21

Ht: 5'6"

Wt: 115

Hair: Blonde

Eyes: Blue

Among envoys, Sandi is often nicknamed "S.A. V.E.'s mistake" or "the envoy from the Unknown." Sandi is an authentic Valley Girl envoy from California. Since joining S.A. V.E., her list of skills has come to represent every trend and fad of the last few years. (Swimming skill represents her recent interest in water ballet, or synchronized swimming.) Sandi's skills are never well developed, because, as with most trends, they die quickly as she moves on to something else.

S.A. V.E. is in a difficult spot over Sandi. They cannot continue to use her on missions because she is often more dangerous to the envoys than she is to the Unknown. (Furthermore, they fear that Sandi's interest in S.A. V.E. may be as much a "fad" to her as everything else.) But S.A. V.E. also knows what happens to envoys after they leave the secret organization. The missions contained in this book represent Sandi's last chance to redeem herself.

Aquanetta Davis

Weapon: Automatic Pistol

Nationality: American (U.S.A.)

WOUNDS

Scratch

☐ ☐

Light

☐ ☐

Medium

☐ ☐

Heavy

☐ ☐

Critical

☐

PERSONAL DATA

Age: 36

Ht: 5'7"

Wt: 140

Hair: Black

Eyes: Brown

Aquanetta is an active member of the First Zion Church of Memphis, Tennessee. She sings in the church choir and enjoys doing missionary work as well. Her two favorite expressions are "Lord have mercy!" and "My, my, my ain't that something!" Aquanetta became somewhat of a celebrity in Memphis when she beat up six hoodlums trying to rob an old lady who belonged to Aquanetta's church.

Mrs. Davis also has the reputation for being a bit "eccentric." She once claimed to have visions and the ability to understand the feelings of people about her. A S.A. V.E. envoy happened to hear about Aquanetta's eccentricities and offered to have her tested. It turned out that Mrs. Davis had disciplines of the Art even before she joined S.A. V.E.

Alice Haskins

Weapon: Automatic Pistol

Nationality: American (U.S.A.)

WOUNDS

Scratch

☐ ☐

Light

☐ ☐

Medium

☐ ☐

Heavy

☐ ☐

Critical

☐

PERSONAL DATA

Age: 33

Ht: 5'1"

Wt: 105

Hair: Brown

Eyes: Brown

Alice is originally from the Philadelphia, Pennsylvania area. There, she studied biology, but dropped out of a master's degree program to join S.A. V.E.'s London office. She later participated in the discovery and elimination of the S.A. V.E. remnant in England. Since that time, Alice has returned to the United States and is working out of the New York City S.A. V.E. unit. She has put her biological studies aside to master the Restoration disciplines of the Art.

Pablo "Bubba" Rodriguez

Weapon: Javelin, Automatic Pistol

Nationality: U.S.A.

WOUNDS

Scratch

☐ ☐

Light

☐ ☐

Medium

☐ ☐

Heavy

☐ ☐

Critical

☐

PERSONAL DATA

Age: 23

Ht: 6'4"

Wt: 220

Hair: Black

Eyes: Brown

Bubba has finished a glorious academic and football career at Severn College. The All-American quarterback was chosen in the second round of the U.S.F.L. collegiate draft by his hometown San Antonio Gunslingers. He was also chosen in the first round by the Indianapolis Colts in the NFL, but preferred the San Antonio management.

Rodriguez' career with S.A. V.E. has been equally dazzling. The envoy has journeyed to Mexico, and scouted the notorious vampire Jackson Jammer for S.A. V.E. Rodriguez addresses his male friends as "ese" (A-say), and his favorite saying is "low and slow."

PART III: TOMMY'S HOUSE

After losing their raft and walking until nightfall, the envoys finally reach the Druj Nasu's dwelling—an old swamp shack. Otis should still be with the PCs, and he'll help destroy Tommy if he can.

Refer to map below as characters complete this section of the adventure. Encounters 2-5 are keyed to locations in the house. *Don't* try to run this section without reading it first; you'll do Tommy an injustice. As you'll soon learn, he may adjust the encounters here in accordance with the PCs' actions. To play his role well, you'll have to understand what resources the Druj Nasu commands.

1. Approaching the House

Read the following text at nightfall, as the envoys reach Timbalier Tommy's house:

○ ○ ○

Night is falling again on the swamp. The mosquitoes begin to swarm in the twilight air, amassing in black, whining clouds. Otis swats smartly to the side of his neck, creating a small streak of blood beneath his hand. He scans the area and calls out, "Look! Over there!"

The trees part slightly about 20 yards ahead, framing a small, dilapidated stilt-house. The shack is completely dark—barely visible in the deepening twilight.

○ ○ ○

As the PCs walk closer, they can make out more details of the house. Its windows contain no glass. The porch, which borders the front, is missing several planks, and from the looks of it, the roof has holes, too. Not a sound comes from within the shack.

If characters use Sense Unknown, roll the dice as usual. No matter what the result, tell players that evidence of the Unknown lies all about, but its presence is concentrated in the house.

If PCs ask how they might enter the

old building, tell them the porch offers their best chance. The side and back of the house are built directly above the slimy pilings, without potential hand- or footholds. Furthermore, the distance between the swamp bottom and the windowsills measures about 15 feet.

If PCs try to enter the house through a side or rear window, require a series of Strength and Agility checks for the climb. Even if the PCs rig up grappling hooks, the ascent should not be easy.

If the PCs come within 5 feet of a side or rear window (no matter what their method of getting there is), they detect the odor of rotting human flesh. All characters in range must pass a Willpower check or become so ill that they lose their climbing grip and cannot enter the house for 1d10 rounds.

It is impossible to remove the boards beneath the house and gain entrance through the floor.

2. The Porch

To climb onto the porch from the swamp, characters must pass a Strength check. No ladder or stairs

assist them; they must pull themselves up by clinging to the porch's edge, or by using a gap in the boards as a handhold. Characters who fail checks fall back into the water unharmed, splashing noisily.

An alligator lurks on the porch, in the shadows near the wall. When the first character climbs up, the animal darts off the edge, landing in the water with a loud "plop." The creature swims away quickly, leaving the characters unharmed.

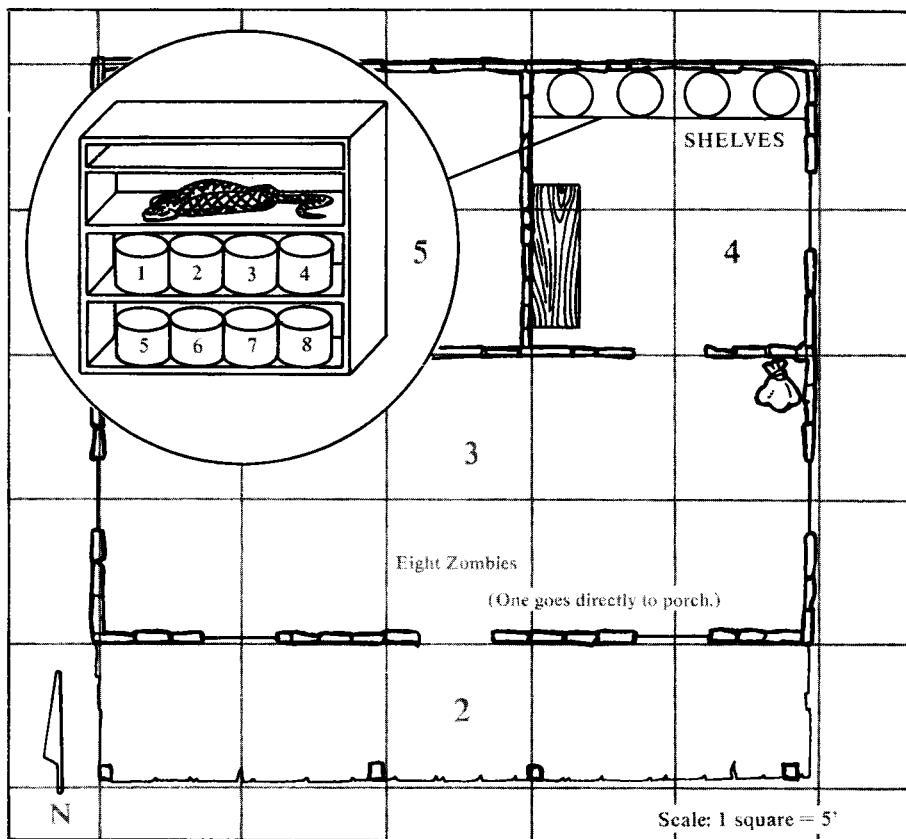
When the characters get onto the porch, having climbed up from the water, they inhale the scent of rotting human flesh. All characters in range must roll their Willpower or less, or become violently ill and be unable to enter the house for 1d10 rounds. Characters who pass the check feel nauseated, but can proceed as desired.

