

VIII

OF FLESH

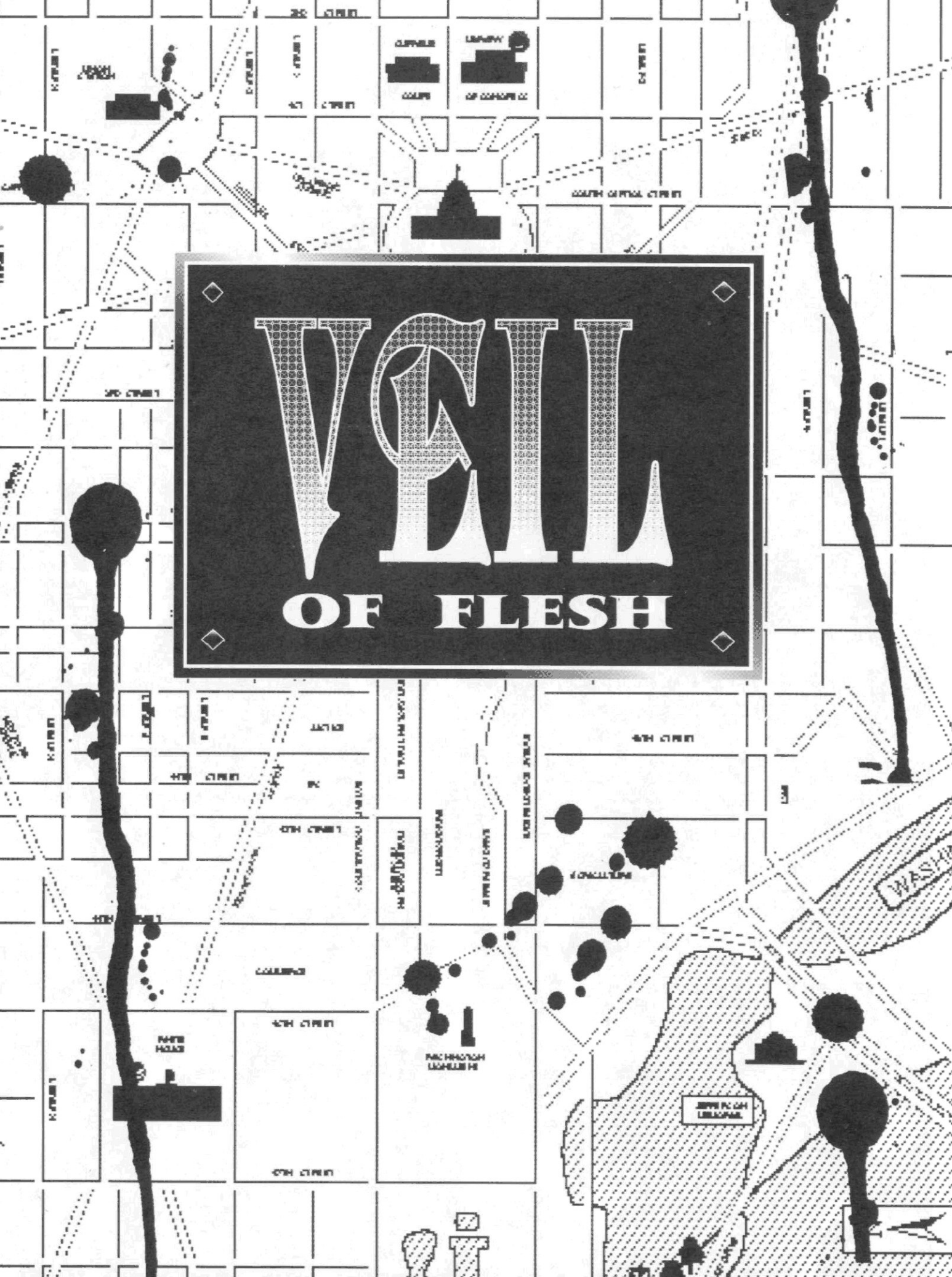
By Wayne Goldsmith

A

ChILL

PRODUCT

DEVELASCO



VENUE

OF FLESH

VEIL OF FLESH

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A NOTE ON LANGUAGE

FOR THE SAKE OF CONVENIENCE, THE MALE GENDER IS USED AS A NEUTER TERM THROUGHOUT THIS PRODUCT. THIS DOES NOT IMPLY ANY CHAUVINISM ON OUR PART. IT SIMPLY TAKES UP LESS SPACE AND MAKES FOR MUCH SMOOTHER READING.

ALL CHARACTERS IN THIS BOOK ARE FICTITIOUS. ANY RESEMBLANCE TO ACTUAL PEOPLE, LIVING, DEAD, OR UNDEAD, IS PURELY COINCIDENTAL.

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HOW TO USE THIS BOOK

The rules of *Chill* are like a language. The ideas that follow will teach key words and phrases to those whose characters journey to a place where fear and terror are customary.

STANDARD TERMS

AN ACTION is what a PC or NPC does during a round of combat. PCs and NPCs can have more than one action per round.

THE ART is the ability to perceive or use the energies/forces of the Unknown, and includes the Evil Way. All forms of the Art are known as Disciplines.

ATTACKS (ATT) only apply to creatures and animals. This is the number of attacks an animal or creature can make in one round.

BASIC ABILITIES represent PC, NPC, animal, and creature characteristics. The Basic Abilities are: Agility (AGL), Dexterity (DEX), Luck (LCK), Perception (PCN), Personality (PER), Stamina (STA), Strength (STR) and Willpower (WPR). Neither creatures nor animals have a LCK Score, animals have no PER Score, and some creatures and animals have no DEX Score.

A CALLED SHOT allows an individual to specify an exact target in exchange for cutting his Target Number in half.

CHARACTER INSIGHT POINTS (CIPs) are what characters gain after successfully completing SAVE missions.

THE CHILL MASTER (CM) is the person who runs the game. The CM tells the players what's happening in the scenario and acts as the eyes, ears, and other senses of the PCs. He plays the part of all NPCs and creatures, and serves as the referee.

THE DICE used in *Chill* are ten-sided dice (D10). The abbreviation D means die or dice. 1D10 means roll one ten-sided die, 2D10 means rolls two ten-sided dice, etc. A roll of "0" on a ten-sided die is read as "10."

THE NOTATION D% indicates that a percent roll is to be made using 2D10; one die represents the tens digit, and the other die represents the ones (two "0s" are read as "100"). Which die represents which digit is decided by the person rolling the dice before the beginning of the game. For example: a player is making a percent roll using one red ten-sided die and one blue ten-sided die. Before the scenario begins, he declares that the blue die would be his tens die. He rolls a "2" on the blue die, and a "5" on the red die, which results in a roll of "25."

DISCIPLINES are forms of the Art, including the Evil Way. Characters use Art Disciplines, and creatures use Evil Way Disciplines.

EDGES AND DRAWBACKS are personal advantages and disadvantages which characters may possess.

THE EVIL WAY is a branch of the Art that creatures use.

AN EVIL WAY SCORE (EWS) applies to creatures only, and is used to figure the base chance of success when using Evil Way Disciplines.

FEAR is the modifier used when a character comes into contact with a creature or animal. The Fear modifier is applied to the character's Current Willpower when making a Fear Check.

A FEAR CHECK is a Specific Check required of any character that meets or senses creatures of the Unknown. In some cases, characters must also make a Fear Check when they meet animals. Fear Checks are always rolled against a character's Current Willpower Score. A Fear Check is made the instant it is required, regardless of the sequence of play.

A GENERAL CHECK is the act of rolling a percent and comparing the number rolled to the Target Number. As with all checks, a player (or the CM) is only successful if the number rolled is equal to or less than the Target Number.

MOVEMENT (MV) is how far an individual can move in one round. Rates are given for movement on land (L), in the air (A), and in water (W). Some creatures move incorporeally (I). This means the creature has no physical form, and can therefore move anywhere—on land, in the air, or under water—at the rate shown.

SENSING THE UNKNOWN is the Score a character uses to find out if someone or something from the Unknown is nearby.

SKILLS represent specific proficiencies that characters may learn. Players use characters' skills at specific levels as follows:

Student (S), Teacher (T), and Master (M).

SOCIETAS ARGENTI VIAE ETERNITATA (SAVE) is a secret organization dedicated to protecting the Known world from creatures of the Unknown.

A SPECIFIC CHECK is the act of rolling a percent and comparing the number rolled to the Target Number. A Specific Check is made when a specific result is needed (for instance, determining the amount of damage the creature took from a gunshot). As with all checks, a

player (or the CM) is only successful if the number rolled is equal to or less than the Target Number.

A STRIKE RANK (SR) determines the range of damage a particular weapon is capable of.

A SURPRISE CHECK is a General Check used to determine whether a character can respond immediately to an unexpected attack or situation.

THE TARGET NUMBER (TARGET# OR T#) is the number which is ultimately rolled against in a given check.

THE UNKNOWN is the "dimension" where creatures come from, and pertains to that which cannot be explained in terms of the everyday world.

WOUND BOXES (WB) are used to determine the amount of damage an individual can take before dying.

ABBREVIATIONS

A Air
AGL Agility
ATT Attack(s)
CIP(s) Character Insight Point(s)
CM Chill Master
C Corporeal
D% Percent roll
D10 Ten-sided die
DEX Dexterity
EWS Evil Way Score
G Gaseous
I Incorporeal
L Land
LCK Luck
M Master
MV Movement
NPC(s) Non-player character(s)
PCN Perception
PER Personality
PC(s) Player character(s)
rnd Round
SAVE Societas Argenti Viae Eternitata
STA Stamina
STR Strength
SR Strike Rank
S Student
T#, Target# Target Number
T Teacher
W Water
WPR Willpower
WB(s) Wound Box(es)
Wnd(s) Wound(s)

SPECIFIC CHECK RESULTS

L Low result
M Medium result
H High result
C Colossal result
K Knockdown result

INTRODUCTION

ABOUT THE SCENARIO

Veil of Flesh is a *Chill* scenario designed for four to six player characters (PCs) of high experience. PCs will find the skills of Savoir-Faire, Disguise, Medicine, and Investigation helpful throughout this scenario. The scenario is structured as a Clue Chain, meaning that the PCs' investigation takes them from one encounter to the next. The only set event that triggers automatically is the Gala Ball, climaxing the scenario.

THE SETTING

Veil of Flesh takes place in Washington, D.C., between Saturday, June 15, and Saturday, June 22, 1991. However, the CM can easily change the dates to fit his ongoing campaign. If you make changes, be sure to make appropriate changes throughout the scenario.

CM BACKGROUND THE EVIL PLAN

This scenario centers on a plot, by an Elder Ganabe (a shapechanging creature described under **Ganabe** on p. 6) and its four offspring to substitute themselves for the leaders of the United States, Soviet Union, France, and England. They hope to accomplish this at a gala ball scheduled at the White House to celebrate the imminent arms treaty among the major powers. By replacing the world leaders, the Ganabes hope to achieve world domination overnight.

To get near the world leaders, the Ganabes are killing and assuming the identities of Secret Service agents. Each Ganabe has spent hundreds of hours diligently preparing for his role in the replacement attempt. Only Patrius, the Elder Ganabe, isn't planning on taking a world leader's form. He will remain the power behind the throne of the four superpowers. Should one of his offspring be unable to envelop a leader, however, Patrius will take his place.

The other Ganabes follow Patrius' orders but are capable of independent thought. They can adapt to any situation, and under no circumstance will they betray each other.

WHAT HAS GONE ON BEFORE

On the evening of June 13, the five Ganabes assaulted the head of White House security, Brent Blakely, in his home. Primum, Patrius' eldest offspring, enveloped Blakely, turning the healthy, young man into a wrinkled and aged corpse. Then Primum called David Birkham, captain of the Capital Police and personal friend of Blakely's, and asked him to come to his house to "discuss security for the ball and down a couple beers."

When Capt. Birkham arrived, Patrius quickly enveloped him. As Patrius and Primum donned the two men's clothing and possessions, Patrius ordered two of his other offspring, Secundus and Quartus, to take the bodies to a foundry and incinerate them.

Secundus didn't appreciate being left with "mop-up" duties, however, and Quartus avoids responsibility whenever possible. Instead of properly disposing of the bodies, they dumped them in a convenient alley on their way back home to the Blue Baboon Tavern. The Capital Police quickly found the corpses and took them to the morgue.

The police officers returned to the Capital Police Station and made out their incident report. A reporter from the Washington Times overheard the story and called it in to his paper.

When Patrius appeared for his first day on the job as Capt. Birkham, on his desk was a newspaper with a blaring headline reading "2 Nude, Elderly Bodies Found in Hill Alley." In addition, there were a number of calls from Percy Longfellow, President of the Library of Congress and longtime SAVE ally, regarding the case. Patrius routed all reports on the corpses to himself and avoided Longfellow's pointed questions.

Longfellow, curious about the odd nature of the discovery and suspicious of Capt. Birkham's guarded responses, contacted SAVE with news of the discovery. Because of similar incidents over the years, SAVE immediately assigned a team to the case. Longfellow has kept in contact with Capt. Birkham (Patrius), informing him that private investigators were coming to review the case.

Realizing that any attempt at interference may only compound an already sticky situation, Patrius is resigned to watching and waiting, hoping the PCs will discover nothing and the envelopings will proceed as scheduled.



GANABES

AGL: *
 DEX: *
 PCN: 70 + (1D10 PER AGE LEVEL)
 PER: 40 + (1D10 PER AGE LEVEL)
 STA: *
 STR: *
 WPR: 60 + (2D10 PER AGE LEVEL)
 EWS: 80 + (2D10 PER AGE LEVEL)
 ATT: BY WEAPON
 SR: BY WEAPON
 WB: *
 FEAR: - (1D10 PER AGE LEVEL)
 MV: *
 TYPE: MASTER, INDEPENDENT
 CLASS: C

DISCIPLINES:

HALTΩ
 HAYWIRESΩ
 HYPNOTIZEΩ
 INFLUENCEΩ
 UNIQUE AUTOMATIC CHANGE SELF
 UNIQUE AUTOMATIC IMMUNITIESΩ

* AS PER FORM TAKEN.

Ω AS PER AGE LEVEL (SEE BELOW).

A Ganabe is an immortal creature of the Unknown whose goal in life is to amass power and

the Evil Way through the violent murder of humans. These vicious attacks usually involve beating the victim to death, as the longer and more violent the death, the more intense the psychic energy released from the victim in the form of agony and terror. It's through the absorption of these emotions that the Ganabe increases its power.

A Ganabe's true form is approximately 5' high and weighs 150 pounds. It is generally humanoid in shape, having loose, hairless, gray skin and large yellow eyes. A Ganabe only appears in its true form at birth, during assimilation, and at death, however.

When a Ganabe dies, its body disappears within 1D10 minutes, absorbed back into the Unknown.

A Ganabe seeks to dominate all "lesser" life forms. It sees humanity as chattel to be ruled and fed upon. The only being it respects and obeys is its Elder. It is unknown who or what an Elder respects.

Lastly, although a Ganabe usually assumes the name of its most-recent victim, it is known to its Elder and siblings by its birth order (First, Second, etc.), which is always in an ancient language. The Elder is usually referred to as Father or Parent.

ENVELOPING

A Ganabe has a limited shapechanging ability, known as enveloping, which allows it to steal the form of any animal between 50 to 400 pounds. It is

repulsed by the thought of shapechanging into any form other than human, however.

Enveloping enables a Ganabe to blend into society. In a specific assumed form, it can pass the most meticulous physical examination. It is a perfect copy of its victim: scars, birthmarks, fingerprints, and hairstyle. However, an enveloping doesn't give the Ganabe any knowledge, memories, or mental abilities of the victim.

To assist with its entry into society, a Ganabe develops weapon and non-weapon skills and has a natural flair for languages, being able to master a new tongue after six months of study. A Ganabe is also naturally adept at the Savoir-Faire and Acting Skills and, therefore, always achieves some level of ability in these skills.