Eight zombies lurk in the front room of the shack. Just as PCs begin to enter from the porch, read the text below:

○ ○ ○

The old door flies from its rusted hinges, smashing against the porch





before it splashes into the swamp below. Standing in the doorway is the decaying body of a man. His top lip is rotted away, exposing a row of jagged, deep brown teeth. A snake is coiled around the dead man's neck, poised to strike.

○ ○ ○

Timbalier Tommy is watching the PCs (as a fly). He has animated the other seven zombies in the front room, too, but the PCs cannot see them just yet. The first zombie moves forward to attack the PCs, and the others follow in the next round. Refer to encounter 3 below.

Any PC who hasn't encountered a zombie before must make a Fear check. If the PC fails, he or she jumps off the porch and into the swamp-water. Climbing back up requires another Strength check.

Characters who have fallen into the swamp again must make a Luck check to see if their firearms (if they have any) still function after getting wet. Failure of the roll means the

firearm is wet and will not fire. (Otherwise, the firearm functions perfectly.) If characters are carrying more than one firearm, allow the character to roll one time for each weapon, naming the intended firearm before rolling. (The type of firearm that functions could have a direct bearing on the outcome of this encounter.)

A wet firearm functions again after a PC cleans and reloads the weapon.

3. Zombies in the Front Room

This room is "home" to eight zombies (simple animated corpses). The first zombie, described above, has a live snake coiled around his neck. The eighth zombie—a decoy of Timbalier Tommy—has no head or hands. The head and hands of this corpse lie in a sack in the northeast corner of the room.

All but the eighth zombie move to attack when the PCs first enter or approach this room. These seven fight until they're destroyed (or the envoys

and Otis are). Use the text below to describe the zombies following the "snake-bearer":

○ ○ ○

Behind the dead man with the snake stand six similar creatures, their decayed flesh barely clinging to the skeletons beneath. The air hums as green flies swarm about the creatures' putrid faces, darting from one rotting body to another. The corpses are oblivious to the biting flies, and they walk steadily forward, arms rising to grip the throats of their victims.

○ ○ ○

Remember, if a character has never encountered a zombie before, he or she must pass a Fear check to avoid fleeing into the swamp.

The headless and handless zombie does not fight the PCs. Instead, it tries to flee to the swamp as quickly as possible, either by jumping off the porch, or out the window. Characters must pass a Perception check to verify that this creature does have feet—and therefore is not Timbalier Tommy. (He may be partially shielded from view by the others, and moves quickly to escape.) Once the creature is in the water, it is impossible to detect his lack of feet.

Characters can watch the headless zombie flee; they may even try to pursue it. Once the creature is 150 yards from the shack (out of Tommy's sight), the body collapses, sinking in the water.

PCs have two good reasons to recognize this zombie as a decoy. First, it has feet. And second, it flees, even if the PCs collect the body parts in the corner of the room. ("Find the head, hands, and feet, and then the rest will come," said Mama Regina.) A bullet through the head in the corner of the room destroys the decoy immediately—direct evidence that the creature is a mere zombie, and not a Druj Nasu.

Tommy uses the decoy to buy himself a little time. By now, he may need to regain Willpower, and will do so if the PCs waste time following the decoy. Until they find his head, hands, and feet in the pantry, Tommy will

avoid the PCs if it's in his best interests.

Zombie (Simple Animated Corpse)

STR	5(75)	PCN	1(15)
DEX	2(30)	STA	1(75)
AGL	2(30)	EWS	NA
WPR	NA	FEAR	5
PER	NA	ATT	1/53%

Movement: L 45' A NA W 10'

Disciplines: NA

IPs: 500

Refer to the Introduction for a complete description.

4a. Entering Tommy's Pantry

When the PCs enter Tommy's pantry, read the text below aloud:

○ ○ ○

The room is small, about 10 feet square, and looks as though it might have served as a kitchen of sorts, but a long time ago. Counter tops and open shelves provide the only clues to its former purpose. All are coated with dirt. Mud covers the floor, bearing snake tracks and human footprints.

Five open-faced shelves line the far wall. A water moccasin is coiled on the third shelf, gazing at the doorway. The snake is completely motionless, except for the delicate, forked tongue which occasionally darts from its jaws.

The two lowest shelves contain large jars, perhaps two or three gallons in volume. The contents are brown and soupy. There are eight jars in all, four on each shelf.

Two butcher knives coated with dried blood lie poised on the edge of the countertop, their blades pointed toward the entrance of the room.

○ ○ ○

Tommy hopes the butcher knives will test the nerves of the PCs; the envoys may view them as a trap. In reality, the knives are just props. The characters can handle them at will; nothing unusual happens.

Ask the players to declare actions for the first round, as if the snake (or

something else) might attack. Declare no actions for the serpent; keep the PCs guessing. In reality, the snake has only one concern: escape. Unless the PCs hinder it in some way, it drops to the floor, slithers to the northwest corner of the room, and slips through a hole in the wall. The whole escape may take as little as one round; if the envoys lose initiative, the animal is gone before the characters react.

Water Moccasin

(Also called "cottonmouth")

STR	30	PCN	60
DEX	NA	STA	30
AGL	60	EWS	NA
WPR	15	FEAR	4*
PER	NA	ATT	1/45%**

* Fear column will vary depending upon how many water moccasins the PCs may have encountered on their journey through the swamp.

** Bite injects Strength 7 poison

Zombies

Refer to encounter 3.

4b. The Jars in the Pantry

Each jar on the shelves contains a head, eyes, two feet, and a pair of hands. Only the sixth jar (second from the left on the bottom shelf) contains the remains of Timbalier Tommy—the key to his destruction.

Read the text below aloud if the PCs decide to inspect the jars:

○ ○ ○

If the fluffy layer of dust and cobwebs is any indication, the jars have been untouched for years. All eight appear to be identical.

[If a PC picks up a jar without opening it, wiping away some of the dust, continue reading...]

The jar weighs at least ten pounds. Inside is a dark, soupy-looking liquid. It is the color of strong coffee, and large black specks, much like coffee

grounds, are suspended within the mixture. Something heavier floats in the solution, too; occasionally, a whitish rubbery mass pushes up to the jar's surface.

○ ○ ○

Any character who wants to look closer can roll a Perception check. If he or she passes the check, read the following text:

○ ○ ○

The contents of the top left jar begin to swirl, ever so gently, seemingly of their own accord. Soft, grey-white objects bob against the surface of the glass, then disappear in the viscous fluid. As the stirring slows, a small sphere bumps to the side of the jar. The sphere turns slowly, until a grey iris stares into the room, unblinking. Upon meeting the gaze of another eye—the eye of a living envoy—the sphere withdraws into the soupy brown shelter.

○ ○ ○

Think of the jars as being numbered from 1 to 8. Jars 1-4 are on the top shelf, counting from left to right. Jars 5-8 are on the bottom shelf, also counting from left to right.

If a PC attempts to open any jar, the lid twists off with some difficulty. A foul odor escapes from inside, and anyone within 5 feet must pass a Willpower check or fall to the floor, retching for 1-5 minutes.

The contents of the jars lie well below the surface; a PC will have to probe inside to investigate further (or spill the contents on the floor).

If a character opens or breaks jars 1, 3, 5, or 7, Tommy uses *Deadly Remains* to animate the contents. Each of these jars contains a head, hands, and two feet (jar 1 also contains a free-floating eyeball). Only the hands can move on their own to attack; each has 10 Stamina points.

If the contents of any odd-numbered jar have been animated, tell the nearest character that a whitish hand springs from the vessel, splattering foul-smelling liquid into the air (and onto the PC). The hand grabs hold of



the PC with a deathgrip, and another hand begins to make its way to the outside—dragging the leached-white head along with it, if necessary.

If the contents of jars 2, 4, 6, or 8 are opened, the remains do not become animated.

Separating Tommy from the Rest

Although time has leached the pigment from the body parts in each of the jars, the race of the former “owners” can be determined in other ways. If a PC with Medical skill successfully examines the contents of any jar, he or she can determine the race of the person from which they originated. Jar 6 contains the remains of a Caucasoid person—Timbalier Tommy. The other jars contain the remains of Negroid persons.