When the Ganabe wishes to change forms, it must make skin contact with its victim. This contact causes the victim to die of massive dehydration and cell deterioration, causing SR 4 damage for each round of contact, and allows the Ganabe to absorb the victim's life-force. (The Target Number [T#] for the contact is the Ganabe's current EWS.)

After enveloping its victim, the Ganabe enters a comatose stupor, heals all damage sustained in its previously assumed form, and, for 3D10 minutes, shifts back to its natural form to assimilate its new body. Due to the stupor caused by this process, a Ganabe only attempts an enveloping when in a secluded area and, if possible, with assistance.

An assimilated form is kept until a new one is taken, and the Ganabe cannot willfully shift to a previous victim's form or to its natural one.

Enveloping leaves the victim's corpse wrinkled and aged. Only those most-familiar with the victim have any chance of identifying his remains. If the enveloping is broken before the victim's death, the victim can slowly recover through normal means, but accelerated aging is permanent.

REPRODUCTION

Only an Elder Ganabe (or the oldest Ganabe, if the Elder is dead) is capable of reproduction. After it, its offspring (if applicable), and its siblings (if applicable) have consumed vast amounts of psychic energy, all of which is "absorbed" by the eldest Ganabe, it reproduces asexually.

The reproduction takes the form of a "bud," approximately six inches in length and weighing 12 ounces. The bud grows to its full height and weight over the following two months. For the next six to eight months, the Elder or a sibling nurses and protects the offspring as it learns the rudiments of society.

Soon after the eight- to ten-month growing stage, an older Ganabe secures a living victim for the

young Ganabe to envelop. After it assumes its first stolen form, the young Ganabe sets off to develop its own lifestyle and feasting pattern.

Because the birthing cycle of a single Ganabe usually takes thousands of years, the time needed to collect such a vast amount of life-force energy, a Ganabe values its offspring highly. In return, the Ganabe offspring value their Elder because their powers increase as his do. This increase in power is represented in *Chill* terms as Age Levels.

AGE LEVELS

When a Ganabe "buds," it is considered to be at Age Level 1. Each time an Elder reproduces, the older siblings' Age Levels increase by one. Therefore, if an Elder has reproduced two times, it would be at Age Level 3, its first offspring at Age Level 2, and the newborn at Age Level 1.

As a Ganabe increases its Age Level, it increases its EWS, Fear rating, discipline level, abilities and immunities, and its physical attributes of PCN, PER, and WPR.

At Age Level 1, a Ganabe can use the Evil Way Disciplines of Haywire, Hypnotize, Influence, and Halt, all at Student Level, if it has the necessary minimum EWS. (See EWS on p. 152 of the *Chill* hardcover for an explanation of EWS minimums.) After acquiring an ability, the creature's ranking increases one step for each Age Level attained until it has achieved Master Level.

A Ganabe also gains certain immunities as its Age Level increases. The immunities and the Age Level at which they are gained are as follows:

AT AGE LEVEL 1

A GANABE HAS NO IMMUNITIES.

AT AGE LEVEL 2

IT BECOMES IMMUNE TO ALL UNBLESSED NON-FERROUS METALS, WITH THE EXCEPTION OF SILVER. THEREFORE, A LEAD SLUG WOULD BOUNCE OFF A GANABE WITHOUT INJURING IT, AS WOULD AN ALUMINUM ARROWHEAD. HOWEVER, A NORMAL IRON SWORD OR A BLESSED BRONZE DAGGER WOULD CAUSE NORMAL DAMAGE.

AT AGE LEVEL 3

A GANABE IS IMMUNE TO ALL UNBLESSED METAL EXCEPT SILVER.

AT AGE LEVEL 4

A GANABE GAINS IMMUNITY TO ALL UNBLESSED WEAPONS, INCLUDING WOOD, PLASTIC,

AND FLESH, WITH THE EXCEPTION OF SILVER.

AT AGE LEVEL 5

A GANABE IS IMMUNE TO ALL WEAPONS EXCEPT FOR BLESSED SILVER. A GANABE IS NEVER IMMUNE TO BLESSED SILVER.

HISTORY

The Ganabe is a rare creature mentioned in the most-ancient texts. Its name has roots in ancient Hebrew, which refers to it as a gannabh. This word later came to mean thief. It also appears as the Yiddish word ganef, which means thief or rascal. The Ganabe is probably connected to the mythical German creature Doppelganger (see *Apparitions*, p. 53) and bears a strong resemblance to a Changeling (see the *Chill* hardcover, p. 206).

In centuries past, tiny populations made the Ganabe's search for victims difficult. The small number of people and the individuality of everyone in a closed society didn't allow the Ganabe to settle amongst its victims. The creature was forced to travel widely to find victims, or alternately, to settle for several years in a remote area, such as a secluded castle or abandoned village, and use it as a base of operations.

Recently, the giant cities, swift transportation, and anonymous masses of the modern world have permitted the Ganabe the luxury of settling into an apparently normal lifestyle, while still allowing it to kill frequently. A modern Ganabe commits a violent murder approximately once every month.

NON-PLAYER CHARACTERS (NPCS)

Complete statistic listings and descriptions of major NPCs follow. There is also an abbreviated listing of abilities and skills at all areas where NPCs are encountered.

Minor NPCs are usually found in one area only. Only ability scores outside the norm (good or poor) are listed. All others are assumed to be in the 45 - 55 range, although a CM is free to assign ability scores as he sees fit.

In addition, there are several NPCs who are referred to by their political station: President, Soviet Premier, French President, and English Prime Minister. The statistics and descriptions for the world leaders are not listed. The CM may

assign any physical and political description he wishes to the world leaders. It is their political station, not their political platform, that is of importance.

QUARTUS (JACKY GOALEN)—GANABE

AGL: 50
DEX: 60
PCN: 73
PER: 45
STA: 45
STR: 40
WPR: 65
EWS: 95
ATT: 10; 75
SR: 5
WB: 21
FEAR: -5
MV: 36

SKILLS

AUTOMATIC WEAPON/S 75
ACTING/S 76
AMERICAN ENGLISH/M 119
BRITISH ENGLISH/M 119
FAMILIARITY (BRITISH POLITICS)/S 92

DISCIPLINES

INFLUENCE/S 68
AUTOMATIC UNIQUE CHANGE SELF

EQUIPMENT: UZI SUBMACHINE GUN.



Quartus is in the form of a 19-year-old white woman named Jacky Goalen. She stands 5'4" and weighs 185 pounds. Jacky was an overweight, pimply-faced high school dropout that Quartus enveloped three years ago.

Quartus is the most recent Ganabe offspring. He "budded" only four years ago and still has much to learn about the world. Since his birth, he has been under the protection and guidance of Secundus (see below). He lives next to Secundus in a small efficiency apartment, above the Blue Baboon Tavern (see p. 32 for details).

Quartus' youth is reflected in his immature actions. He has only had four brief years to adjust to society and still tends to exhibit the cruelty and selfishness common of toddlers. Quartus hates learning and work of any kind but likes sweets, particularly chocolate ice cream, and refuses to clean up after himself.

His murders are messy and spontaneous affairs. His lack of planning and haphazard approach often leave many clues at the crime scene. It is only a matter of luck that Quartus has avoided apprehension.

Quartus doesn't have the self-discipline to learn complicated skills. He has barely managed to familiarize himself with the use of automatic weapons. Given the chance, he uses these with abandon, spraying around him in enthusiastic bursts.

Quartus is scheduled to absorb the form of Secret Service agent David Morgan, at Blakely's house, on the night of June 17. Quartus uses Morgan's form until he takes the place of the English Prime Minister. Secundus has had to make sure Quartus applies himself to practicing the English accent and political system. Several months ago, the female Prime Minister resigned and was replaced by a male. This change in venue has not set well with Quartus, and he has barely prepared for the switch.

TERTIUS (LING GREEN)—GANABE

AGL: 75
DEX: 80
PCN: 76
PER: 47
STA: 75
STR: 65
WPR: 89
EWS: 110
ATT: 4; 105 (MARTIAL ARTS) OR
3; 110 (PISTOL) OR 1; 120 (KATANA)
SR: 5 (MARTIAL ARTS & KATANA) OR 7 (PISTOL)
WB: 35
FEAR: -15
MV: 45

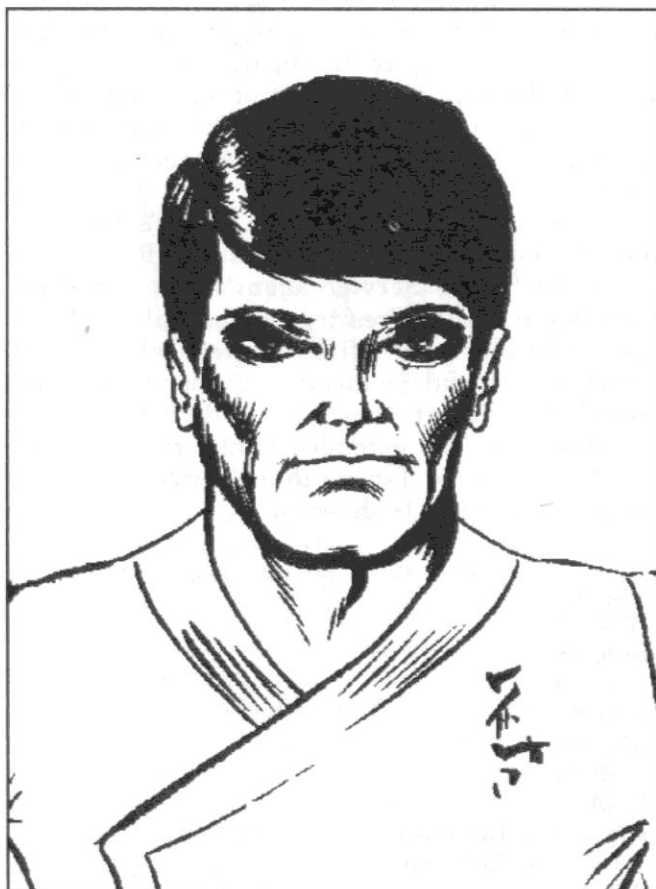
SKILLS

AUTOMATIC WEAPON/T 110
MARTIAL ARTS (KENDO)/M 129
PISTOL/T 110
SWORD (KATANA)/M 120
ACROBATICS/T 105
ACTING/T 100
AMERICAN ENGLISH/M 132
FAMILIARITY (FRENCH POLITICS)/T 121
FRENCH/M 132
SAVOIR-FAIRE/S 95

DISCIPLINES

HAYWIRE/S 73
INFLUENCE/T 96
UNIQUE AUTOMATIC CHANGE SELF
AUTOMATIC IMMUNITY TO UNBLESSED NON-FERROUS METALS
(EXCEPT SILVER)

EQUIPMENT: PISTOL, KATANA.



The second youngest Ganabe, Tertius, is currently in the form of Ling Green, a healthy 22-year-old Oriental man he acquired four years ago. He stands 6' tall, weighs 185 pounds, and has an athletic body that he strives to keep in perfect condition.

Tertius is fascinated with violence and melee combat. Since his "budding" 30 years ago, he has dedicated most of his time to becoming a superb combatant. He is obsessed with martial arts and the traditional warrior lifestyle. During the last

two years, he has studied diligently under a samurai, mastering the art of Kendo. He prefers wearing traditional samurai clothing and carries his katana with him whenever possible.

Tertius prefers to commit his murders in the heat of battle. Approximately once every month, he takes a tote bag containing a bamboo practice sword and a silver-plated dagger and walks through the rougher sections of Washington, D.C. He seeks out a victim who looks like he will "put up a good fight." Tertius uses insults, a cocky attitude, and the Influence Discipline to coerce a victim into a nearby secluded area. When he has the victim in a secure area, he gives him the dagger and uses Influence to force him into an enraged attack. Tertius uses his bamboo sword to beat his opponent to death. After the fight begins, the Ganabe only uses Influence again if his life is in danger. However, he does have a code of honor about his murders and, if forced to use the Evil Way to save his life, he allows the victim to escape. This has proved to be a rare event, indeed.

Tertius will envelop Michael Kelley's form, at Blakely's home, on the night of June 19. He uses the young Secret Service agent's form until he replaces the French President at the Gala Ball. He has studied French political protocol and has worked on the leader's lifestyle. Unfortunately, the French President has five children and 15 grandchildren. The extended family relationships have been hard for Tertius to memorize, and he is worried that he will be detected.

HAYWIRE/S 82
INFLUENCE/T 97
AUTOMATIC UNIQUE CHANGE SELF
AUTOMATIC IMMUNITY TO UNBLESSED METALS (EXCEPT SILVER)
EQUIPMENT: PUMP SHOTGUN.



SECUNDUS (BLOODY BEN)—GANABE

AGL: 60
DEX: 45
PCN: 89
PER: 63
STA: 85
STR: 90
WPR: 92
EWS: 111
ATT 2; 75 (SHOTGUN) OR 1; 125 (WRESTLING)
SR: 7 (SHOTGUN) OR 1 (WRESTLING)
WB: 44
FEAR: -20
MV: 40

SKILLS

PISTOL/T 75
SHOTGUN/T 75
WRESTLING/M 125
ACTING/S 96
AMERICAN ENGLISH/M 140
FAMILIARITY (BLACK MARKET)/M 147
FAMILIARITY (SOVIET POLITICS)/M 147
RUSSIAN/M 140

DISCIPLINES

Secundus is in the form of "Bloody Ben" Burke, owner of the Blue Baboon Tavern. Secundus enveloped Bloody Ben's body and took over his tavern about 10 years ago. The original Burke had a violent reputation and owned the Blue Baboon for five years.

Secundus stands 6'4" tall, weighs 265 pounds, and is heavily muscled. His massive head, which he keeps clean-shaven, has many scars and knots from innumerable fights. He wears a large gold hoop through his left earlobe. His right ear is missing entirely, lost in a knife fight prior to his enveloping.

Secundus was born 155 years ago and has developed a taste for ultra-violence and drugs. The Blue Baboon Tavern is a good place for Secundus to find both.

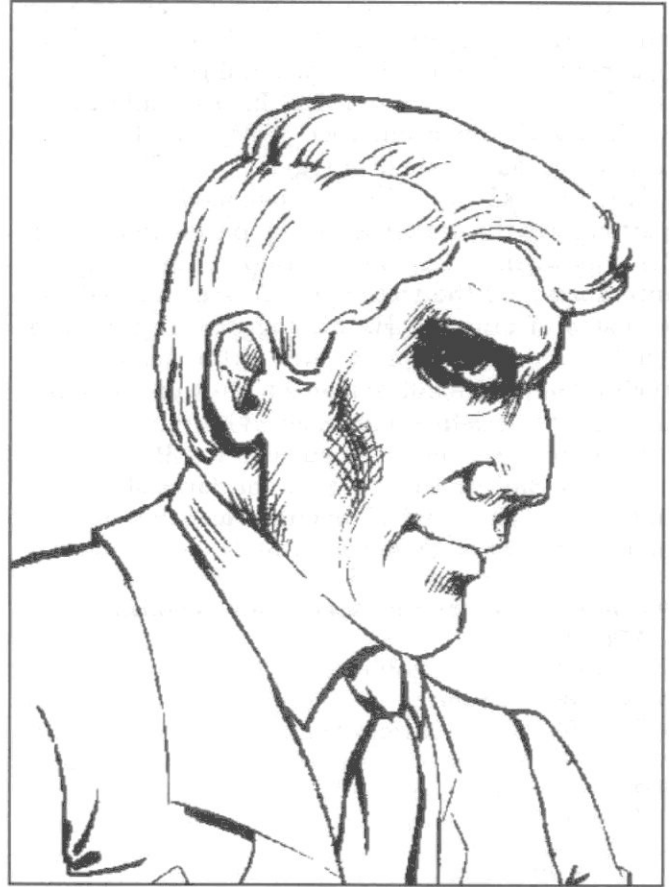
Secundus continuously uses drugs. This, combined with his vicious disposition, makes him a very dangerous opponent. Due to his berserk rage during combat and the nearly toxic level of narcotics in his system, Secundus continues to fight even after his STA has been reduced to 0 or less.

The only way to stop the Ganabe is to kill him (reduce him to zero or fewer Wound Boxes).