A character with the Sphere of Protection discipline can use it to determine which body parts are Tommy’s. If the hands, feet, and head of the Druj Nasu are trapped within a Sphere, they begin to move, attempting to leave the affected area. (If they’re still

in the jar, the contents will pitch, possibly tipping the jar over.)

Mama Regina’s Words Prove True

If the PCs visited Mama Regina, they may remember her words, “Get the head, hands, and feet together. Then the rest will come.” As soon as the envoys gain possession of jar 6 and its contents, and know what they are, the Druj Nasu is compelled to try and “rescue” his possessions. The creature must pass a Willpower check each round to remain in full control. If he fails the check, he resumes bodily form, then tries to reclaim the body parts and escape.

5a. More Rotten Flesh

Six corpses are in this room, lying in a heap in the center. The body on the bottom (not visible with the others on top) has no heads, hands, or feet. But this last corpse isn’t Timbalier Tommy; it’s another decoy. A wooden box in the southwest corner of the room contains the rotting body parts, which

have been severed from the corpse.

Tommy may or may not animate the corpses in this room. As the CM, you must judge whether it’s in his best interests to do so—and also when it’s most effective. Does he have enough Willpower? Should he wait until the PCs turn their backs on the corpses, and then send animated bodies in pursuit? Could he kill all the characters—or would he just waste Willpower? Could he make the envoys believe the decoy is truly himself, allow them to burn the matching body parts with it, and then escape unharmed, unbeknownst to them? It’s up to you to ask these questions, and take the best action in your role as the Druj Nasu.

If Tommy does animate the bodies, the headless corpse flees, just as the decoy in the front room.

5b. Rats!

If Tommy has enough Willpower, and it suits the situation at hand, he uses the discipline *Swarm*, summoning thousands of swamp rats to the

scene. Preferably, the PCs will be in room 5, having just witnessed the animation of the zombies in encounter 5a.

When the rats begin to amass outside the house, read the following text out loud:

○ ○ ○

Outside, the swamp begins to churn noisily. A squeal rises—the squeal of thousands of rats converging on the house, clawing their way up the stilts as only rats can. They pour through the windows, slimy and mud-covered, climbing over one another in their frantic drive to get in. The animals seek out anything alive and swarm upon it, creating a crawling, fluid layer that's two or three rats thick.

○ ○ ○

The rats will not actually attack the player characters, but characters caught in the swarm suffer a -40% modifier to all attempted actions and must make a Fear check on column 3. Players can attempt to kill the rats, but only a great deal of effort (and ingenuity) could destroy the 3,000-plus rats that have answered Tommy's call. In fact, fighting the rats (or fleeing) may cause the PCs more injury than standing still. The animals leave in 1d10 minutes, disappearing into the swamp.

6. Leaving the Swamp

PCs can fashion a crude raft from materials at Tommy's house—pulling up porch planks, for example, and lashing them together. By raft, Mama Regina's is only a day away.

Without a raft, PCs are forced to walk if they wish to leave the swamp. It takes four days to walk to Mama Regina's.

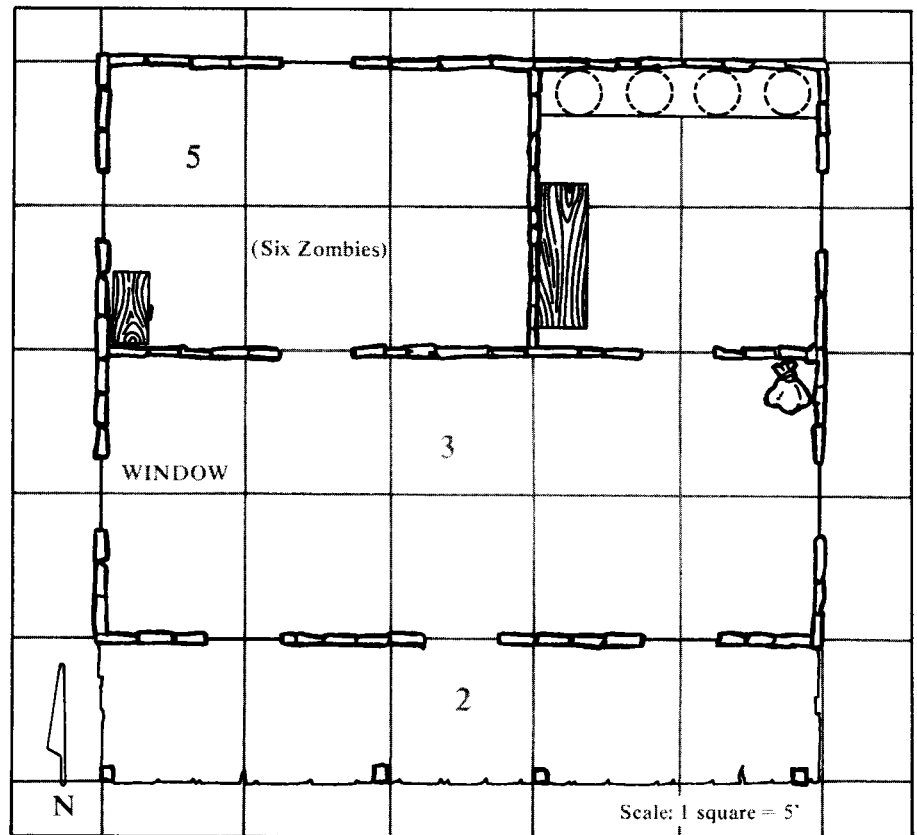
Without Otis' help, however, the PCs may *never* find their way back. Only Tracking skill can negate this prospect. Without Otis or a PC with Tracking skill, PCs must roll a Luck check for *each hour* of travel (use the

highest Luck score in the group). If the characters fail the check, they have wandered in the wrong direction or in circles, making no progress. (No one will find the PCs in this area.)

Exposure damage is possible during the return to Mama Regina's. If PCs walk through the swamp, they suffer exposure damage each day after the first. If characters are on a raft for more than two days without

sleep, they also suffer damage, regardless of the weather. (See page 41 of the *Campaign Book*.)

If the Druj Nasu is not destroyed, and the PCs make it back to Mama Regina's, the Lesser Zombie Master leaves the characters in peace, allowing them to escape. Timbalier Tommy then sets out to re-establish his power in some other part of the bayou, starting a "fresh" reign of terror.



Adventure Two:

MYSTERY OF ISLE AU PITRE

INTRODUCTION

Since the early 1800s, sea-going people of southern Louisiana and Mississippi have enjoyed telling tales of Isle Au Pitre. The small Gulf island is said to be haunted by a ghost, which usually appears as harmless green lights on the beach. More dangerous, as the stories go, were the pirates who once held the island, using it as a base from which to raid passing merchant ships. Old nautical charts supported both tales: first, they warned of pirates, then they warned of the "False Beacon," which became known as the ghost of Isle Au Pitre.

TO THE ENVOYS...

The PCs receive the following message by mail:

Respected Friend,

Once again, the Unknown demands our attention—well, more precisely, *your* attention this time. You must investigate a ghost story on a small island in the Gulf of Mexico, the Isle Au Pitre. According to local accounts, the island was once a foothold of pirates who robbed passing merchant ships. It has also been the stage for a mysterious green light, which is said to be the ghost of a man—perhaps that of a pirate, or that of a seaman who fell prey to one.

Of course, ghost stories are commonplace; you and I know that many are unfounded. However, the island I've mentioned has been the site of some very real events, too, which may confirm the Unknown's presence. In 1982, a family of four campers visited the deserted island, believing they'd discovered a private paradise. The Coast Guard later found the family's launch and equipment on the island, unattended, but in perfect con-

dition. In fact, the family's clothing was hung on a line to dry, but the four campers were nowhere in sight. Their bodies were later discovered, one by one, in the Gulf. They were fully clothed and had drowned.

In 1984, a similar incident occurred, with a group of three young couples. The circumstances were virtually identical, with one exception: someone in the 1984 group left a note that read "I am next. Watch out for the Beacon." As in '82, all victims were discovered in the Gulf, though some had fallen victim to shark attacks.

We've rented a motor boat and secured a month's supplies for your expedition; these are waiting in the port of New Orleans under my name. Report back within four weeks. Good luck, campers.

Best,
Pym

STOP! The following information is intended for the CM's eyes only.

BEHIND THE SCENES

Many years ago, a band of French pirates used Isle Au Pitre as their base. The pirates would light a large fire on the island at night, signaling passing ships. If all went well, a ship's captain would mistake the fire for a beacon, change course, and become beached on the island's sandbar. The pirates would then attack, killing the crew, looting the cargo, and setting the ship afire, leaving the charred remains of the craft to drift in the Gulf waters.

On one such occasion, a half dozen pirates trapped a small vessel called the *Belle Orleans*, which was captained by Pierre Blanc. The scoundrels spared Blanc while they murdered his crew, stole his single crate of cargo, and burned his ship. Then

two of the pirates murdered the captain himself. So brutal was the murder, and so dishonorable was the burial, that Blanc became cursed at death. He was forced to haunt the island until his body could receive a burial befitting a sea captain and honorable man.

The green lights described by many locals are not the ghost of Blanc, however. They are part of a Vision, an *unnatural* phenomenon related to the seaman's curse.

THE ADVENTURE

The adventure begins when the envoys arrive at Isle Au Pitre. Blanc's ghost immediately uses *Haywire* to strand them there, rendering their boat motor and any electronic equipment useless.

The Vision—a scene made of glowing light—appears on the beach every evening of the PCs' stay. The first night, only a glowing green crate appears on the beach. As the nights pass, the Vision expands, until the scene portrays the murder and burial of Pierre Blanc. With this information, the PCs should have no trouble finding the sea captain's body.

Blanc's ghost "desires" a proper captain's burial at sea. If the envoys do not provide one within a day of arrival (which is close to impossible), the ghost sets out to murder them one by one. Beginning on the second night, Blanc uses *Influence* and *Total Illusion* to lure a PC out to sea, where the victim drowns. Once the first victim has died, the ghost works on a second, and so on, until none remain. Only one thing can prevent the ghost from continuing: a proper burial for his body.

These "evening swims" are the most important attacks made by Blanc's ghost. But the creature is also active during the day, creating smaller events of terror to harass and frighten

the envoys. For instance, the ghost creates an illusion to make PCs think they're sinking in quicksand, and it writes a threatening message on the beach. All of these smaller events should serve to build suspense during the adventure.

USING THE ENCOUNTERS

This adventure is divided into two parts. In the first, chronological encounters are listed—those which occur at a given time, and in a given order. These encounters provide the “meat” of the adventure. The actual timing is quite broad (“nighttime” for example), allowing you to present the encounters at the most appropriate time for your group of envoys.

Part Two describes area encounters: things the PCs discover or experience if they explore specific areas of the island. For example, the sandbar where the Belle Orleans was beached is described, as is an area of quicksand on the north side.

Obviously, the area encounters in Part Two can occur at almost any time. This shouldn't interfere with the encounters in Part One, but it does require a bit of effort by you, the CM, in blending the events for the best effect. To do so, you must read through all encounters before beginning play. The island map on the inside back cover is keyed for both Part One and Part Two; use it to coordinate your adventure.

BEACON (GHOST)

STR	NA	PCN	90
DEX	NA	STA	NA
AGL	NA	EWS	135
WPR	120	FEAR	6*
PER	NA	ATT	3/**

* The ghost is always invisible. Fear Check only applies if the ghost is detected by other means, such as Sensing the Unknown.

** The Beacon can only attack with Evil Way disciplines.

Movement: As incorporeal, 75'

Disciplines: Blur Vision, *Halt*, Haywire, *Influence*, *Steal Memory*, Throw Voice, Total Illusion, Write.



(Disciplines in roman (non-italic) type are automatic.)

Manipulation: None

IPs: 2160

Blanc's ghost should represent a mystery of sorts to the envoys, because S.A.V.E. has never encountered something quite like it before. The creature has no physical descrip-

tion because it is always invisible as well as incorporeal. However, the creature *can* be detected by successful use of Sense Unknown. In this case, the character using that discipline detects a mass of “Unknown” in the general shape of a human being.

Because of its incorporeal nature, Blanc's ghost only attacks through

use of its Evil Way disciplines. It cannot physically attack anything. Likewise, the creature cannot sustain any damage from attacks. It can only be destroyed if characters find the buried corpse belonging to Pierre Blanc, and then follow with a proper burial at sea.

The ghost is not a mournful creature; it is tortured by the violent death that created it, and is therefore quite violent itself. For this reason, it attempts to destroy all who stay on the island. Using a false beacon created with *Total Illusion*, and the aid of *Influence*, the ghost attempts to lure characters out to sea, where they drown. In effect, his victims make a "mistake" as deadly as the one Pierre Blanc made when he followed the guidance of the pirates' fire on the beach.

VISIONS

A Vision is a "message" from the Unknown, created in association with an act of violence, sorrow, or great emotion. The Vision tells a story—such as how a wrongful death occurred—but the meaning may not always be obvious.

Visions usually appear as intangible illusions or mysterious displays of lights, but they sometimes may be audible, too. They always occur at a specific location. Once thought to be work of a specific creature, or a variation of *Ghostly Lights*, Visions are now classified as "phenomenons" by S.A.V.E. At present, little is understood about them.

The Vision in this adventure recreates the killing and burial of Pierre Blanc. If the ghost is destroyed, the Vision will never appear again.

DREAMS

The PCs may spend up to four weeks on the island (survivors, anyway) before S.A.V.E. sends someone to look for them. During that time, a character may use Clairvoyant/Prescient dream. Three dreams are provided here for that purpose.

Dream One: You are on a strange sailing vessel. A dead man draped in

a French flag lies on the deck. The bodies of sailors cover the surrounding deck, their arms held in a stiff salute to the flag-draped corpse. Alone, you cast the man's body over the rail, and watch it sink beneath the rolling waves. The dead sailors arise, then assume a single-file line, jumping overboard one by one. The last sailor on deck proclaims in a French accent, "This is the way it should have been. Don't you agree?"

Dream Two: At the end of a long, sandy beach, you climb onto a diving board and begin to bounce, gaining height. Soaring free, several hundred feet into the air, you see a bright light in the water below. You descend, gathering speed. The wind screams wildly. Your own face appears in the center of the light, laughing, and the water turns to cement. "It's a dream," a voice murmurs, and the cement rises up, faster, faster, approaching at a hundred miles an hour until SMACK. A red smear appears on the cement.

Dream Three: Water surrounds you. A bright light shines throughout, and you have no sense of direction. The currents are strong, dragging everything in their course. Your lungs scream for air, but find only water. You struggle, tumbling, thrashing.... The dream ends.

RESEARCH SKILLS

The best opportunities for research exist *before* this adventure starts; PCs may decide to investigate before leaving the harbor at New Orleans. Of course, if they bring books and materials to the island, they can use them for research there.

In the event that envoys utilize research skills, use the following results keys. Note that, with the exception of Journalism, all results are cumulative; characters gain information up to and including the letter result obtained.

Anthropology/Archaeology

L = The people of this area have a tradition of believing in ghosts and telling ghost stories.

M = The story of Isle Au Pitre's ghost is one of the most popular.

H = Local mariners believe the ghost of Isle Au Pitre tries to lure ships into the island's sandbar by casting a false beacon.

C = Though the beacon has been reported seen in recent years, its presence has never been documented.

Geography/Cartography

L = A large sandbar lies near Isle Au Pitre.

M = Major shipping lanes to New Orleans from the east pass right by the small island.

H = Old nautical charts warn seafarers of a false beacon sometimes seen on Isle Au Pitre.

C = No natural explanations for the "beacon" on the island exist.

History

L = Many years ago, pirates used Isle Au Pitre as a base.

M = These pirates would trap ships by building a large fire on the island. Mistaking the fire for a navigational beacon, the ships would steer onto the island's sandbar, and beach themselves.

H = In 1789, a small cargo ship named *La Belle Orleans* was the last ship known to fall victim to the pirates. Other wrecks were attributed to the ghost of that ship's captain.

C = Bodies of the *Belle Orlean's* crew were found in the area after the wreck. The captain's body was never found.

Journalism

The New Orleans Maritime News has reported over 100 sightings of the ghost of Isle Au Pitre. The ghost is described as a bright green light appearing only after dark. Some accounts claim that several lights appear simultaneously.

Legend/Lore

L = The Unknown is definitely associated with the island.

M = The green lights used to describe the ghost are not indicative of any creature known to S.A.V.E.

H = Recent deaths would indicate the "ghost" kills all who visit the island.

C = No one who could prove they spent more than an evening on the island has lived to describe the experience.

PART ONE: CHRONOLOGICAL ENCOUNTERS

1. Arrival at Isle Au Pitre [Day 1]

Read the following to the characters if they scout the island before landing:

○ ○ ○

On the east side, only a narrow strip of sand rims the island; simple cypress trees and other subtropical flora create a dense wall extending to the shoreline. On the island's west side, no beach at all meets the water's edge; a swamp seems to bleed into the Gulf. The most viable campsite lies in a small cove on the south side of the island. A beach about 200 feet deep borders the cove, and the water there is warm, sheltered, and suitable for mooring a boat.