Secundus chooses his victims at random, and he takes minimal precautions to avoid detection. Secundus prefers to crush victims to death in his powerful arms. Following a murder, the Ganabe flies into a berserk rage, destroying everything in sight. Secundus only regains a semblance of calm after every piece of surrounding wood and glass has been demolished.

Secundus is scheduled to envelop Ronald Payment, at Blakely's home, on the night of June 17. He will use the Secret Service agent's form until he replaces the Soviet Premier at the Gala Ball.

Secundus has been entrusted with the raising of Quartus since the younger Ganabe's birth. Despite his cold and violent nature, his relationship with Quartus is actually fatherly. Secundus' feelings for Quartus are as close to love as a Ganabe can come; he does everything in his power to protect his ward.



(EXCEPT SILVER)

EQUIPMENT: PISTOL, CANE RAPIER.

PRIMUM (BRENT BLAKELY)—GANABE

AGL: 70
DEX: 60
PCN: 93
PER: 75
STA: 70
STR: 60
WPR: 107
EWS: 123
ATT: 4; 110 (PISTOL) OR 1; 115 (RAPIER)
SR: 7 (PISTOL) OR 5 (RAPIER)
WB: 33
FEAR: -25
MV: 43

SKILLS

PISTOL/M 110
RAPIER/M 115
RIFLE/M 110
SHOTGUN/M 110
ACTING/S 106
AMERICAN ENGLISH/M 150
ANTIQUES/T 138
ART CRITICISM/M 150
DRIVING/S 91
FAMILIARITY (AMERICAN POLITICS)/T 137
FAMILIARITY (GOLF)/T 137
HISTORY/T 130
INVESTIGATION/S 110
MIDDLE ENGLISH/M 150
SAVOIR-FAIRE/T 129
STEALTH/M 139

DISCIPLINES

HAYWIRE/T 91
HYPNOTIZE/S 91
INFLUENCE/M 141
AUTOMATIC UNIQUE CHANGE SELF
AUTOMATIC IMMUNITY TO UNBLESSED WEAPONS

Primum enveloped Brent Blakely, Secret Service man and head of White House security, on June 13. His position ensures the smooth introduction of the other Ganabes to White House security. Primum is 5'11" tall, weighs 180 pounds, and is a muscular, handsome bachelor.

Primum is the offspring of Patrius' first budding, 785 years ago, in medieval England. After maturing, he was left alone in England while Patrius moved to France. Over the past seven centuries, Primum has learned to be patient and to control his violence.

Primum is an introspective serial murderer. His favorite killing tactic is to sneak into a victim's home at night and surprise him while sleeping. Using his rapier, Primum disables his victims with surgical skill and prolongs their death for over an hour.

Primum became a master of sword combat centuries ago. It is a skill that has served him well. He still carries a razor-sharp rapier at all times by concealing it in a mahogany, lion-headed cane. Primum has also mastered each development in firearms technology as it came along. His repertoire with guns is phenomenal, and he is an expert marksman.

In combat, Primum isn't given to bravado and has no qualms about gunning down unarmed opponents. He enters hand-to-hand combat only as a last resort. Primum murders his carefully chosen victims with relish but sees prolonged skirmishes as a dangerous waste of energy.

He has always been obsessed with art, particularly the darker works by Bacon and Munch. He has been a fanatic photographer since the introduction of the technique. He sees himself as a maestro of murder. He photographs his murder scene using different angles, film, lenses, and techniques. His collection of photographs is a diabolically artistic compilation of horror.

Primum is scheduled to envelop the President at the Gala Ball and will retain the form of Blakely until then. The band of Ganabes uses his home to ambush their Secret Service targets.

Patrius (Capt. David Birkham)—Ganabe

AGL: 35
DEX: 40
PCN: 99
PER: 78
STA: 35
STR: 35
WPR: 110
EWS: 135
ATT: 3; 70 (Pistol)
SR: 7
WB: 18
FEAR: -30
MV: 32

SKILLS

PISTOL/T 70
ACTING/M 145
AMERICAN ENGLISH/M 154
DISGUISE/T 102
FAMILIARITY (GLOBAL POLITICS)/T 144
FAMILIARITY (LAW ENFORCEMENT)/T 144
FORGERY/T 99
FRENCH/M 154
GERMAN/M 154
GREEK/M 154
HEBREW/M 154
HISTORY/M 154
ITALIAN/M 154
JAPANESE/M 154
LATIN/M 154
LEGEND/LORE/T 134
PSYCHIATRY/T 135
RUSSIAN/M 154
SAVOIR-FAIRE/M 155

DISCIPLINES

HALT/S 96
HAYWIRE/M 106
HYPNOTIZE/T 111
INFLUENCE/M 131
UNIQUE AUTOMATIC CHANGE SELF



AUTOMATIC IMMUNITIES TO WEAPONS
(EXCEPT BLESSED SILVER).

EQUIPMENT: POLICE REVOLVER, POLICE UNIFORM.

The Ganabe Elder, Patrius, is currently in the form of Capt. David Birkham, head of the Capital Police. He stands 5'6" tall, weighs 135 pounds, and appears to be in his mid-60s. The original Birkham was head of the Capital Police for 12 years before he was enveloped by Patrius on June 13.

Patrius is the progenitor of all the other Ganabes, who he has named from the Latin words for first, second, third, and fourth.

Patrius has been on this earth for just under 4,000 years. In the past four millennia he has witnessed the development of human civilization. He has sat at the head of more than one empire but has never been able to achieve dominion over the whole of mankind. The last attempt, in 20th Century Germany, failed miserably. The death camps and attendant wholesale slaughter of humans, however, generated a nationwide psychic field from which he could easily gather power.

It took Patrius more than 3,000 years to gather enough power to reproduce the first time. With the aid of his first born, he was able to reduce this time exponentially. Each addition to his energy network has increased his reproducing capacity. Since the birth of Quartus four years ago, Patrius has personally eased off on murdering.

In the past few decades, Patrius has come to rely heavily on his Evil Way Disciplines rather than physical skills. The only combat skill he has retained is pistol, the others having crumbled away with disuse. In addition, he prefers inhabiting the forms of the old and physically impaired. This makes the disclosure of his true power as surprising as it is horrific. Patrius uses his Savoir-Faire and Acting Skills and his Influence Disciplines to portray a lovable, sincere, and honest person. He finds it a challenge to keep his true disposition hidden behind carefully chosen words and mannerisms. He chooses one person from his daily contacts as his victim. To this person he reveals his cruel and sadistic nature. He makes the victim's life a daily hell, bullying and beating the person repeatedly. The victim is isolated from help by the realization that no one will ever believe his story. Patrius repeatedly reinforces the victim's feeling of helplessness, slowly increasing the mental torture until the victim is nearly insane. Patrius then uses his Evil Way Disciplines to kidnap the person and secret him in a remote area, where he spends several hours slowly torturing the victim to death.

Should anyone have the audacity to defy or interfere with Patrius, he takes extra measures to make that person miserable. He uses Hypnotism to force his victim to kill his family and friends, then releases him long enough for the victim to understand what he has done. Patrius then resumes control of the victim and has him commit suicide, releasing the victim's mind just prior to death so he understands the terror and hopelessness of his predicament.

Patrius is not scheduled to envelop any world leader. He retains the form of Birkham until the scenario's finale. If the PCs eliminate any of his offspring, he envelops the leader originally targeted by the dead Ganabe. If more than one Ganabe is eliminated, he envelops the world leaders in the following order: President, Soviet Premier, Prime Minister, French President.

BRENT BLAKELY

(JOHN DOE #12519)—SPIRIT

In life, John Doe #12519 was Brent Blakely, head of security for the White House. He was a cold man but took his job of protecting the President as a sacred trust.

Since his enveloping and murder by Primum, his spirit has fought to remain in contact with the physical world. The spirit of Brent Blakely strives to fulfill his sworn duty in life. He does this using the limited means at his disposal, namely, contacting the PCs through their dreams and Madame Xovier.

John Doe #12519 makes several appearances during the scenario to steer the PCs to their next goal. He initially appears to guide the PCs to Madame Xovier.

John Doe #12519 is forced to contact the PCs because the average person has a firm disbelief in the supernatural. This acts as a hindrance that blocks him from communicating with them. The spirit can only contact believers and close friends. Luckily, in life, he was good friends with the English Prime Minister and his wife. He uses this relationship to convince the Prime Minister to aid the PCs.

John Doe #12519 cannot effect physical reality. He cannot attack and cannot be harmed. The Unknown limits his interference and contact with the PCs, so he is forced to speak in riddles and homonyms.

As the PCs eliminate the Ganabes, however, the Unknown loses its control over his actions. This enables him to contact the PCs more easily. At the scenario's end, John Doe #12519 is released from his connection with life and passes into the spirit world.



GETTING UNDERWAY

PCs' BACKGROUND

Read the following to supply the players with background information:

On the evening of Friday, June 14, 1991, you receive the following SAVE communique:

Report to: Percival Longfellow, Library of Congress, Washington, D.C., by tomorrow.

Mission status: Priority.

Enclosed find \$150.00 cash.

Standard equipment packs, accommodations, and contacts available at destination.

The following envoys are assigned to this mission:

- 1) Barry Morgan
- 2) Marie Bonne
- 3) Aaron Greyfeather
- 4) James Castafar
- 5) Tamara Hutchinson
- 6) Dr. Rebecca Lorde

If the characters included with this scenario are not used, change the names listed above accordingly. Also, if some or all of the PCs are not from the Washington area, the communique will also include tickets to and from Washington, D.C.

If the players wish to use their existing characters, and those characters are not from Washington, go to **Area 1: Washington National Airport**.

If the players are using the PCs included with this scenario or have characters who are from the Washington area, go to **Transportation**, on p. 15.

AREA 1: WASHINGTON NATIONAL AIRPORT

Note: Make sure the players have worked out a way to get their characters to the Library of Congress. Transportation options are given below (see **Transportation**).

ARRIVAL AT THE AIRPORT

Read the following aloud after reading the PCs' Background:

Your plane lands without incident. The airport bustles around you as people hurry to catch flights

that have been delayed, canceled, or actually threaten to leave as scheduled. You now proceed to the designated baggage claim area and pick up your luggage.

Go to **Crash in the Concourse** as soon as the PCs pick up their luggage.

CRASH IN THE CONCOURSE

Read the following aloud as soon as the PCs finish collecting their luggage. This encounter is aimed at the rear member of the group.

With luggage in hand, you thread your way through the crowded airport when, with a yelp of surprise, a young man crashes into you from behind. The two of you stumble and fall to the ground. The man glares back into the swirling crowd and says to you, "I'm so very sorry! Someone shoved me. Some people are so rude. Apparently I wasn't moving fast enough for their taste."

The young man is a pickpocket who frequently works the airport. During the faked accidental crash, he attempts to filch the PC's wallet. If he is successful and doesn't think he's noticed, the pickpocket helps the character to his feet, apologizes again, and disappears into the crowd. If he believes the attempt is noticed, he discreetly drops the wallet while still on the ground, pretends to find it, and generously returns it to the character.

If confronted, he vehemently denies the PC's accusations and, if pressed, seeks an airport security guard. The pickpocket is slick and has never been arrested.

PICKPOCKET

AGL: 65
DEX: 60
LCK: 53
PCN: 46
PER: 72
STA: 65
STR: 47
WPR: 34
ATT: 1
SR: 1
WB: 28

UNSKILLED MELEE: 28

SKILLS

ACTING/S 65

FILCHING/T 83

LOCKPICKING/T 83

EQUIPMENT: LOCKER KEY.

He makes between \$500 to \$1,000 a day working the airport.

TRANSPORTATION

You, as CM, must now find out how the characters are going to get to the Library of Congress, a 20-minute trip from the airport. Ask the players how their characters plan to get around the capital and how many vehicles they plan to use. Transportation options are as follows:

- Metrorail Subway System. The cost is \$1.00 per person per ride (simplified for game purposes). The Metrorail is clean, safe, and has trains operating every 10 minutes. The subway is open until midnight every night and opens at 5:30 a.m. weekdays, 8 a.m. Saturday, and 10 a.m. Sunday.

- Taxi. Up to four characters may catch a taxi (from the airport to the Library of Congress costs about \$18).

- Rental Cars. Daily prices vary from \$20 for a subcompact to \$75 for large vans and four-wheel drive blazers. Such vehicles may be towed, ticketed, etc. when and where the CM wishes. However, "traffic violations" should not get in the way of smooth gameplay.

- Personal Vehicles. Any personal vehicles (see PC sheets, pp. 59 - 64) can be used to get to and from locations. Such vehicles may be towed, ticketed, etc. when and where the CM wishes. However, "traffic violations" should not get in the way of smooth gameplay.

AREA 2: LIBRARY OF CONGRESS

This gargantuan library is the largest in the world, occupying two of the largest buildings in the world. It holds more than 84 million items in 470 languages. The Library of Congress is a center for research and a major tourist attraction.

There are many library personnel throughout the library, some behind counters and desks and others walking around assisting people.

FINDING LONGFELLOW

When the PCs ask a library employee where they may find Percival Longfellow, read the following aloud:

You are told that President Longfellow's office is on the third floor. You take an elevator to the third

floor without happenstance. Upon reaching his office, you are warmly greeted by Mr. Longfellow's secretary: "Good day. I just received a call informing me of your arrival. What is it you wish to speak to Mr. Longfellow about?"

If the PCs mention SAVE at any time, they are immediately whisked into Longfellow's office (go to **Longfellow's Office**, below). If they don't mention SAVE but give a good reason (CM's discretion) for seeing Mr. Longfellow, read the following aloud:

"Mr. Longfellow has appointments all day today," she politely states, "but he does have an opening tomorrow at 10 a.m. If you can't make it tomorrow, his next open slot is next month on the 11th."

If the PCs try to force their way into Longfellow's office, 1D5 security guards arrive in 1D5 minutes.

SECURITY GUARDS

STA: 60

ATT: 1; 65 (NIGHTSTICK) OR 1; 65 (REVOLVER)

SR: 3 OR 7

WB: 28

SKILLS

NIGHTSTICK/S 65

REVOLVER/S 65

EQUIPMENT: NIGHTSTICK, REVOLVER.

These government employees are waiting to retire and enjoy their pensions. They rarely do more than help a lost child find his parents. The guards enter into physical combat only if absolutely necessary, preferring to warn troublemakers away and contact police to handle the hard stuff.

TROUBLESHOOTING

If the PCs are detained by security guards or are somehow unable to get an appointment with Mr. Longfellow, Mr. Longfellow leaves a message at their hotel telling them to meet him at his office that evening.

LONGFELLOW'S OFFICE

If the PCs don't meet with Longfellow during business hours, alter the following text accordingly.

Read the following aloud as soon as the characters enter Longfellow's office:

Mr. Longfellow's secretary sees you into his office and says, "Mr. Longfellow will be with you in a few moments. Please make yourselves comfortable."

She then returns to the outer office and shuts the door behind her.

The office contains a beautiful mahogany desk, a high-backed leather chair, and a wood and leather settee. Sitting on the desk is a computer, multi-line telephone, and intercom. The walls are lined with

glass-encased wooden shelves holding ancient books and manuscripts.

If the characters check the desk, they find it locked. The lock can be picked at +20% to any General Lockpicking Skill Check.

If the PCs pick the lock and look through the drawers, read the following text aloud.

•The middle drawer contains office materials, a key, and an appointment book.

The key opens the glass bookcases, and the appointment book holds nothing of interest other than a notation about the PCs' arrival.

•The side drawers hold personnel files, budget outlines, and correspondence from other international libraries.

None of this is of any value to the PCs.

The glass-encased books are all immensely valuable. They're all first, and sometimes only, editions of books, letters, and manuscripts dating to ancient Greece. Although most major languages are represented in this collection, the PCs can gather little from them without extensive study.

Longfellow will be horrified if he finds the characters disturbing the ancient and fragile works. If any of the priceless items are damaged, stolen, or destroyed, Longfellow will notify SAVE.

MEETING LONGFELLOW

After the PCs have had a few moments alone in Longfellow's office, read the following aloud.