○ ○ ○

A more detailed physical description of the island appears in the Location Key; refer to that section as PCs begin to explore.

The sandbar (F) lies 2 feet beneath the water's surface, extending 1000 feet southwest of the island. If characters steer the boat over this section, the craft runs aground. No damage is done; PCs can hop out and push it free with a little muscle.

When the PCs come ashore, the ghost of Pierre Blanc uses *Haywire*. Motors cease to run (including those on the boat), and all radios are rendered inoperative. These items will not function again until the envoys discover Blanc's buried body (or until the envoys have all died, in which case, they won't need their equipment anymore). No repair is possible.

Haywire is the ghost's first effort at isolating the PCs on the island. If they attempt to leave before they have exhumed the body and given it a proper burial, Blanc uses whatever discipline or tack is necessary to keep the envoys from escaping alive.

2. The Vision, Part I [Day 1, Nighttime]

The Vision is an unnatural phenomenon, related to but not caused by the ghost of Pierre Blanc. Each night on the island, the Vision occurs. First, only a small part appears, but as the days pass, the Vision expands to show the envoys more.

Sometime after sundown on the first day, envoys see the first part of the Vision. Read the following text aloud:

○ ○ ○

The nighttime sky blinks for a second—as if infused with an electrical surge. The flash is gone in an instant, and were it not for the strange phenomenon that follows, one might doubt the surge occurred at all. At the southeast tip of the island, an iridescent green light fills the air. It creates quite a spectacle, illuminating the treetops, the water, even the sky above.

○ ○ ○

The Vision has begun, and it will last for an hour. If player characters don't investigate, they see only the light described above. If they go to the source, however—area B—read the text below:

○ ○ ○

Sitting on the beach, back by the trees, is a luminous green wooden shipping crate. A close look reveals the crate to be semi-transparent; the sand below is faintly visible through its surface, as are the surrounding trees and water. Slowly, as the crate's details become clearer, a few words appear on its side:

La Belle Orleans
A—Nouveau Orleans
De—Port Au Prince
1789

○ ○ ○

The crate has no substance at all; it is simply a Vision. Characters can see it, but not feel it. Hands pass through its form with no change in sensation,

as if passing through colored air.

If the characters start digging in the sand beneath the crate, they find a few broken boards, probably from an old shipping crate. But nothing among the wood would match it to the crate in the Vision.

3. Sinking in the Sand [Day 2, Morning]

Sometime during the morning of Day 2 (the first morning characters awaken on the island), Blanc uses *Blur Vision* and *Throw Voice* to terrorize the envoys. Read the text below when most or all characters are on a sandy stretch and have dropped their guard just a bit:

○ ○ ○

The sand becomes mushy and unsettled, like mud in a barnyard. Aided by gravity, it acts as a vacuum, sucking down anything heavier than ten pounds. Legs are swallowed by the mire—first ankles, then calves, then knees...until anyone standing on the beach can no longer move from the waist down. The surface sand begins to sift and ripple, peaking into waves like those on the ocean.

A deep, gruff voice vibrates from beneath your feet, literally belching up words amidst a grainy, stinging spray. "Care to join me?" the voice drones loudly, like a record spun slowly on the turntable. "Care to join me and never be found?"

○ ○ ○

This encounter may lead characters to search for a body buried in the sand. Certainly, that's Blanc's underlying goal; he is doomed to haunt the island until someone finds his grave and provides a proper burial. Unfortunately, the encounter gives no clue to the exact location of the grave site; the PCs may be on the other side of the island entirely.

If characters have not explored area D, where quicksand lies, this encounter may have lasting effects. If the PCs fall into the quicksand later, they may believe it's the result of the

Evil Way, and fail to take appropriate measures to save themselves.

4. No Body Surfing

[Day 2, afternoon. Repeat later as desired.]

Characters must be on the shoreline to experience this encounter. One character or all may see it; it depends on who's available. Blanc is using *Total Illusion*. Read the following aloud:

○ ○ ○

As the Gulf waters roll in toward the island's shore, one wave stands out from the rest. Slowly it gathers size and force, until it seems capable of swallowing the entire island.

As the wave peaks, a shape forms in the center, sculpted from the glistening water. The shape is that of human hands, each measuring ten feet from side to side. The hands come together, forming a cup, with palms facing the sky. A large open coffin rests in the palms.

The wave begins to break, its crest looming above the island. The shoreline rumbles. Just as the crest begins to fall, crashing forward, the contents of the coffin are clear: it's empty.

○ ○ ○

Allow PCs to declare an action for the round, then tell them the wave vanishes.

Once again, Blanc has provided a clue. If his body is discovered and then buried at sea, the ghost will have found peace at last.

5. Beacon to a Watery Grave [Day 2, nighttime, and each night thereafter]

This is perhaps the most important encounter in the adventure; read it carefully before play and be familiar with all of Blanc's powers.

The encounter first occurs during the evening of day 2. Using a powerful version of *Influence*, Blanc attempts to lure an envoy out to sea for a swim, where the victim subsequently

drowns. Blanc repeats the act on successive evenings until all the envoys are dead.

Though the exact timing of this encounter is up to you, the CM, one restriction does apply: the victim must be on the beach, within a half mile of location B. If more than one PC is there, the first victim should be the envoy with the highest Personality score.

Blanc is not guaranteed immediate success. Once you've selected the unlucky envoy, make a specific check to find what results the *Influence* discipline yields, using the key below:

S = The character becomes depressed and weepy.

L = The character feels depressed and weepy at the first opportunity, and wants to go for a quick dip in the cove to regain his or her composure.

M = The character feels depressed and weepy. The victim breaks down sobbing, then "recovers" and goes for a swim to relax and cool off. (After all, it is quite hot in the Gulf.)

H = Same results as M, with this addition: the character swims one mile from shore, then sinks into the Gulf of Mexico. (If the character has Swimming skill, he or she continues to swim until all Stamina is drained, then sinks.) After one minute of submersion, the PC drowns unless he or she passes a Luck check. Passing the check means the character may be "revived" if rescued in 1d10 minutes; after that, death is certain.

C = The character is immediately overwhelmed by the desire to swim far out to sea and drown *without letting anyone else know*. Check the "H" result for determining drowning success.

After you've determined the results of the Influence check, take the victim's player aside and explain the situation. The character has been *Influenced*, you should say. The player must role-play his or her character's reactions according to the discipline results you've determined.

Tell the PC a bright light is going to shine from the horizon, near the sandbar on the southeast side of the



island. The PC will see the light, and—unlike others who may see it, too—the PC will also see his or her own face in the light. The face calls the PC out to sea, and the *Influence* results begin.

Just after the face appears, the victim forgets it; he or she only remembers seeing a bright light. (Not even hypnotism can recall the actual event.) The compulsion to complete the behavior dictated by the *Influence* results is nevertheless inescapable.

Be sure the player understands how strong this compulsion is. The PC will probably have to trick, manipulate, and lie to the other envoys to complete the assigned behavior. First, the victim must assure concerned companions that nothing unnatural has occurred. If necessary, the PC might spend time alone to hide the depression. He or she should wait until the others aren't around to go swimming. If the PC must swim but return unharmed, he or she might "play up" that safe return to alleviate the others' concerns. ("Gee, that was a great swim; I feel so refreshed.") If the other envoys insist on keeping the PC from the water, the PC should agree not to swim, then sneak away later and do so anyway.