You've been waiting for 10 minutes when the outer door to the secretary's office opens. You hear the secretary crisply say, "They're waiting in your office, sir. Also, Capt. Birkham called about 20 minutes ago. Shall I get him on the line?"

"Thank you, Sheila. That would be fine. Put him through if he's available," a nasal, male voice answers. Footsteps approach, and the door opens.

A nervous-looking black man of slight build enters the room and extends his right hand timidly, "Pleased to meet you," he says. "I'm Percival Longfellow, but please call me Percy. I'm so glad you could make it. My story is rather a long one, so relax, and I'll be as brief as I can.

"It has come to my attention that two unidentified bodies, er. . . John Does, were discovered by the Capital Police two days ago. Although John Does are frequent in a city the size of Washington, these two struck me as peculiar. Both bodies were dehydrated, ancient in appearance, and devoid of clothing or identifying possessions.

"I have been in contact with Capt. David

Birkham of the Capital Police in regard to the cases. The police believe the two corpses are elderly street people who were robbed after they died. However, you and I know there are things out there the police will never take into account.

"As I said, the deaths would not normally have aroused my suspicion, but I remember two similar corpses were found some time ago in a small New York town. The ancient and emaciated corpses were identified, by horrified families, as two teenage friends who had just graduated from high school. They had gone camping to celebrate their graduation a week before.

"It so happens the police were looking for the youths. It seems they had been positively identified as armed robbers of their local bank the previous morning. Needless to say, it was an act totally out of character for both young men. Their mysteriously aged bodies were found in a stolen van. The stolen money was never recovered.

"Your objective is to determine if these new deaths have some relation to the Unknown. If your findings are positive, you're to track down the creature or creatures responsible and gather as much data as possible. Should the creature or creatures prove hostile, you're encouraged to eliminate any threat they pose to humanity.

"I have arranged for your stay at the Washington Hill Hotel. I hope the accommodations meet with your approval. If you need, I'll have some library personnel drive you there after we finish here."

He then reaches into his jacket pocket, removes a folded slip of paper, and hands it to you.

Give the players Player Aid #1 on p. 52. Now, continue by reading aloud the following text.

"This is a list of contacts you may need. None of the contacts is a member of SAVE, but most have helped SAVE in the past. The Safe House number should only be called in an emergency. I have arranged for Culligan to put together some standard equipment packs, although you'll have to purchase firearms yourselves."

As Percy finishes his presentation, his telephone rings. He answers it and speaks briefly with his secretary. After hanging up he turns back to you. "I had hoped to get Capt. Birkham on the line, but he's tied up with police business right now. I informed him earlier I would be sending you over to review the case records. He said he'd be more than happy to meet with you if you wish.

"Anyway, I am sure you want to check into the hotel and get down to business. Be sure to call if you need anything." Percy walks to the door and motions for you to leave.

There are two italic sections under each contact's description. Use the first when the PCs call the telephone number. Use the second when the characters go to the area.

Also, the area number pertains to the number of the location on the map (see p. 56 & 57).

PERCIVAL LONGFELLOW

AGL: 34
DEX: 42
LCK: 50
PCN: 90
PER: 65
STA: 41
STR: 40
WPR: 80
WB: 20

SKILLS

ANTIQUES/T 100
ARCHAEOLOGY/T 115
ART CRITICISM/T 115
COMPUTER/S 100
FAMILIARITY (LITERATURE)/M 123
FRENCH/M 135
HISTORY/M 135
LATIN/M 135
LEGEND/LORE/M 135

Longfellow, the President of the Library of Congress, is a 60-year-old man who has worked for the library for 35 years. He is a nervous but pleasant man who is obsessed with books and history. He is not a member of SAVE, but keeps an eye out for peculiar happenings in and around Washington. It was he who notified SAVE about the strange corpses.

Longfellow is delighted to visit with the PCs and is as helpful as possible. He will help the PCs locate any research material when in the library.

RESEARCH

If the PCs spend some time poring over books in an attempt to identify the cause of the deaths, they may discover some helpful clues. For every two hours of research, characters with History or Legend/Lore Skill should make a General Skill Check, using the appropriate skill. Non-skilled characters involved in researching should make a General Skill Check, using a T# equal to (PCN + WPR) ÷ 4. Success reveals one of the following clues. Give the PCs the clues in order. The only available information about Ganabes appears in the following five items

1. From a folk story translated from ancient Hebrew:

Berzhad, the pilgrim, was a rascal with great powers of theft. He could steal a coin in a man's purse, the staff from a man's hand, and even the

clothes from his body, and the man would be none the wiser. It is said he could even steal a man's face, and was thus known as a gannab.

2. From a medieval chronicle:

For ought I woot, he wered upon his cheke the scarre of mine liege, I trowe, albeit his skin heeng as dooth a strike of flex and a crone he did indeede appere. And een tho other men of demeanor mene do clame to haf seen him with their oen ye anon, I swere upon Trouthe and Honour I did bury my lorde anoon, a straung and aged corse.

(CM's translation: For I ought to know, he had upon his cheek the scar of my liege, I swear, although his skin hung as does a bundle of flax and a crone he did indeed appear to be. And even though other cruel men claim to have seen my lord with their own eyes later, I swear upon Truth and Honor I did bury my lord at once, a strange and aged corpse.)

3. From a notebook kept by Lawrence Pembroke of London, England (ca. 1643):

It was for the briefest of moments I saw William, my brother, in the glare of the lamp light, but still most assuredly him, even as I have known him all his life. But his eyes did not know me and were as cold and hateful as a cornered wolf's, and I was afraid a fever lay about him.

I shouted his name and ran toward him, when I found I could not move, not even the smallest of my muscles could I will to life, though most assuredly I desired to do so. William ran off into a darkened alley and I have not seen him since, and that was five years ago today.

I have never been able to tell Mother. It would drive her mad to know something Unspeakable had made use of her poor son's body.

4. Translated from a Russian newspaper (June 13, 1935):

A city worker was very startled this morning to find three peculiar corpses in an alley in southern Moscow.

Just after dawn, Karl Petrowski discovered the bodies of three venerable men stripped naked and hidden behind a stack of crates. None of the men had any possessions, and they appeared to have been there all night. Officials are investigating the incident.

5. From a book of old European nursery rhymes:

He'll steal your face. He'll steal your soul. He'll take your place and leave you old.

TROUBLESHOOTING

If the PCs are getting nowhere in their investigation (i.e., not making their research rolls, not spending enough time on researching, etc.), Longfellow can find the clues previously mentioned

AREA 3: CULLIGAN'S SURVIVAL STORE

If called:

A deep male voice answers after several rings: "Culligan's Survival Store. Mitch speaking."

If the characters mention SAVE or Longfellow, he continues:

"Yeah, yeah. The librarian told me to expect you. Pull your ear back from the phone for a second."

This strange request is followed by a brief, but intense, electronic squeal. Culligan's voice then comes back on the line.

"Okay! The line's clear, so let's make it quick. You never know who might listen in on a party line, know what I mean? The librarian had me put together some standard packs for your group. They're waiting here for you. I didn't include any firearms because he said that was your responsibility. You want I should throw in some beauties at a discount? I got some specialty equipment, too, if you're interested."

If visited:

Culligan's Survival Store could be described as "soldiers' heaven." The large building is brimming with armed forces surplus. Pith helmets are stacked on inflatable life rafts. Pyramid stacks of ammunition boxes dominate the aisles. Uniforms of a dozen different countries are heaped in boxes according to size. Bayonets, canteens, and smoke grenades hang on camouflage netting on the far wall. Wherever you look, there is some form of army surplus.

MITCH CULLIGAN—STORE OWNER

AGL: 65
DEX: 60
LCK: 32
PCN: 38
PER: 44
STA: 60
STR: 70
WPR: 75
ATT: 4; 90 (PISTOL)
SR: 7 (PISTOL)
WB: 32

SKILLS

AUTOMATIC RIFLE/M 110
MARTIAL ARTS/T 82

PISTOL/M 110
EXPLOSIVES/S 64
FAMILIARITY (WEAPONS)/T 85
STEALTH/T 75
SURVIVAL/M 105

Mitch Culligan is a 39-year-old veteran of the Vietnam War. He stands 5'9" and weighs 235 pounds. He has turned his knowledge, military contacts, and connection with SAVE into a viable business. However, he is slightly paranoid and electronically sweeps his telephone line before discussing business.



Culligan supplies PCs with standard equipment packs containing everything except firearms. The price of the equipment packs is billed to SAVE. If the PCs wish to purchase firearms or other items, they have to do so with their own money.

Firearms range in price from \$150 for a small handgun to \$2,100 for a semi-automatic rifle with infrared scope.

In addition to legal supplies, Culligan also handles black-market arms sales for a considerable profit. He has M-16 assault rifles (ATT: 4 [single shot] or 10 [automatic burst], 40 shot clip, SR 7) for \$2,500.00 each.

AREA 4: LEONARD STARR, ATTORNEY

If called:

"Starr," a sleepy voice mumbles. Then with an afterthought, "Law office."

The telephone has awakened Leonard Starr from his office couch. If a character is in legal trouble and mentions SAVE or expresses an interest in hiring him, he perks up immediately and continues:

"Sorry! Just taking a little nap. Listen carefully, don't talk to anyone until I get there: not to the police, not to your buddies, not to your mother. Just shut your mouth and sit. I'm leaving right now and I'll be there in 10 minutes."

"By the way, where are you?"

If visited:

Starr's office is located in an old apartment building, at the top of three squeaky flights of stairs. A tarnished door plaque reads "Leonard Starr, Attorney at Law." A hand-written sign below it reads, "Come In."

If the characters enter the area, continue with the following:

The area behind the door is a combination law office and living space. The original living room has been converted into a work space, complete with roll-top desk and high-back chair. A kitchen is plainly visible through the right opening. The hallway to the left obviously leads to a bathroom and bedroom. A pair of trousered legs are visible through the open door on the bed.

If they persist, the PCs will find that Starr is asleep on the bed.

If Starr is awakened, read the following aloud:

"He wakes, up, rubs his eyes, and says, "What the hell ya' think you're doin'? Did you knock? Who the hell are you?"

When Starr learns who the PCs are, read the following aloud:

"I apologize for my harshness when I woke. I'm ornery as a bear when I first get up. Please forgive me."

Starr will help the PCs in any legal way.

LEONARD STARR—ATTORNEY

AGL: 22

DEX: 35

LCK: 30

PCN: 80

PER: 65

STA: 40

STR: 48

WPR: 30

WB: 22

UNSKILLED MELEE: 25

SKILLS

ACCOUNTING/S 70

ACTING/M 118

INVESTIGATION/T 80

LANGUAGE (ANCIENT)/S 70

LAW/M 101

PERSUASION/S 80

SAVOIR-FAIRE/T 81

Leonard Starr is an excellent lawyer. He also happens to be a terrible financier. He is one step ahead of the bill collector and in desperate need of some quick cash. He has helped SAVE envoys several times in the past and brilliantly defends his clients, no matter how insane their story.

If the characters are detained by the police, he has them out on bail within eight hours for anything short of first-degree murder.

TROUBLESHOOTING

If the players ask you, the CM, about something not covered in the previous text, think of how a lawyer would respond and react accordingly.

AREA 5: DR. BENJAMIN ZINDEL

If called:

After several rings, a slurred male voice says, "Dokker Benzhamin Zhindel shpeaking."

Dr. Zindel has been drinking. If the PCs inform him they need medical assistance, read the following aloud:

It is apparent from Dr. Zindel's heavy breathing and slurred speech that he is intoxicated. He waits for you to finish speaking before saying, "Right. c'mon over." There's a click and the telephone line goes dead.

Dr. Zindel will ignore the telephone if the PCs attempt to call him back. They will have to look up his home address in a local directory.

If visited:

This two-story colonial-style home is the blight of the area. Located in an upper class neighborhood, it clashes sadly with the well-kept homes around it. The lawn hasn't been mowed all summer, and

the once-beautiful dwelling is in need of major repairs. The paint has peeled off in large sections, and the storm windows haven't been removed. A station wagon is parked in the driveway.

BENJAMIN ZINDEL, M.D.—PHYSICIAN

AGL: 34
DEX: 28
LCK: 56
PCN: 75
PER: 65
STA: 35
STR: 50
WPR: 30
WB: 21
UNSKILLED MELEE: 21

SKILLS

FORENSICS/T 82
MEDICINE/M 92

EQUIPMENT: MEDICAL EQUIPMENT.

Dr. Zindel is a middle-aged, divorced alcoholic. He lost his medical practice and license several years ago but still treats people with injuries of a delicate nature at his home. His alcoholism has recently grown worse, and he is almost always inebriated. Dr. Zindel is a pathetic figure who charges exorbitant prices for his services. However, he accepts whatever the PCs offer for payment if they stand firm. He has treated SAVE envoys before but is not a member of SAVE himself.

PCs seeking treatment are likely to find Dr. Zindel too inebriated to help. Have the PC with the highest LCK Score make a Specific LCK Check. Results are as follow:

FAILURE

DR. ZINDEL IS COMATOSE. HE REMAINS UNCONSCIOUS FOR 1D5 HOURS. AT THE END OF THAT TIME, TREAT HIM AS IF AN L RESULT WERE ACHIEVED.

L RESULT

DR. ZINDEL IS EXCESSIVELY DRUNK. IF LEFT ALONE, HE IMMEDIATELY PASSES OUT. IT WILL BE 1D5 HOURS BEFORE HE IS SOBER ENOUGH TO ATTEMPT MEDICAL TREATMENT. AT THAT TIME, TREAT HIM AS IF AN M RESULT WERE ACHIEVED.

M RESULT

DR. ZINDEL IS DRUNK BUT ABLE TO FUNCTION WITH ASSISTANCE. HE SUFFERS A -40% PENALTY TO HIS MEDICINE SKILL CHECK. THE PCs HAVE TO WAIT 1D5 HOURS FOR HIM TO SOBER UP. AT THAT TIME, TREAT HIM AS IF AN H RESULT WERE

ACHIEVED.

H RESULT

DR. ZINDEL IS TIPSY AND QUITE JOLLY FROM DRINKING. HE SUFFERS A -10% PENALTY TO ANY MEDICINE SKILL CHECK WHILE IN THIS CONDITION. HE SOBERS UP IN 1D2 HOURS, AT WHICH TIME, TREAT HIM AS IF A C RESULT WERE ACHIEVED.

C RESULT

DR. ZINDEL IS SOBER. HIS MEDICAL TREATMENTS SUFFER NO PENALTIES OTHER THAN LACK OF PHARMACEUTICALS.

The only thing that sobers Dr. Zindel is time. The home remedies of cold showers and coffee merely wake Dr. Zindel, they don't sober him. If the PCs give Dr. Zindel more to drink ("hair of the dog that bit him") his nerves don't calm, he's just drunk longer.

AREA 6: 'THE SCRIBE'

If called:

"Hello and good day!," a cheerful woman's voice answers in greeting. "Goldschmidt's Fine Jewelry, Marjorie speaking. How may I help you?"

The Scribe's perpetually happy wife, Marjorie, always answers the telephone.

If the character doesn't ask for the Scribe, Marjorie says the following:

"I have a call on the other line. If I can no longer be of service to you, have a wonderful day." She then hangs up.

If the PC asks to speak to the Scribe, she immediately fetches her husband to the telephone. In that case, continue with the following:

"You want the Scribe? Hold on a minute." You hear the woman put down the telephone and call to someone nearby. Her voice sounds vaguely worried. "Daniel, it's for you."

There is a slight pause and then a male with a German accent speaks abruptly, "I do not conduct business over the phone. If you want my services, come to my shop. When can I expect you?"

The characters can choose to meet with the Scribe at any time. The Scribe will even make arrangements for the PCs to come after business hours.

If asked, he gives directions to his shop.

If visited:

Goldschmidt's Fine Jewelry shop is nestled

between a pawn shop and an apartment house. The upper floor of the tiny building appears to serve as the home for its owner. The shop's window display sparkles with gold and silver rings, bracelets, and earrings.

Inside, a smiling, dark-haired woman waits behind a display counter. She says, "Good day, my name is Marjorie. What can I do for you today?"

If the PCs don't ask to see the Scribe, Marjorie will act like she is busy, dusting, rearranging jewelry, etc., but will remain in front in case the PCs need assistance.

If the PCs ask for the Scribe, read the following aloud:

Marjorie takes you through a curtained doorway. A rotund, elderly man wearing a jeweler's eye-piece stands to greet you. As you all enter the room, the Scribe motions for Marjorie to go out and watch the shop. After Marjorie leaves, the Scribe says, "I don't like Marjorie to hear any of the illegal aspects of my job. The less she knows, the better for all of us."

"Well, what are you in need of? If you don't already know, I can forge any paper document or identification if I have an original to work from. Without an original, I cannot create a forgery."

The Scribe can forge any document or identification if he has an original to work from. The process takes one hour to two days per forgery, depending on the intricacy of the document (CM discretion). The fakes are so good, they withstand all but the closest scrutiny. Anyone examining a forgery has to make a successful Specific Perception Check, ending in a C result, to detect any flaws.

The cost of the Scribe's work varies depending on the forgery. Prices range from \$40 for a false birth certificate to \$750 for Government Agent identification papers. The Scribe specializes in forged paper documents and cannot create false badges.

THE SCRIBE (DANIEL GOLDSCHMIDT)—ARTISAN

AGL: 45
DEX: 80
LCK: 50
PCN: 60
PER: 54
STA: 60
STR: 55
WPR: 80
WB: 28
UNSKILLED MELEE: 25

SKILLS

ANTIQUES/T 85
FORGERY/M 120
PHOTOGRAPHY/S 85

EQUIPMENT: ARTISAN AND INSCRIBING EQUIPMENT, FORGERY EQUIPMENT, INSTAMATIC CAMERA.

The Scribe is 5'8" and weighs 205 pounds. He has thinning white hair and wears thick glasses for detailed work. He insists on discussing business face-to-face with customers.

He is an artisan specializing in gold and silver smithing. He learned the art of forgery during World War II when he joined a secret Nazi resistance group. After the war, he and his wife fled to America for fear of being labeled traitors. He is a quiet and unassuming man, given to losing himself in his demanding work.

AREA 7: SAFE HOUSE

If called:

A barely audible female voice at the other end of the line whispers, "Speak softly and sweetly."

If the PCs do not say the word "SAVE" within five seconds, the woman hangs up. If the PCs call a second time, the message is repeated. If they don't speak before being disconnected a second time, the number is not answered until the following day.

If the PCs mention SAVE, the voice continues:

"Come to the back entrance of St. Maria's Nunnery. Ring and say 'Vigilance sent me.'" The line then disconnects.

If visited:

The ivy-covered fence surrounding this tiny two-story building separates it from the outside world. St. Maria's Nunnery is a stark stone and mortar building with few windows. The only thing approaching an adornment on the building is the entrance key stone, which is a bas-relief of a woman holding a double-edged sword.

NOTE: All the nuns, except for Mother Superior Vigilance, have taken a sacred vow of silence. The sisters answer the characters with minimal hand gestures and silence.

If the PCs ring the bell at the nunnery's back door, read the following aloud:

You hear footsteps approaching the door. A small piece of paper with the word "password?" on it is slid under the door.

If the PCs don't say the password, they hear the footsteps moving back toward the nunnery.

If the players say the password, read the following aloud:

A nun in full habit opens the door and motions for you to enter. Once you are all inside, she bolts and bars the door. She then holds her index finger against her lips and motions for you to follow her. She leads you through a back door, which opens into a large kitchen where four nuns silently busy themselves for a coming meal. You are then led through a dining area and finally to a closed, oak door. The nun quietly knocks on the door, crosses herself, and walks back toward the kitchen.

At this point, a deep, female voice says from behind the oak door, "Enter with God's blessings."

If the PCs open the oak door and enter the room, read the following aloud:

Seated behind a large, oak desk sits a petite nun in a white habit. Only a telephone sits on the desk. As you enter her office, she stands and motions for you to sit down.

"I'm Mother Superior," she says, "please get comfortable. Now, what is it that brings you to us?"

As long as the characters act as "champions of Good" (CM discretion) and don't ask the nuns to leave the nunnery or break their vows in any way, the Mother Superior allows the PCs to rest and heal undisturbed at the nunnery. However, there is no television or radio in the nunnery, and quiet is to be maintained at all times.

St. Maria's Nunnery is headed by Mother Superior Vigilance, who believes SAVE and its representatives are holy warriors in the eternal war of Heaven versus Hell.

If any characters have performed in an extremely gallant manner (CM discretion), Mother Superior uses the Art to aid them, if need be. She is the only nun who is capable of using the Art.

MOTHER SUPERIOR VIGILANCE—NUN

AGL: 48
DEX: 39
LCK: 49
PCN: 75
PER: 70
STA: 50
STR: 60
WPR: 80
WB: 27
UNSKILLED MELEE: 27

SKILLS

FAMILIARITY (CHRISTIANITY)/M 118
HISTORY/M 127
LATIN/M 127
LEGEND/LORE/T 107

DISCIPLINES

RESTORE STAMINA/T 75

RESTORE WILLPOWER/T 75

Mother Superior Vigilance is 5' tall and weighs 110 pounds. She is 70 years old and still as strong as an oak. Vigilance served in the Red Cross during World War II, prior to joining the church. She has seen a good deal of the world and realizes the saviors of mankind have their work cut out for them.

She is bluntly honest, brave, and uncompromising.

AREA 8: WASHINGTON HILL HOTEL

The Washington Hill Hotel is a moderately priced hotel. SAVE has arranged for the PCs to stay here, two per room, on an indefinite basis.

CHECKING IN

Read the following aloud when the characters check into the Washington Hill Hotel:

SAVE has reserved enough rooms for you to sleep two per room. Your room service, meals, and telephone calls will be added to the room's bill, which will be picked up by SAVE. The rooms are on the third floor of the five-story hotel. They are reserved for an unspecified amount of time, so you can stay as long as necessary.

There is a telephone message from Capt. Birkham waiting for you. He left word that Longfellow had spoken with him regarding the investigation. He wants you to come to the Capital Police Station as soon as you are finished checking into the hotel. The message is five minutes old.

The rooms are clean, well kept, and quiet, but far from luxurious. The PCs are not required to stay at the Washington Hill Hotel and may move to different lodgings. SAVE, however, will not pay for rooms elsewhere.

AREA 9: CAPITAL POLICE STATION

The areas of the police station the PCs are likely to visit are described below. All other areas, the locker rooms, the armory, etc., aren't detailed because the PCs need not or should not have access to these areas.

Read the following aloud when the PCs reach the police station:

Despite its small size, the Capital Police Station appears to be a busy place. A steady flow of police officers enter and exit the building. Its marbled exterior matches most of the government buildings in Washington, D.C., complete with pillars

framing the front entrance. To the side, a parking lot holds a dozen police cruisers with room for many more.

The Capital Police Station runs like a well-maintained machine. In the event of an altercation in the station, 1D5 officers arrive at the scene each round until 25 officers are present.

POLICE OFFICER

STA: (50 + 2D10) OR 60

ATT: 4; (90 + 2D10) OR 100 (PISTOL) OR 1; (70 + 2D10) OR 80 (NIGHTSTICK)

SR: 7 OR 3

WB: 28

SKILLS

NIGHTSTICK/T 80

PISTOL/M 100

SHOTGUN/M 100

DRIVING 80*

FAMILIARITY (PRECINCT) 100*

INVESTIGATION 80*

RUNNING 65*

EQUIPMENT: REVOLVER, NIGHTSTICK, HANDCUFFS.

*THESE SKILLS ARE GENERALIZED AND NOT ASSIGNED LEVELS AS EACH OFFICER WOULD DIFFER FROM THE NEXT.

ALL OFFICERS ACT CORDIALLY AND PROPERLY, ALWAYS KEEPING THEIR STATUS AS LEADERS IN LAW ENFORCEMENT IN MIND.

ENTRY ROOM

Read the following aloud when the PCs enter the police station:

*The vaulted entry hall of the Capital Police Station is cut in half by a large reception desk. The female sergeant behind the desk oversees the flow of traffic into and out of the building. A glassed-in room ahead and to the right contains a large blinking map of the city and six officers wearing headsets. Through a door to the right, a large room is bustling with officers compiling reports, typing at desktop computers, and speaking on telephones. A frost-paneled door to the left states **RECORDS** in bold letters.*

The desk sergeant directs people to the appropriate area for records, complaints, or questions. She is a busy woman but treats PCs with professional courtesy.

If the PCs ask to have access to the John Doe files, go to **Records Room**, following.

Should the PCs give a reasonable excuse (CM discretion) for seeing the captain or if they have an appointment, they are directed to his office at the back of the officers' room (go to **Officers' Room**, below).

RECORDS ROOM

This room is crammed with computer banks that hum and chipper like a horde of electronic crickets. An officer

sits behind the desk tapping diligently at a computer keyboard. He looks up and smiles as you enter.

"May I help you with something?"

These computers store all information on case records as well as interface with nationwide police networks. Because the cases involving the derelicts have been officially solved, they are open for public inspection. The records officer brings up information for the PCs at his desk terminal.

The PCs may learn the following about the two John Does:

- The bodies were found together by a police patrol at 11:30 p.m. on June-13.
- Both corpses were taken immediately to the city morgue.
- The corpses were given the identification numbers "John Doe #12518" and "John Doe #12519."
- The official cause of death in both cases is advanced age complicated by extreme dehydration. No foul play is suspected.

If the PCs ask about fingerprinting, read the following aloud:

The records officer tries accessing the fingerprinting results and, after a minute or so, says, "The results came up negative . . . no match-up."

OFFICERS' ROOM

Refer here if the PCs wish to file a complaint or are on their way to **Capt. Birkham's Office**.

This busy room obviously serves as the officers' work room. Police are taking complaints, speaking with witnesses, and typing reports at a dozen desks. Behind a glassed-in area to the left, six communications officers direct calls to available policemen. Capt. Birkham's office lies on the other side of the turmoil.

This area is packed with computer terminals, typewriters, and telephones. If PCs wish to question an officer or lodge a complaint, they must wait 1D10 minutes for someone to be available. There is a refreshment area in the corner that always contains fresh coffee and donuts.

If the PCs are on their way to Capt. Birkham's Office, go to **Capt. Birkham's Office**, following.

CAPT. BIRKHAM'S OFFICE

If the PCs are here to see Capt. Birkham, read the following player text and then skip to **Meeting Capt. Birkham**, below.

If the PCs sneak into the room at another time, adjust the description accordingly. Allow the PCs to interrupt for clarifications or questions.

This office has large glass windows that look out over the officers' area. It contains a beautifully carved mahogany desk and high-backed swivel chair. Sitting on the antique desk is a photograph of a gray-haired woman, a computer terminal, a phone index, a multi-line telephone, and a calendar. The room has a sofa and two chairs for visitors.

Let the players know that anything their PCs do in this room can and will be seen.

CAPT. BIRKHAM'S DESK

If the PCs decide to check out the desk, they see the following items.

The picture on the desk is signed: "To the best husband a woman could have. Love Madilyn"

Madilyn was Capt. Birkham's wife. She is now deceased.

The phone index contains approximately 100 telephone numbers of various people and services appropriate to the leader of the Capital Police.

There is no mention of the other Ganabes in the index, and the phone numbers are useless to the PCs.

The multi-line telephone has several quick-dial buttons. They are labeled "MORG," "RCDS," "4PCT," "2PCT," and "Blak."

The abbreviations stand for Morgue, Records, Fourth Precinct, Second Precinct, and Blakely.

Only give the PCs information about the quick dial buttons if they specifically examine them.

The button with Blakely's number is labeled in a different handwriting than the others. If the PCs use the button, White House security answers the phone.

The desk calendar has no writing in it.

The captain's desk has one center drawer and three side drawers. All are locked.

The lock in the center drawer can be picked normally. When unlocked, all the drawers can be opened. Read the following aloud if the lock is opened.

Opening the center drawer reveals miscellaneous office materials: paper clips, pencils, pens, and erasers. The top, side drawer holds typing paper, various office forms relevant to police work, and a police manual. Finally, the middle and bottom drawers are really one drawer, which holds a personal address book, a matchbook, and several personnel files.

Only two items in the desk are of any importance to the PCs: the matchbook and the personnel files. The address book is the original Birkham's and has

not been used by Patrius.

If the matchbook is investigated, read the following aloud:

The matchbook cover is slightly crinkled and torn. The logo for the Blue Baboon Tavern is still discernible; a neon blue outline of a shrieking baboon face. Opening the matchbook reveals all the matches have been used and the letters KKK VOID have been written on the inside of the cover.

The letters are a very simple code for Secundus' telephone number, 555-8643.

If the PCs search through the personnel files, read the following aloud:

Several large manila files are stored in hanging folders, bulging with papers. Each file is labeled with a lengthy number code on its tab. Rifling through the personnel files, you see various promotion, demotion, and incident reports common to police work.

Now, ask the player whose character is scanning the files to roll a General PCN Check for his character. On a successful General PCN Check, read the following aloud:

Your eyes eagerly scan the reports as you finger through the files. Suddenly, your fingers stop moving as you notice a recent computer report. It reads, "DT: 06/14/91, TO: Cpt. DJB, FROM: Cty MORG, RE: John Doe 12518 and John Doe 12519.

"As per your request, John Doe 12518 and John Doe 12519 are not to be autopsied. Enclosed are the fingerprints for you to check."

Attached to the computer report are two sets of fingerprints.

The PCs have no obvious way to analyze the fingerprints. They would have to use some extraordinary means of persuasion to get the police to run an analysis, including an explanation of how they obtained a confidential police document. If one of the PCs has Police Procedures Skill, he can attempt to match the fingerprints against any others he has to compare. Any successful check, by the police or the PCs, will reveal the true identity of the two John Does, Captain David Birkham and Brent Blakely.

MEETING THE CAPTAIN

Read the following aloud when the PCs meet Capt. Birkham (Patrius) for the first time. Allow them to interrupt with questions.

A white-haired man rises from behind the desk as you enter the office. "I'm Captain David Birkham. I assume you are Mr. Longfellow's investigators. Please be seated.

"Mr. Longfellow informed me you are interested in the recent deaths of two street people. I'm afraid there isn't much I can tell you. Apparently, the poor old men were stripped after they died of natural causes. We have no idea who they were.

"We checked their fingerprints, of course, but that didn't yield any identification. And, naturally, the enormous expense of procedures such as medical autopsies and dental record searches makes it impossible to run them on every derelict who dies. Particularly in a case where there is no suspicion of foul play."

"If you wish to view the bodies, they're at City Morgue."

Capt. Birkham (Patrius) acts glad to assist the PCs if they have any plausible excuse for investigating the deaths. He appears calm and pleased but is really anxious. He has learned where the PCs are staying through the naive Longfellow. Patrius hopes the PCs learn nothing and give up on their investigation. Because of this, he doesn't make any hasty moves against them. He does keep track of their whereabouts to the best of his ability, however.

TROUBLESHOOTING

If the characters are arrested for any reason (i.e. going through Capt. Birkham's desk), they are booked, interrogated, and placed in community holding cells. Those arrested will be released on their own recognizance the following morning. Any fines or punishments are at CM discretion.

It is possible the PCs will try Sensing the Unknown the first time they meet Capt. Birkham. A successful Check will reveal nothing. However, if a PC is successful with the Sensing the Unknown Check, have the PC make an Opposed Check with Patrius' Acting Skill versus the detecting character's PCN. If Patrius' result is equal to or greater than the PC's, the check reveals nothing. However, if the character had the greater result, he feels the captain is covering up something.

AREA 10: CITY MORGUE

All the important areas in the City Morgue are described below. The CM is free to create other rooms if he wishes. The building is of modest size but virtually empty of workers or items of interest to the PCs.

Read the following aloud when the PCs visit the morgue:

Nestled among the marble neoclassic government buildings and brownstone apartments of the Capitol Hill area, this unobtrusive cement and stucco building is easily overlooked. The doorway doesn't even have a sign above it. Only tiny white letters stenciled on the glass entrance proclaim this as City Morgue.