As soon as the player understands how to react, resume play with the other gamers. It is nighttime. Begin reading the text below to all PCs near the sandbar:

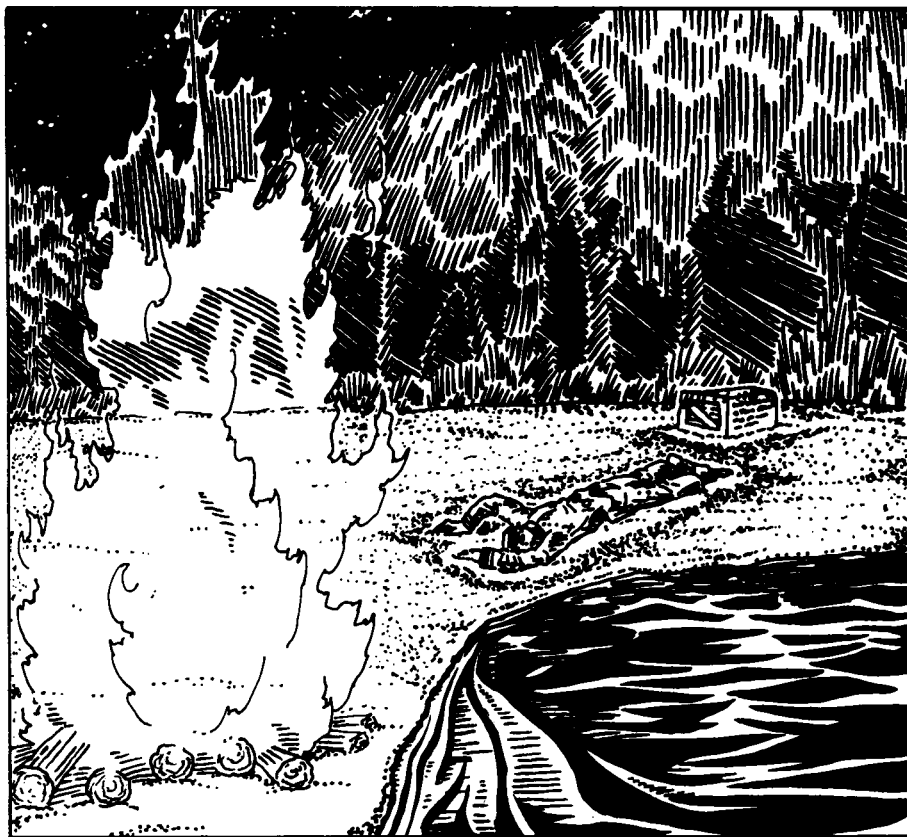
○ ○ ○

A bright light appears mysteriously out on the water, directly southeast of the island. It's too bright to be a ship's light, or even a spotlight. The beacon blazes for about a minute, then fades away.

○ ○ ○

After you've read the text above, the player character under the *Influence* discipline begins to follow the predetermined behaviour.

The ghost attacks the same character once a night until the victim finally drowns. If—despite the victim's efforts—the group prevents the victim from drowning, the ghost uses



its disciplines to suspend such interference (*Total Illusion* may be most useful).

After the first character drowns, the ghost begins to work on another—choosing the new victim at random. Each night, the use of *Influence* is repeated (you decide the best time).

Blanc continues to lure characters out into the water until *all* are dead, or until the ghost's former body receives a proper burial.

6. The Vision, Part II [Day 2, about 4:00 a.m.]

Just before the dawning of day 3, the Vision recurs. Read the following text to the PCs:

○ ○ ○

A sharp "crack" echoes through the air, like a small explosion, a backfire, or a gunshot. A man shouts something incoherently, then laughs in a bellowing, drawn-out fashion.

[Allow PCs to determine their reactions. Then continue reading...]

A second shot explodes, coming from the southeast corner of the island. There, the nighttime sky is aglow with a strange, putrid green haze—like the light from yesterday evening, but more intense.

[If PCs go to area B to investigate, continue reading...]

The glowing, semi-transparent shipping crate lies in the same place on the sand, just as it appeared the night before. And now, about halfway between the tree line and the water's edge, a glowing green man lies prone on the sand, unmoving, with eyes closed. Like the shipping crate, the man is semi-transparent, and seems to be nothing but colored air. He looks about 30 years old, and wears the clothing of a sea captain from the late 1800s.

On the edge of the water burns a large bonfire—a neon green bonfire, which gives off no heat, and makes no sound.

The strange scene has been greatly expanded.

○ ○ ○

If PCs try to search the seaman's clothing, they find it impossible. Like the crate and the bonfire, the body is intangible. None of it can be moved.

As evidenced by the shots and voices heard earlier, the Vision now includes sound. When the PCs first arrive at the scene, all is quiet. But shortly thereafter, the sounds continue. Tell the PCs they hear two deep, booming voices. The two speak, but the exchange is blurred, like voices on record that's played too slowly. The voices are located near the corpse.

The corpse is the image of Pierre Blanc, as he appeared just after his murder. The voices belong to the pirates who buried him. If PCs dig beneath the glowing corpse, they find nothing. (The actual body lies several yards away.)

Once again, the Vision lasts an hour, then fades and disappears.

7. Messages in the Sand [Day 3, daytime]

In this encounter, Blanc toys with an envoy, telling him or her, "You are next." It's just a scare tactic; the envoy who receives the message should *not* be the current victim of Blanc's *Influence* discipline, and he or she need not be next in line.

At some point during the third day, when a character is alone on a sandy stretch of shoreline, Blanc uses his *Write* discipline to send the frightening message. Ask that PC's player what his or her Perception score is, and then make a secret dice roll. Regardless of the result, take the player aside, and read the text below out loud. (The "rigged" Perception check just makes the player think—momentarily, at least—that he or she has "scored a point" against the ghost.)

○ ○ ○

A few feet ahead, the sand begins to bubble, almost like pea soup coming to a boil. The bulging little mounds of sand reach a height and width of about six inches, then burst open, releasing a sand crab that was burrow-

ing below. In all, thirty or more crabs break free, skittering to the water at a frantic pace.

The crabs escape to the rolling waves, but the surface of the beach still shifts. Letters appear, slowly taking form in shallow but distinct impressions. First Y, O, U, and A are methodically etched in the sand. Then R, E, and N, and finally E, X, and T. The letters are strung together without spacing, but properly divided, the words read... "You are next."

○ ○ ○

Whether or not the message is fully understood, it should give the player character a great deal to think about. At this point, the ghost as used *Influence* once, on another player character. The implications may or may not be clear. But now the victim of this sand message should be concerned for his or her own well-being—perhaps even overlooking the behavior of the current *Influence* victim.

8. The Vision, Part III [Day 3, nighttime]

In this encounter, the Vision appears for the third time. Only one thing has changed from the previous night: now the two voices are speaking clearly, and they have moved to the burial site (C). When you've decided to start the Vision, read the text below aloud:

○ ○ ○

Once again, a sharp "crack" echoes through the air, and the events of last night begin to repeat themselves. A man shouts something incoherently, then laughs in a bellowing, drawn-out fashion. A second shot explodes.

Again, the sky at the southeast corner of the island is aglow with a luminous green light.

[If PCs go to or are already at area B, continue reading...]

The crate, the seaman's body, and the burning fire are as they appeared last night, too—glowing, but without sound or substance. One thing has changed: the men's voices have moved a few yards from the body, and they are clear. Two men are speaking

in French. From the sound of it, one is digging, and the other is drinking from a jug.

○ ○ ○

If no character can understand French, tell the envoys present that the two men speak for a while...one burps...then they are silent for about 15 minutes. Then the voices begin again, this time more excited. After a moment, a clank rings out—metal falling against metal. The voices stop.

If a PC has French skill, he or she can understand the dialogue, and translate. Read the following text to the PC who can understand the two men:

○ ○ ○

VOICE ONE: (Huffing) What a stupid dead fool he was. (Raising Voice) Do you hear that, stupid dead fool? You could not tell a fire from a shore beacon? You deserve what you've gotten. A sea captain's burial is not for the likes of you. (Lowers Voice) Hey—you're no help. Let me have the jug, so you can put your own shovel to use.

VOICE TWO: It is well; take the jug and quiet your mouth. Your curses and insults do 'nare but bring him back from the dead. Yes, maybe he was a fool. But you are now a greater fool, for insulting the dead with your curses and an improper burial.

VOICE ONE: Cease your quack-ing, my friend. (Burp) The scurvy dog deserves less than this. He won't rise from the dead. He will stay on this forsaken piece of isle forever—closer to the sea than he deserves. But I won't trouble myself to cart the bloke to the desert where he belongs. We'd be heroes if we did, 'ay mate? But we'll be humble and just keep the goods from his ship. Here. Help me throw the garbage in the pit where he belongs. I'll cover it over.

For fifteen minutes, nothing further can be heard. Then the voices begin again.

VOICE TWO: (Surprised) Look! Out there on the water. What is it?



VOICE ONE: I don't know. It looks like a beacon of some sort.

A loud clank sounds and the voices stop. (CM: They've thrown down their shovels.)

○ ○ ○

If PCs dig beneath the area where the two voices spoke, they'll find Blanc's body after two hours. The *Haywire* discipline ceases momentarily—Blanc wants them to bury him at sea. If they proceed to give him a proper burial (uttering a few good words, and tossing him overboard with a little weight), the envoys have completed their mission successfully. The Vision, associated with Blanc's unrest, ceases to appear.

If the PCs show no signs of ending the ghost's misery, Blanc continues to use his disciplines to terrorize and destroy them.