There are only two ways into the morgue, through the front door or through the loading dock door. If the PCs enter through the front door, go to **Reception Room**, following.

If the PCs attempt to enter through the loading dock door, go to **Loading Dock**, at the end of this section.

RECEPTION ROOM

As you open the glass door at the front of the morgue, a bell chimes. When the door closes, the chiming stops.

The front room of the morgue serves as a reception and waiting area. It is equipped with several chairs, a coffee table, and a variety of outdated magazines.

A matronly woman sits behind the receptionist's desk. A humming computer sits on her desk next to stacks of release forms and a brass nameplate that reads, "Helen Schwart."

HELEN SCHWART—RECEPTIONIST

SKILLS

ACTING (CONSOLING ROLES ONLY)/M 110

MORGUE PROCEDURE/M 115

EQUIPMENT: MORGUE COMPUTER, BUILDING KEYS.

Helen is responsible for summoning staff escorts, filling out corpse-release forms, and calming distraught family members. Helen controls all visitor traffic through the reception area, so the PCs will either have to deal with her or figure out a way to sneak into the building.

MEETING MS. SCHWART

Read the following aloud when the PCs approach Helen Schwart:

The middle-aged woman behind the desk is obviously the receptionist, but she doesn't look very receptive. Her face appears demonic in the green wash of her computer screen. Her thin eyebrows are furrowed in a dark ridge over her bright blue eyes, which glower at you with the warmth of twin icebergs. She manages to speak without disturbing the snarl perched on her lips.

"What do **you** want?"

If the PCs are disrespectful or confrontational, Helen immediately tells them to leave. If they

refuse, she calls the police, who arrive in 1D5 minutes to reinforce her wishes.

If the PCs ask Helen to see the two John Does, continue with the following:

The explanation of your presence appears to cause the receptionist physical pain. She sighs loudly as she turns back to the computer console. Her fingers fumble at the keys as her eyes frantically search the screen. Apparently, whatever she is looking for does not appear on the monitor. After several minutes of disjointed typing, she leaps from her chair, flings the stack of papers into the air, and strikes the console with her fist. As the forms flutter around you, she speaks again. Her voice trembles as she tries to regain her composure.

"I'm afraid you'll have to come back tomorrow and speak with my replacement. I only hope she knows how to run this damned computer."

The characters can avoid a delay in viewing the corpse by helping Helen run the computer. She immediately accepts any offer of help. If a PC makes a successful General Computer Skill Check, he understands how the program runs. It takes about 15 minutes to explain to Helen how the computer works; for this she will be the PC's friend for life.

With her new ability, Helen can more than likely get information from the computer for the PCs, more information than she is supposed to release. However, in order to get the information from Helen, the PC who helped her must make a Specific PER Check, with a +30% modifier. The results are as follows:

FAILURE

SHE IS UNABLE TO CALL UP ANY INFORMATION AT THE PRESENT TIME.

L RESULT

"JOHN DOE #12518" WAS CREMATED AT 2:15 P.M. ON JUNE 15, AND "JOHN DOE #12519" IS SCHEDULED FOR CREMATION TOMORROW.

M RESULT

CAPT. BIRKHAM SIGNED THE CREMATION ORDERS FOR BOTH CORPSES THE DAY AFTER THE BODIES WERE FOUND.

H RESULT

NEITHER CORPSE RECEIVED AN AUTOPSY.

C RESULT

THE CORPSES WERE FINGERPRINTED. THE RESULTS WERE SENT DIRECTLY TO CAPT. BIRKHAM.

If the characters ask to examine John Doe #12519, have the PC who helped Helen with the computer make a General PER Check. If unsuccessful, the PCs will not be able to see the corpse, legally.

If the check is successful, read the following aloud:

Helen lifts the receiver of her phone and presses the page button. Her voice echoes through the building, "Jim, to the front, please. Jim to the front." She hangs up and smiles at your group.

"I suppose we could allow you to examine the body for 30 minutes or so. However, Jim may need a little coaxing, if you get my drift. He's a struggling student and is the only person here legally authorized to show you the corpse."

Just then, a young man in white overalls strides into the room. Helen takes him to the side and has a brief conversation with him, to which he nods his understanding.

"This is Jim. He will see to your needs."

Jim tells you to follow him.

He leads you quietly down a long hall.

"I was just about to take my break when Helen paged me," Jim says. "I suppose I could run to the bank after I take you to the corpse-storage room. I'd be gone for about 30 minutes, if that's all right with you? It takes about that long to deposit \$50, doesn't it?"

If the PCs give Jim \$50, he leaves them undisturbed for a half hour. If they don't give him the money, he hangs around and limits their stay to 10 minutes.

CORPSE-STORAGE ROOM

Finally, the young man leads you through a door into a cold room. Flickering fluorescent lighting dimly illuminates the yellowed linoleum floor of this large room. The walls contain dozens of giant metal drawers for the storage of bodies—a huge filing cabinet for the dead.

There are always 1D10 + 20 corpses here awaiting identification, transfer, cremation, etc. There is a numerical list near the door with the names or identification numbers for each corpse. John Doe #12519 is in drawer 41. All bodies are marked with a lime green identification tag attached to their right big toe.

MEETING JOHN DOE #12519

Read the following aloud when the PCs go to view John Doe #12519 for the first time.

Jim grabs the handle of drawer 41 and gives it a sharp tug. The aluminum drawer silently glides out on well-oiled rollers. Lying on the massive metal extension is a sheet-covered body. Jim draws

back the sheet, revealing a naked, emaciated body of John Doe #12519.

The old man's deeply wrinkled skin is parched. A ring of tiny white flecks surround the body as if it had been salted with flakes of flesh. The mouth distorts the face in an agonizing, silent scream, and the closed eyes bulge from the forehead. It seems as if the corpse has just reached the peak of a heart-rending shriek and merely needs to inhale another lungful of air to begin again.

A lime green identification tag stating "John Doe #12519" dangles from a short string attached to his right big toe.

The silence of the room is broken by a faint scratch- ing sound coming from a shut drawer, three drawers to the left of John Doe #12519. Jim must hear it, too, because he glances at the drawer un- comfortably. His voice has a slight quaver as he backs toward the door and suggests, "Maybe we should come back later?"

His suggestion may be a little too late, however, as the drawer begins to creep open of its own accord.

Jim has a pretty good idea Fred (the janitor) is behind the drawer's peculiar actions and wants to get the PCs out of the room, as he is sure Fred will be fired if he is discovered by the PCs.

Have each PC make a Fear Check at normal rates. Read the following aloud to those PCs who stay in the room.

The drawer slowly opens. A sheet-covered body slowly rises to a sitting position.

Ask each player what his character is doing. Allow each character one action before continuing. After the following description to fit the current situation.

At this point, the sheet-covered body lets out a blood-curdling scream, which sends Jim bolting through the door and out toward the reception area. The sheeted form starts to laugh hysterically, forcing the sheet to slide onto the floor, revealing a red-faced man wearing white coveralls and worn work boots.

As the man wipes the tears of laughter from his eyes, he sees you, turns completely pale, and passes out.

The man in the drawer is Fred, the janitor. He

climbed into the drawer just before the group arrived and has been waiting to scare Jim. His poor hearing, combined with the insulation of the drawer, has masked the PCs' presence. Fred thinks his young buddy is alone and is loading a body into a drawer.

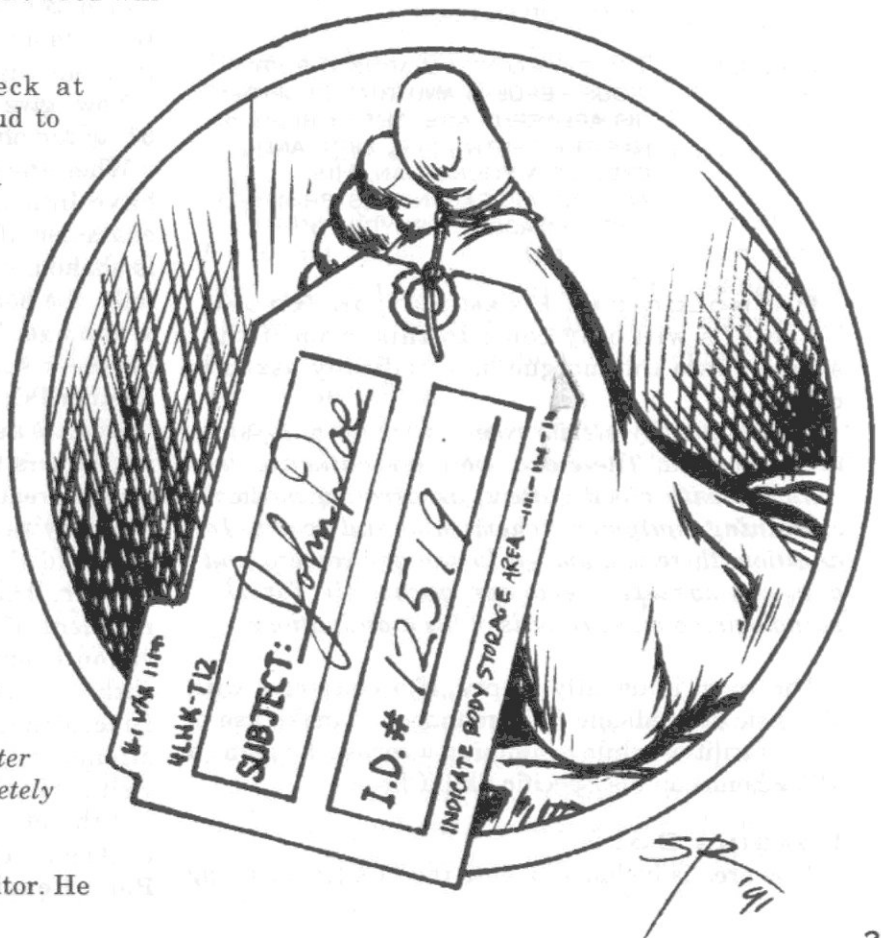
The encounter should provide a tense mom-ent for the char-acters and is intended to be played for comical effect. The old jan-itor should have his joke backfire on him but should not die as a result.

The encounter may provide the PCs with the necessary bargaining power to force a full examination of John Doe #12519, however (CM discretion).

EXAMINING JOHN DOE #12519

Any character examining the corpse must have the Forensics or Medicine Skill to gain any information. Those with an appropriate skill must make a Specific Skill Check with a -15% penalty, due to the poor lighting in the storage room.

The results are as follows:



FAILURE THE BODY IS VERY DEHYDRATED, OLD, AND A MEDICAL AUTOPSY HAS NOT BEEN PERFORMED.

L RESULT THE CHARACTER LEARNS THE PREVIOUS RESULT AND THAT THE CORPSE APPEARS TO HAVE DIED AT APPROXIMATELY THE SAME TIME DETERMINED BY THE POLICE EXAMINER, BETWEEN 6 P.M. AND 10 P.M. ON JUNE 13. OUTSIDE OF THE ADVANCED AGING AND DEHYDRATION, THE MAN WAS IN GOOD HEALTH PRIOR TO HIS DEATH.

M RESULT THE CHARACTER LEARNS BOTH PREVIOUS RESULTS AND THAT THE CORPSE SHOWS SIGNS OF A SCUFFLE JUST PRIOR TO DEATH, ALTHOUGH NO EXTENSIVE INJURIES WERE SUFFERED. THE VICTIM HABITUALLY WORE A WATCH ON HIS LEFT WRIST AND A RING ON HIS RIGHT RING FINGER.

H RESULT THE CHARACTER LEARNS THE PREVIOUS RESULTS AND THAT THE CORPSE WAS HELD VERY TIGHTLY BY HIS ASSAILANT. IN ADDITION, HE HAS CALLUSES AND POWDER BURNS ON HIS RIGHT HAND, INDICATING HE REGULARLY FIRED A PISTOL OR REVOLVER.

C RESULT THE CHARACTER LEARNS THE PREVIOUS RESULTS AND THAT DESPITE HIS APPARENT AGE, THE CORPSE HAS THE TEETH, HAIR, SKIN, AND EYES OF A YOUNG MAN. HIS ANCIENT APPEARANCE IS PRIMARILY DUE TO MASSIVE DEHYDRATION.

PATHOLOGICAL EXAMINATION ROOM

The PCs will only come to this room if they sneaked into the morgue or specifically asked to come here.

This clinically sterile room is where autopsies are performed. There are two examination tables complete with blood gutters, an array of medical examining equipment, chemicals, and scales. In addition, there is a loaded Instamatic camera and a micro-cassette recorder available for the pathologist to make records of his examinations.

The room is usually empty. If a character with Forensic or Medicine Skill manages to make use of these facilities while examining a corpse, he gains a +25% bonus on his Specific Skill Check.

LOADING DOCK

This area is included in case the PCs try sneaking

in through the back door. Read the following aloud if the PCs go around to the back of the building.

The back of the morgue resembles a grocery-store shipping dock. The produce unloaded here, however, is of a different sort.

Both the garage door and the regular door are locked.

The doors cannot be opened from the outside. Also, no one will open the door if anyone knocks. Pesky neighborhood kids and teenage pranksters have forced Fred to unlock the doors only when the delivery man sounds his horn.

TROUBLESHOOTING

It is possible the PCs do not, or cannot, examine John Doe #12519. It is even possible they will not go to the morgue. They will still receive guidance from John Doe #12519 (see **Clairvoyant/Prescient Dream**, following), although they will not initially know who he is.

CLAIRVOYANT/PRESCIENT DREAM I

Run this event only after the PCs visit the City Morgue and any PC with Clairvoyant/Prescient Dream goes to sleep. Any PC with the Clairvoyant/Prescient Dream Discipline has this dream; no check need be made, and each dreaming character loses 2D10 WPR. The following text refers to a single character having the dream. More than one character may have the dream, however.

Now, give Clairvoyant/Prescient Dream I (see p. 51) to the player of the dreaming character.

When the player has finished reading the dream, have him make a General WPR Check for his character. If successful, he awakens with a shriek, is shaken, but is otherwise unharmed. If the check fails, the horrified PC cannot awaken and takes SR 4 damage. This continues every round until he makes a successful WPR Check, is awakened by another PC, or dies.

Upon awakening, the bedraggled PC clearly remembers the nightmare. Because the nightmare causes great sleep disturbance, no WPR is regained from any sleep the PC received.

Should the PCs not immediately seek Madame Xovier, the nightmare recurs whenever the recipient of the dream sleeps. Should the horrific vision eventually kill the dreamer, another PC, with or without the Clairvoyant/Prescient Dream Discipline, receives the dream whenever attempting to sleep. This continues until the PCs visit Madame Xovier or all die.

If the PCs go to or call Madame Xovier's shop, go to **Area 11: Madame Xovier's Fortunes and Palm Reading**, following.

AREA 11: MADAME XOVIER'S FORTUNES AND PALM READING

The PCs merely need to look in a local phone directory to find Madame Xovier. She can be found in the Yellow Pages under "Spiritualism" and "Fortunetelling." She is also listed in the regular telephone index under the name of her shop: Madame Xovier's Fortunes and Palm Reading. She is open from 4 p.m. until 4 a.m., finding most people seek spiritual advice at night.

If called:

A thickly accented Gypsy voice answers the voice promptly, "I can feel your confusion. You must come to me at once for guidance. What I have to tell you should not be discussed over the phone."

Madame Xovier always answers her telephone with this little speech. She keeps her telephone conversation with the PCs brief and ambiguous. She insists they visit her before reading their fates.

If visited:

Madame Xovier's Fortunes and Palm Reading shop is a small, single-story shop. The store's front window is a garish display of neon lights, crystal balls, "mummified hands," and Tarot cards.

As you open the front door, you are greeted by the tinkle of bells suspended at the top of the door. The entry-room walls are crammed with books of the occult, good-luck charms, and mystical ingredients, including (but by no means limited to) bat fur, newt eyes, power crystals, powdered oxen tongue, garlic necklaces, extract of lily, swamp loam, and snake scales. Your nostrils are assaulted by a dozen different scents burning various incense. The front of the shop is separated from the rest of the building by a rainbow-colored bead curtain.

A woman with raven black hair escaping the confines of a lime green turban sweeps into the room. She is dressed in a billowing multicolored shawl, blouse, and pantaloons. Dozens of bracelets, bangles, beads, rings, and earrings glint in the light and clink with every step she takes. The woman speaks in a thick accent, "You seek truth and knowledge. Allow Madame Xovier to guide you. Please, go into my seance room." She raises her bejeweled arms and motions you through the bead curtain into the back room.

The PCs may purchase any of the items, and

Madame Xovier vouches for their mystic properties. Most of the more exotic items are false, of course. It has been a slow night, and Madame Xovier is eager to earn some money.

The front door is the only entrance to the shop. The shop dimensions are not relevant to this scenario, but the CM may determine the exact measurements if he thinks it necessary.

MADAME XOVIER—FORTUNETELLER

AGL: 71
DEX: 50
LCK: 65
PCN: 65
PER: 75
STA: 70
STR: 31
WPR: 80
WB: 25
UNSKILLED MELEE: 25

SKILLS

ACTING/T 103
FILCHING/T 90
HISTORY/S 87

DISCIPLINES

CLAIRVOYANT/PRESCIENT DREAM/T 76
SEANCE/T 75

Madame Xovier is a 26-year-old American woman. She's 5'5" tall and weighs 115 pounds. She is a first-rate ad lib actress who has gotten her ideas from seeing Gypsies in movies. She realizes people seeking advice are expecting a "foreign woman with strange and mysterious powers," not a young woman who grew up in Idaho.

Madame Xovier is a truly gifted seer but has found that people don't often seek the truth, nor are they willing to pay generously for guidance. She has developed an extravagant act of expressions, moans, and contortions to use in conjunction with her "fortunetelling."

She often filches a patron's wallet to obtain personal information before beginning her fortunetelling. Later, she discreetly slips the wallet back into place or has "the spirits" deliver it mysteriously to her as further proof of her power. Madame truly feels she is giving people what they wish to hear.

SEANCE ROOM

This dim room is lighted by a tiny electric chandelier, suspended from the ceiling. The majority of the room is occupied by a circular table, draped with a white silk cloth, with several straight-backed wooden chairs around it. In comparison, Madame Xovier's chair is a bulky

mahogany throne carved with ancient runes and mystical sigils. A fogged crystal ball sits in the center of the table.

She motions for you to sit down and says, "Contacting the spirits for guidance is a tiring affair. Seeing that my life is as you see it, I must charge \$5 for such work."

Upon payment, she begins her act. From her chair, Madame Xovier uses secret controls to dim the chandelier, make the crystal ball glow and swirl with fog, and cause eerie sounds to emanate from hidden wall speakers. Madame Xovier uses clues from the characters' clothing, mannerisms, and responses to guide her through her charade. She tailors her act to what she believes the characters wish to hear. Her "seeing" and advice is vague and ambiguous.

An example of a typical fortunetelling session follows.

"You seek something important. Something far away. No, something that was far away but is now very near. It is love. No, riches. No, knowledge. Yes, you seek knowledge! Knowledge of... what?

... the spirits are far away. Impetus corpus mortum morea! Wait, it is knowledge of something... no, somewhere... no, someone. Yes, you seek knowledge of someone dear to you. No, someone you hate!"

The CM has to judge Madame's act by how much information the characters give up with their body language. If the group is particularly skeptical, Madame makes use of her electrical bag of tricks to add to the drama. Should the characters see through her charade (and they should), she assures them she is truly talented. The price for a true vision, however, is \$200.

Should the PCs leave without Madame Xovier's performing a true vision, the nightmare involving John Doe #12519 repeats each time the PCs sleep. The only way the PCs can halt this is by returning to Madame Xovier and getting a true vision.

THE REAL THING

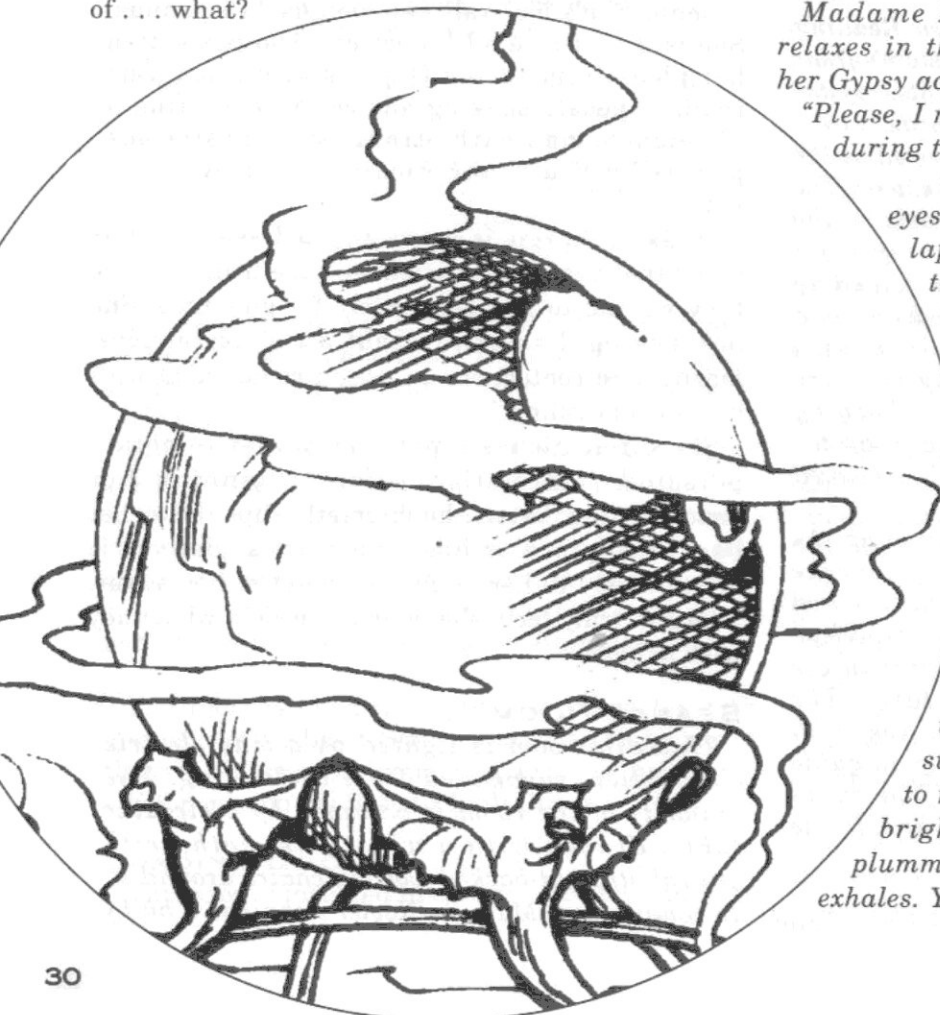
If the characters agree to pay for a true vision, read the following aloud. The PCs should not be allowed to interrupt once the possession has begun.

Madame Xovier locks the front door and relaxes in the seance room. When she speaks, her Gypsy accent is missing entirely.

"Please, I need silence. Do not try to talk to me during the vision."

The gaudily clad psychic shuts her eyes and folds her delicate hands in her lap. She leans back, sharply inhales through her nose, and slowly releases the air through her pursed lips. The only sound in the tiny room is Madame Xovier's breath hissing through her thin lips. The sound slowly deepens and relaxes as if she were sleeping. Madame Xovier's head idly drops to her chest.

At the same moment, the lights in the room dim to a feeble, flickering glow. You notice Madame's hands are plainly visible, far away from any hidden switches or knobs. The lights begin to respond to her breathing, flaring as bright as a candle as she inhales and plummeting to miniature sparks when she exhales. You watch closely through the insane



lighting as the seer's head ponderously lifts and her eyes open. Her almond eyes are focused on something far away. Her painted lips open, and she speaks in a silky voice.

"Someone is here. I do not know him. He says he is your guide. His name is now John Doe Twelve Five Nineteen."

Her voice takes on a shrill edge and her eyes open wide, "He is coming closer. Closer. He is reaching for me. No, don't. Stay away! Don't!"

Madame's eyes roll back in her head and her lids flutter shut. The lights dim to the smallest of sparks. She appears to have stopped breathing.

Just as you are about to reach for her, the room's lights flare like miniature suns. Her eyes snap open, and you see a harsh light burning within them. The cold fire of vengeance stabs out at you. When her mouth opens, a gurgling voice bubbles out and you realize the person talking to you is no longer Madame Xovier.

"I am constrained by the forces of Evil from aiding you too much. I can only tell you this: four you seek and one you know. Beware of a friend who is a foe. All hide behind their veils of flesh.

"For now, seek two that live at the thirsty ape. It begins its drunk at four o'clock. Stop their madness. Clear my name. Destroy them!"

The command is punctuated by the staccato explosion of every light bulb in the chandelier. The room is pitched into blackness. From Madame's chair you hear a solid thunk!

At this point, have each player roll a Fear Check for his character. Give the PCs a few moments to respond to the situation. If played properly, this event should find them standing in the dark, with their backs against the wall, ready to open fire at the slightest provocation.

The tenseness is a false alarm, however. John Doe #12519 has left Madame Xovier's body. The thumping sound was her head meeting the solid wood table as she passed out.

Madame Xovier expected to receive a vision. Instead, she received a possession.

After about a minute, Madame Xovier awakens. She has only the faintest recollections of being possessed and isn't able to expand on the clues. In addition, the incident unnerves her so badly she will not attempt a vision for the PCs again.

John Doe's message, while cryptic, is accurate. An explanation of his message follows.

"Four you seek and one you know. Beware of a friend who is a foe."

The five is the number of Ganabes and a warning against Patrius in the form of Capt. Birkham.

"For now, seek the two that live at the thirsty ape. It begins its drunk at four o'clock."

This is a reference to Quartus and Secundus' apartments above the Blue Baboon Tavern. The Blue Baboon opens at 4 p.m. everyday.

"Stop their madness. Clear my name. Destroy them!"

This is a final plea for the PCs to assist John Doe #12519 in his quest.

TROUBLESHOOTING

The PCs must seek out Madame Xovier. They will be haunted until they do so. Likewise, if they initially refuse to pay for a true vision, the visits by John Doe #12519 continue.

Clues that point the PCs to the Blue Baboon Tavern are John Doe's message and the telephone number on the matchbook in Capt. Birkham's desk. The PCs should consider bars from the spirit's message alone. A quick review of bars in the Yellow Pages should give them the answer.

If the PCs don't think of checking the names of bars, have them encounter a tipsy man who stumbles into them and apologizes by saying:

"Sorry, I started drinking as soon as the bars opened, at four."

If they're still lost, have the PCs find a matchbook from the Blue Baboon Tavern.

AREA 12: BLUE BABOON TAVERN

As soon as the PCs approach the Blue Baboon, read the following aloud.

The neon sign on this dingy two-story building proclaims it is the Blue Baboon Tavern. Assorted motorcycles are parked in front of the establishment. Coarse language, foul smells, and harsh music pour out of the open front door.

The Blue Baboon Tavern has worked hard for its bad reputation. The tavern is a major gathering place for gang members and street toughs. The establishment opens at 4 p.m., 365 days a year. The establishment rapidly fills up, with standing room only from 5 p.m. until closing time, at 2 a.m. The average customer is spoiling for a fight and the picking order of the Blue Baboon is established very swiftly. The police don't bother the patrons unduly, as they would rather have fighting in the Blue Baboon than on the streets.

12A. BARROOM

Read the following aloud when the PCs enter the Blue Baboon.

Explosions of neon colors from strobe lights illuminate the tavern, making the place look as if it were conjured from Dante's Inferno. In the darkness and smoke amongst the rafters, huge speakers pour acid rock down on the patrons.

The floor of the Blue Baboon is packed with gang members wearing leather jackets and other gang outfits. Hairstyles vary widely from purple mohawks to skin heads. Most patrons wear earrings, although a few have put them through their nostrils or cheeks instead of their ears. The few tables are filled, leaving standing room only for the majority of the tavern's patrons.

PCs are continually hassled, shoved, and insulted unless they swiftly establish their manhood (arm wrestling, fist fighting, etc.). Establishing one's manhood should only be roleplayed at CM discretion. The reason for establishing one's manhood is to give the players a taste of normal activities in the Blue Baboon.

Fist fights are common in the barroom but rarely escalate to more serious forms of combat. Anyone pulling a gun immediately draws the enmity of everyone in the Blue Baboon.

STREET TOUGH—AVERAGE CUSTOMER

AGL: 60
STA: 60
STR: 60
ATT: 2; 75 (BOXING)
SR: 2
WB: 30
UNSKILLED MELEE: 30

SKILLS

BOXING/S 75

EQUIPMENT: DAGGER.

The barroom is almost always jammed with customers. There is no official entertainment, but the crowd seems to have a good time, regardless.

12B. CROWBAR'S BAR

Amazingly, not many people are sitting at the bar. The bartender leisurely surveys the crowd and speaks with a few well-dressed men sitting at the bar. You notice that everyone else in the Blue Baboon places drink orders with the harried waitresses and don't approach the bartender.

The bartender, Crowbar, oversees the barroom and its patrons from his vantage point behind the bar. His nasty reputation is well-known and respected by all the patrons of the Blue Baboon.



He is a shrewd businessman and callous killer who is always looking for a piece of action. Only people having business dealings with, or the respect of, Crowbar sit unmolested at his bar.

CROWBAR

AGL: 50
DEX: 60
LCK: 55
PCN: 60
PER: 80
STR: 50
STA: 50
WPR: 65
ATT: 2; 90 (SHOTGUN)
SR: 7
WB: 25
UNSKILLED MELEE: 25

SKILLS

SHOTGUN/T 90
FAMILIARITY (BLACK MARKET)/T 90

EQUIPMENT: DOUBLE-BARRELED SHOTGUN, BLACKJACK.

Crowbar is 28 years old, stands 6' tall, and weighs 180 pounds. He is known on the street as a ruthless racketeer, and authorities suspect that he was involved in three gang-style slayings.

Crowbar keeps a blackjack underneath the bar to quell overzealous patrons. He also has a loaded double-barreled shotgun and a box of extra shells in the beer cooler in case things get really nasty.

Crowbar has no knowledge of Jacky and Bloody Ben's true identities. In the event of any trouble, he hits a hidden switch underneath the bar that sets off an alarm in Bloody Ben's apartment.

Crowbar has profited greatly while working for Secundus, as the Ganabe often gives him gifts acquired from his murders. Crowbar is not above being bribed, however. He initially denies any knowledge of apartments above the Blue Baboon. If offered at least \$100, however, his memory greatly improves.

If the PCs head out back, Crowbar depresses the hidden switch twice, which signals Secundus that trouble is on the way up. After all, he was paid for information, not loyalty.

12C. STOREROOM

This area is well-stocked with kegs of beer, cases of alcohol, and bottles of soda.

When not in use, the loading door is kept locked.

12D. RESTROOMS

The lavatories are messy and smelly.

There is always at least one person in the three-person bathrooms.

12E. COURTYARD

This tiny open area is weirdly lit by the flashing

light from the Blue Baboon. The music blares from the back door and echoes strangely off the brick and wood walls.

The courtyard is bounded by a two-story brick wall on the south and one on the west. A narrow passage to the east, which used to give access to the alley, has been blocked off by a five-foot-high brick barrier. Ricketty wooden stairs climb up the back wall of the Blue Baboon to a second-story landing. From there, two doors lead into rooms built on top of the Blue Baboon. Light shines beneath both doors, a promise that someone is home.

Despite the overcrowding in the building, patrons of the Blue Baboon never wander into this courtyard. People who have done this in the past have mysteriously disappeared.

12F. JACKY GOALEN'S APARTMENT

The entrance to Jacky's (Quartus') apartment is the first door at the top of the landing.