9. Light to a Watery Grave [Days 4, 5, 6, etc. Nighttime]

This serves as a reminder to repeat the *Influence* encounter each evening (or night) until the adventure ends. Refer to encounter 6.

10. The Vision, Part IV [Day 4, nighttime]

The Vision takes place for the fourth time. Everything repeats itself, except the voices cannot be heard at first tonight. After about 45 minutes, the Vision changes. If the PCs are still present, read the following text aloud:

○ ○ ○

About 45 minutes after the light first appeared, the scene changes. The

two voices can be heard again, at first softly, then louder, fading in from nowhere. The corpse disappears from its resting place, then reappears a few yards to the east. Two pirates appear, digging a grave beside the corpse. One leans on his shovel and drinks from a jug.

○ ○ ○

The previous night's conversation is repeated, and the pirates bury the sea captain. (Refer to encounter 8.) At the end of the conversation, the pirates throw down their shovels, which clank together. The two run into the sea, ostensibly following the "beacon" mentioned by Voice Two. (The PCs can't see the beacon.)

As on all nights, the Vision disappears after an hour.

If PCs dig at area C for the first time, and dig for two hours, they find the body of Blanc, as explained above in encounter 8.

PART TWO: AREA ENCOUNTERS

As the PCs explore the island, refer to the map on the inside back cover. Encounters below are keyed to the areas shown.

A. The Ideal Campsite

This spot is the best protected area in which to camp on the island. A little horse sense would indicate this, and Outdoor Survival skill would confirm it. The beach is about 200 feet deep here (compared to about 3 feet on the southern side, and no beach on the north). Furthermore, the cove provides a sheltered area in which to moor the boat, as well as a warm, safe spot for swimming.

(Of course, this is an ideal spot from the adventure's standpoint, too; important encounters take place nearby.)

B. The Vision Location

The Vision takes place here each night (as explained in Part I).

C. Pierre Blanc's Burial Site

If PCs dig at this site for two hours, they discover Pierre Blanc's body. He is not sheltered by a coffin—the diggers simply strike flesh. The body shows no signs of decay; nor has rigor mortis set in. Blanc wears the dress of a seaman from the early 1800s, possibly a captain's garb. Envoys must dig and shift the sand for a while to uncover the entire corpse and remove it from the grave.

The ghost discontinues his use of *Haywire* when his body is removed from the grave; he expects to receive a proper burial at sea. Once a few good, proper words have eulogized the dead captain, and the body is delivered to the water, the corpse dissolves. The ghost has been destroyed.

If PCs remove the body but fail to bury it properly at sea, the ghost resumes its normal use of disciplines, attempting to kill the party.

D. Quicksand

If the envoys venture to area D, on the northern side of the island, read the text below aloud:

○ ○ ○

In one step, you're hooked. The ground appears the same, but it's suddenly soggy, oozing up above your ankles, sucking you under.

○ ○ ○

The PCs are sinking in quicksand. Though they could not avoid that first step, they may still escape. If a PC passes an Agility check at this point, he or she can quickly step backward and escape to firm ground.

All PCs who fail the Agility check continue to sink steadily. In 2d10 + 10 rounds, these PCs will be completely submerged unless they take the right measures to avoid it. (Compute one sinking rate for the whole group.)

There are two ways a PC might still escape before submersion: either pull himself out, or be pulled out by a character on firm ground. In either case, a "victim" must first grab hold of some object that is firmly anchored (a rope tied around a tree, for example, or a branch held by a would-be rescuer). A successful general Dexterity check indicates that the sinking character has gained a firm grasp of the object.

If another person is pulling a character from the quicksand, the rescuer must make a specific Strength check and obtain a "C" result to be successful. If more than one rescuer pulls the same PC, characters combine their Strength scores and make one check vs. the new total. Rescuers may continue pulling until they succeed. Until the PC is actually free, however, he or she sinks at the same rate as others. In fact, the PC may even lose his grip if the process continues too long (CM's discretion—use Luck or Strength to check).

A sinking character might pull his or herself out of the sand, too. First, the character must pass a general Dexterity check to gain a firm grasp

of the anchored object (probably a rope). Then the character must immediately make a specific Strength check and obtain a "C" result to pull free of the quicksand. If the PC fails the Strength check, he or she loses hold of the object, and must repeat both checks again to be free. (Consider the PC to be sinking until he or she actually reaches firm ground.)

Once a character is submerged, all further attempts at rescue fail.

E. The Swamp

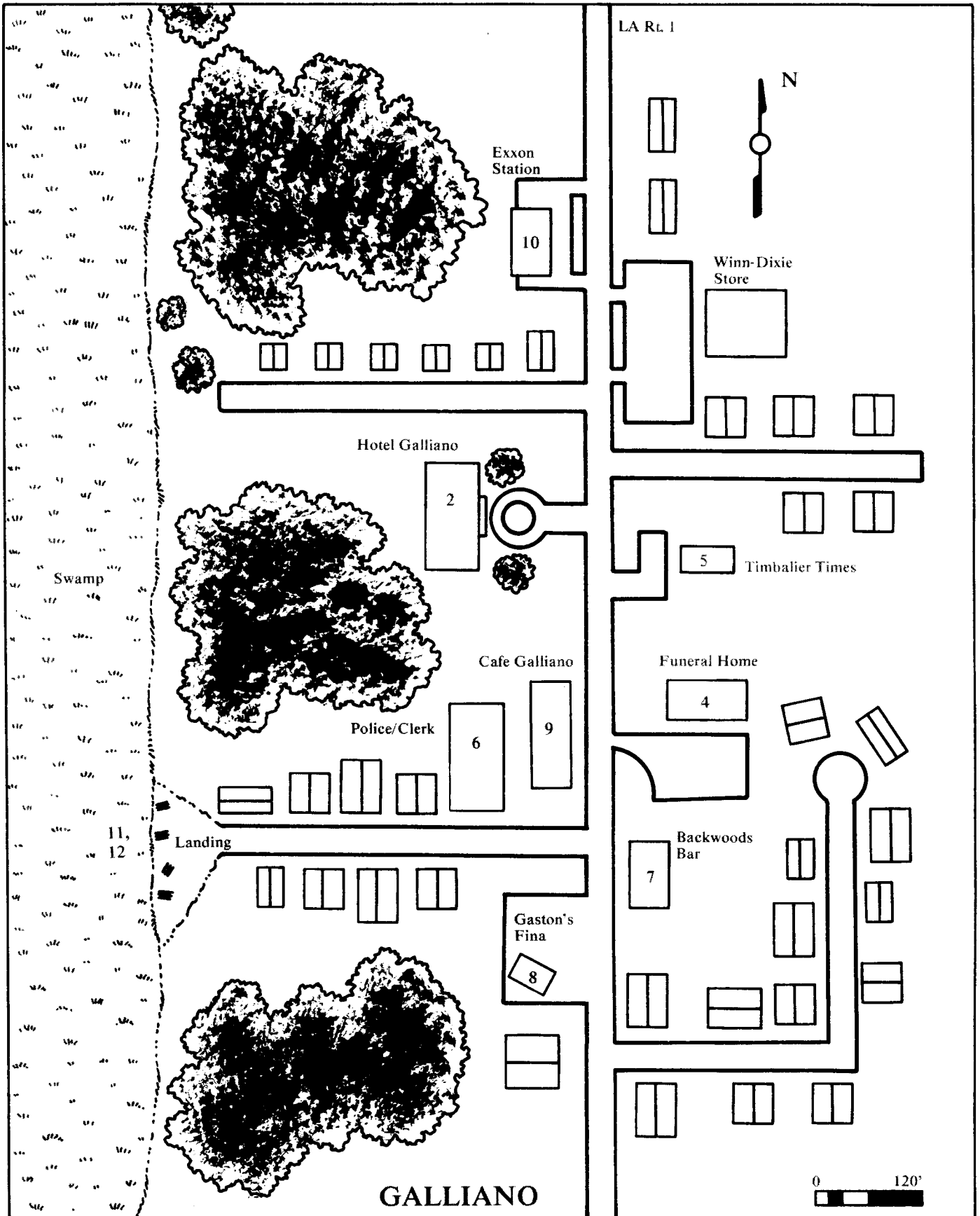
The swamp holds nothing in the way of clues, but the envoys might explore it as a matter of course. The water is waist-deep, and the bottom is invisible from above. The swamp contains no snakes or gators (the usual swamp creatures) because of its island location. It *does* contain crabs, however, which lurk beneath the sandy bottom.

Each round the PCs spend in the swamp, the crabs may strike. The chance is small—5% per round—but the results are painful. Tell PCs they suffer a Scratch wound each time the crabs bite. (To add interest, you might have the crabs release their hold and disappear before the character knows what "hit"—or you might require a PC to pull crabs from his or her feet before the pain subsides.)

F. The Sandbar

The sandbar extends some 1000 feet off the island, beneath knee-deep water. If PCs cruise over the sandbar when approaching the island, the boat runs aground—easily remedied by a push from characters in the water.

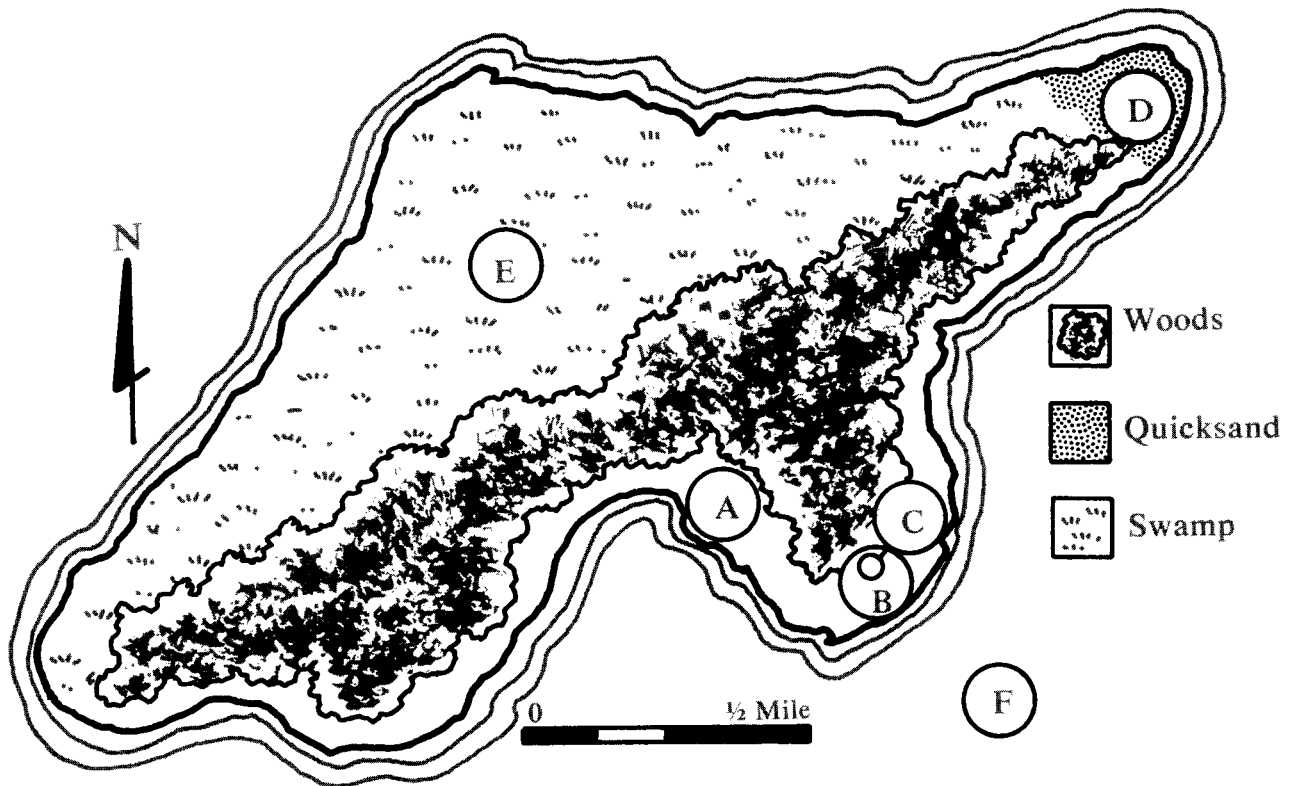
Years ago, pirates beached ships here, drawing victims onto the sandbar by lighting a false navigation fire on the island. A PC who searches the sandbar and passes a specific Luck check finds debris buried beneath the sand. A "C" result yields a plank marked "La Belle Orleans." Other successful results yield ordinary ship debris—a piece of beam, perhaps.



ISLE AU PITRE

CHRONOLOGICAL ENCOUNTERS

1. Arrival at Isle Au Pitre
(Day 1)
2. The Vision, Part I
(Day 1, nighttime)
3. Sinking in the Sand
(Day 2, morning)
4. No Body Surfing
(Day 2, afternoon, and later as desired)
5. Beacon to a Watery Grave
(Day 2, nighttime, and each night thereafter)
6. The Vision, Part II
(Day 2, about 4 a.m.)
7. Messages in the Sand
(Day 3, daytime)
8. The Vision, Part III
(Day 3, nighttime)
9. Light to a Watery Grave
(Days 4, 5, 6, etc.)
10. The Vision, Part IV
(Day 4, nighttime)



AREA ENCOUNTERS

- A. The Ideal Campsite
- B. The Vision Location
- C. Pierre Blanc's Grave
- D. Quicksand
- E. The Swamp
- F. The Sandbar

DEATHWATCH ON THE BAYOU

By Gali Sanchez

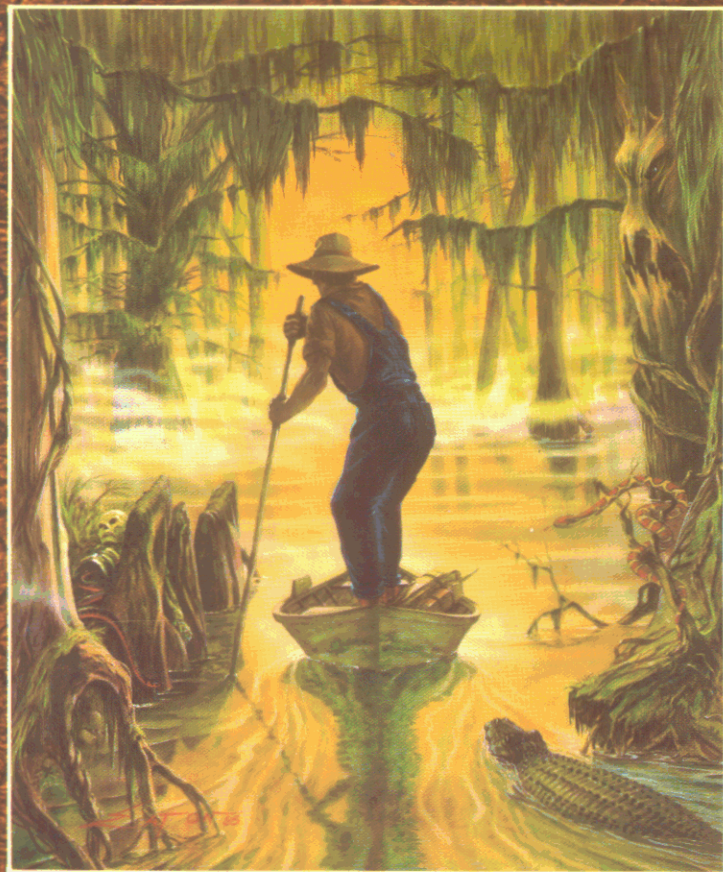
The Bayou waits and watches, patient as an open grave. The young man's shirt clings heavily to his skin, channeling rivers of sweat down his back as he poles the pirogue further into the swamp. A slight breeze rises and the Bayou whispers words no man understands.

As he pushes the small boat under a moss-laden cypress, branches clutch at his arms and tear his cotton shirt. A cottonmouth, angry at the intrusion, drops into his boat from the tree. The young man uses his pole to flip the deadly snake into the water. "You won't take me, Old Woman," he rasps, "not while I'm still breathing."

A web of rotting vegetation bubbles up under his pirogue and stops the small boat. He struggles against the pole, but the snag holds fast. Warily, the young man kneels and submerges his arm to free the boat.

A slimy hand grasps his own. Before he can pull free, a second takes his arm. The air grows thick with a yellow, churning mist, choking his lungs and draining his strength. At last he collapses and the slimy hands pull him into the water. The boat rocks a final time and floats free, alone.

At the swamp's edge, in a small Southern town, a young boy ignores his elders and sets out alone to explore. The Bayou resumes her deathwatch.



Deathwatch on the Bayou features two adventures for use with the CHILL® role-playing game:

- "Timbalier Terror," a tale of the bayou's living dead.
- "Mystery of Isle au Pitre," the story of a gulf island that claims its visitors forever.

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