GETTING INTO THE APARTMENT

The front door is triple locked. PCs attempting to pick the locks are at standard chances for success. If characters attempt to kick in the door, make a Specific STR Check, with an H result or higher needed for success. A successful use of Feat of Strength will also open the door.

Should the PCs fail in an attempt to kick down the door or if they confront Bloody Ben (Secundus) first, they are automatically detected. And if the PCs attempt to make less-obvious noises (i.e., picking locks, discussing battle plans, trying the door), make a Specific PCN Check for Quartus. An M or higher result indicates that he hears the PCs, in which case go to **A Failed Attempt**. A Failure or L result means the PCs are sufficiently quiet to have the blaring music below cover their approach. In this case, go to **Success**, below.

A FAILED ATTEMPT

If the PCs are heard, read the following aloud.

A sharp burst from an automatic weapon sprays through the thick wood of the door. Rays of light stab out from the newly created holes.

Divide 10 shots amongst the PCs standing near the door. Because Quartus is firing blindly through the door, he has a -40% penalty on his T#. After the shooting, Quartus retreats into his older sibling's apartment.

When the PCs eventually enter the room, read the following aloud.

You swing the door open to reveal an efficiency

apartment littered with filth. There are two doors in the rear of the apartment; a bathroom is visible behind one and the other is closed. Rotting food, torn books, and dirty clothes are strewn over the room's table, chair, and couch. The upright freezer gapes open, frozen air pouring to the ground like a tepid, wispy waterfall.

The apartment contains little of interest for the characters. The refrigerator is stuffed with sweets and frozen pizzas. The clothes are tattered and rancid. The torn books are a variety of comic books and reference books on English life.

SUCCESS

If the PCs are successful in either breaking down or stealthily opening the door, they surprise Quartus and have a full round to act before the startled Ganabe can counterattack.

Read the following aloud.

You swing the door open to reveal an efficiency apartment littered with filth. The room's uncovered ceiling fixture harshly illuminates a young woman perched on the couch with a half gallon of Sweet Chunk's Chocolate Ice Cream in one hand and a spoon in the other. It's obvious from her bulging cheeks and eyes that she's just bit off more than she can chew. What do you want to do?

If the PCs hesitate, continue:

The young woman heaves the bucket of ice cream at you, screams, and sprints for the closed door in the back of the apartment.

Quartus' (Jacky's) T# with the bucket is 20. If a character is struck, he takes SR 1 damage and must make a successful WPR Check or is distracted for one round. Regardless of the effect, Quartus attempts to get through the unlocked door before being attacked and will ignore warnings to stop.

QUARTUS (JACKY GOALEN)

AGL: 50
DEX: 60
PCN: 73
PER: 45
STA: 45
STR: 40
WPR: 65
EWS: 95
ATT: 10; 75 (Uzi SMG)
SR: 5
WB: 21
FEAR: -5
MV: 36
UNSKILLED MELEE: 23

SKILLS

AUTOMATIC WEAPON/S 75
ACTING/S 76
AMERICAN ENGLISH/M 119
BRITISH ENGLISH/M 119
FAMILIARITY (ENGLISH POLITICS)/S 9

DISCIPLINES

INFLUENCE/S 68
AUTOMATIC UNIQUE CHANGE SELF

EQUIPMENT: UZI SUBMACHINE GUN.

12G. BLOODY BEN'S APARTMENT

The entrance to Secundus' apartment is the second door at the top of the stairs.

GAINING ENTRANCE

The front door has only a single lock but is secured by a steel bar. A C result on a Specific STR Check or a successful Feat of Strength is necessary to break down the door with both the lock and bar in place.

PCs attempting to pick the lock are at standard chances for success. After eliminating the lock, the PCs may kick in the door with an H or C result on a Specific STR Check, or they can bash through the door with a successful use of Feat of Strength.

If the PCs make any noise (i.e., picking locks, discussing battle plans, trying the door), make a Specific PCN Check for Secundus. An M result or higher indicates he has heard the PCs.

Even if the PCs are successful in breaking down the door, they don't surprise Secundus because of the lighting arrangement in his room. If Secundus detects the PCs before they break in, he gets Quartus into his room and down the escape hatch. Remember, Crowbar probably warned the Ganabes that the PCs were coming.

Read the following aloud when the PCs break in.

With a mighty crash you spring the door off its hinges. A solid steel retaining bar clatters across the floor. Your vision of the room is blocked by a scoop light set on the table five feet away. Its glaring beam is focused on you and the doorway, shielding the rest of the apartment with its blinding light.

A cloying, sweet smoke permeates the room, languidly swirling in the harsh light. You're streetwise enough to recognize the smell of opium.

At this point, ask the players what they want their characters to do. If the PCs don't immediately dive for cover, Secundus receives a +20% bonus for firing his shotgun at stationary PCs. The Ganabe opens fire with his shotgun, regardless.

SECUNDUS (BLOODY BEN)—GANABE

AGL: 60
DEX: 45
PCN: 89
PER: 63
STA: 85
STR: 90
WPR: 92
EWS: 111
WB: 44
FEAR: -20
MV: 40
ATT: 3; 75 (SHOTGUN) OR 1; 125 (WRESTLING)
SR: 7 OR 1

SKILLS

PISTOL/T 75
SHOTGUN/T 75
WRESTLING/M 125
ACTING/S 96
AMERICAN ENGLISH/M 140
FAMILIARITY (BLACK MARKET)/M 147
FAMILIARITY (SOVIET POLITICS)/M 147
RUSSIAN/M 140.

DISCIPLINES

HAYWIRE/S 82
INFLUENCE/T 97
AUTOMATIC UNIQUE CHANGE SELF
AUTOMATIC IMMUNITY TO UNBLESSED METALS (EXCEPT SILVER)

EQUIPMENT: PUMP SHOTGUN.

Secundus was smoking opium and caressing his favorite shotgun before the PCs rudely interrupted him.

SECUNDUS' BATTLE PLAN

Secundus fires at the PCs from the safety of his apartment, until his gun is empty (five shots) or he is in danger of being captured. Then, assuming Quartus is safe, he grabs a box of shotgun shells and drops through the open trapdoor to the Blue Baboon below. He flees with the younger Ganabe (if applicable) out the front door and into the city. If possible, they make their way to Capt. Birkham's (Patrius') apartment.

If the PCs threaten, detain, or kill Quartus, then Secundus doesn't retreat. Instead, he flies into a berserk rage and charges the PCs, regardless of the odds. He fights hand-to-hand until Quartus is safe or, in the event of the young Ganabe's death, until he or the PCs are dead.

INSIDE THE APARTMENT

When the PCs enter the apartment, read the following aloud.

This simple efficiency apartment contains a table, couch, chair, a television, and a VCR. There is overhead lighting but a scoop light is set up on the table facing the front door. There are two closed doors in the back of the apartment.

The apartment looks lived in, but certainly not filthy. There are several books written in a foreign language stacked neatly on the table. Several manila folders, marked TOP SECRET, and VCR tapes are piled on the television.

The doors lead to Quartus' apartment and the bathroom. The books are a variety of Russian literature, and the folders are Secret Service dossiers concerning the personal life of the Soviet Premier. The videotapes are choppy and poorly shot surveillance films of the Soviet Premier at various political functions and at home.

Also, in the back of the room is a trapdoor leading down into the Blue Baboon Tavern. Located on the back wall of this room is an alarm bell, its wires running down the wall to the bar area below. A gun rack on the back wall holds four loaded shotguns and several boxes of shotgun shells.

CLAIRVOYANT/ PRESCIENT DREAM II

Whether the PCs eliminate one, both, or neither of the Ganabes at the Blue Baboon Tavern, John Doe #12519 makes another appearance. If neither of the Ganabes was eliminated, he only appears to the character with the highest Clairvoyant/Prescient Dream or, if no one has Clairvoyant/Prescient Dream, the highest WPR Score. If the characters managed to kill at least one of the Ganabes, John Doe #12519 appears to all sleeping characters. The following text refers to a single character having the dream. More than one character may have the dream, however.

Now, give Clairvoyant/Prescient Dream II (see p. 52) to the player of the dreaming character.

After the player finishes reading the dream, have him make a General Fear Check for his character. A Failure means the character doesn't regenerate WPR that night. Success means the dream leaves the character shaken, but able to sleep peacefully enough to regenerate lost WPR.

John Doe #12519's message points the characters to Ching Wo's House of Martial Arts and Tertius. It is likely the characters will concentrate almost exclusively on the verbal part of the message at first. This will probably lead them to investigate churches and funeral parlors. These occupations, however, wouldn't wear black proudly. Wearing black is a reference to Tertius' ranking and outfit in the martial arts. The house of woe is obviously a homonym for House of Wo. The final clue is John Doe #12519 bowing to the PCs, a most unnatural movement for an undead barkeep.

TROUBLESHOOTING

If the PCs start checking out funeral parlors,

they're informed by a helpful mortician that he doesn't wear black. He finds it too depressing and grim. He opts for a stately navy blue or dark gray, as do other people in his profession.

If the PCs mistakenly begin checking churches, they're told by a minister that they're on the wrong track. While he does wear black, he doesn't do so "proudly." The color of his vestments are symbolic of his humility before God, the antithesis of what the PCs are searching for.

If the PCs are hopelessly off track, have them observe the following at an appropriate time:

Ahead you see a burly street tough harassing a young woman. Heated words are exchanged and the woman turns to leave. As she turns her back to him, the man grabs her hair. Without looking back, the woman cocks her leg up, leans forward, and pistons it back into the attacker's sternum. The man lets go, as the breath whooshes out of him like a popped balloon. The woman spins and chops the blade of her hand across the bridge of his nose.

The man's eyes roll back in his skull as he slumps to the ground. The woman steps back from her unmoving opponent, bows sharply to his prostrate form, and spins smartly on her heel to walk away.

If the PCs question her, she explains she has just earned her black belt in Karate. While she is not from Master Wo's class, this should guide the PCs' thoughts in that direction.

AREA 13: CHING WO'S HOUSE OF MARTIAL ARTS

If the PCs arrive after hours, change the text where applicable.

When the PCs see the House of Wo, read the following aloud.

A hand-painted sign proclaims this three-story converted warehouse to be Ching Wo's House of Martial Arts. The front door is secured by an accordion grill and houses a sign that states that classes are held from 1 p.m. until 9 p.m. everyday. A large assortment of classes is offered, including Kendo (art of Japanese fencing), and general self-defense.

13A. ENTRANCE

When the PCs enter the building, read the following aloud.

This tiny area contains a small display case full of martial arts equipment, uniforms, books, and weapons. Along the wall are many coat hooks and

shoe rugs. A bulletin board, behind the case, lists class prices, coming tournaments, and a variety of For Sale and Wanted notices involving martial arts equipment.

To your right, through a curtained doorway leading deeper into the building, you here someone barking out commands.

The case may be forced open with a successful General STR Check or have its lock picked at the normal rate.

If the PCs look in the case, read the following aloud.

The case contains three uniforms, nunchakus, shuriken (throwing stars), a Kendo fencing mask, hand and feet protectors, and a bamboo Kendo practice sword.

If the PCs look into or go through the curtained doorway, go to **13B. Beginners' Practice Hall**, following.

13B. BEGINNERS' PRACTICE HALL

When the PCs look into or go through the doorway leading into this section of the building, read the following aloud.

Large punching bags hang from the ceiling, and mirrors line the north wall. The large picture window at the front of the room is made of thick, wire-mesh reinforced glass. There is a small metal door at the rear and a metal circular staircase leading to the second floor. Two small changing rooms are evident in the back corner of the room.

The room is filled with rows of sweating students punching and kicking in unison. Facing them and barking out commands is a young lady wearing a white uniform with a red belt. The students mirror her movements with sharp cracks of their white cotton uniforms. A young Oriental man, wearing a black samurai uniform and a two-handed sword tucked in his sash, walks up and down the rows, correcting postures and demonstrating fine points to individual students.

The young man sees you from across the room and speaks briefly with the student he is instructing. The student bows to the instructor and hurries over to your group.

"Visitors are welcome. If you would care to stay, please remove your shoes and then proceed quietly up the stairs. My master will be awaiting your arrival." Across the room you see the black-suited man heading up the spiral stairs.

The black-suited instructor is Ling Green (Tertius). He has been expecting trouble since the PCs' visit to the Blue Baboon Tavern. He retreats to

the advanced students' hall and tells Master Wo that the PCs are his enemies and are trying to kill him. He asks his master to deliver his challenge of single mortal combat to the PCs. Master Wo realizes duels are illegal in America, but his samurai training finds this an honorable request, so he agrees and waits for the PCs' arrival.

The metal door leads into the back alley; it's always locked.

If the PCs go up the stairs, go to **13C. Advanced Students' Hall**.

13C. ADVANCED STUDENTS' HALL

If the PCs visit during class time, they find Master Wo instructing a dozen martial artists of Teacher level. If the PCs arrive after hours, alter the text accordingly, then go to **Night Raid**, at the end of this section.

Read the following aloud when the PCs go up the stairs to the second floor:

This hall is very similar to the first floor but contains a larger assortment of punching bags and wooden striking dummies. Along the wall are several stands holding bamboo practice swords, fencing helmets, a large variety of sticks, ropes, chains, nunchakus, and several katanas. Another circular metal staircase climbs to the third floor. In the center of the back wall, a simple wooden stand holds a longbow and a quiver of arrows.

There are a dozen students wearing white Kendo uniforms, gray sashes, and katanas, standing rigidly in line. They appear to be waiting as the student in black speaks with an elderly Japanese man wearing a white uniform with a black fishnet pattern, a black sash tied around his waist, and a long and short sword tucked securely in the sash.

The elderly Japanese man walks toward you and says, "I am Master Wo, and this is my assistant Ling Green. Ling has told me that you are his enemies and wish to end his life. If this is so, we must settle this matter in the honorable way. One of you must challenge Ling to mortal combat. What say you?"

Wo's straightforward "question" should take the players completely by surprise. Wo, however, handles the whole affair like it is an everyday occurrence and simply waits for the PCs to respond. He patiently listens to whatever the PCs say if they're not rude.

Wo only tells the PCs what the challenge is if they accept it (go to **The Challenge**, following).

If the PCs refuse the challenge, go to **The Refusal**, below.

THE CHALLENGE

If the PCs accept the challenge, read the following aloud.

Master Wo says: "My position of intermediary between the two combatants dictates that I must remain neutral. I will step in only if the combatants are disturbed by others.

"Your group must now choose one person to act as combatant against Ling. The combat will continue until one of the combatants is dead. Both combatants will use the same type of weapon. Only melee weapons—no projectile weapons—may be used. If you have none, we will furnish you with one. You may choose katanas, staves, nunchakus, or bare hands.

"Choose your weapon."

TERTIUS (LING GREEN)—GANABE

AGL: 75

DEX: 80

PCN: 76

PER: 47

STA: 75

STR: 65

WPR: 89

EWS: 110

WB: 35

FEAR: -15

MV: 45

ATT: 3; 126 (KENDO) OR 4; 110 (PISTOL)

SR: 5 (KATANA) OR 7 (PISTOL)

SKILLS

AUTOMATIC WEAPON/T 110

MARTIAL ARTS (KENDO)/M 129

PISTOL/T 110

SWORD (KATANA)/M 120

ACROBATICS/T 105

ACTING/T 100

AMERICAN ENGLISH/M 132

FAMILIARITY (FRENCH POLITICS)/T 121

FRENCH/M 132

SAVOIR-FAIRE/S 95

DISCIPLINES

HAYWIRE/S 73

INFLUENCE/T 96

UNIQUE AUTOMATIC CHANGE SELF

AUTOMATIC IMMUNITY TO UNBLESSED NON-FERROUS METALS
(EXCEPT SILVER)

THE REFUSAL

If the PCs refuse the challenge, Master Wo tells them to leave and never return. If they refuse to leave, he tells his students to go and phone the police. Seven of the students follow Master Wo's instructions, but Tertius has previously used Influence on five of the students and has them attack if Ling or Master Wo is seriously hurt (CM discretion). Ling and Master Wo will defend themselves until the police arrive in 5 minutes.

MASTER CHING WO—SAMURAI

AGL: 70
DEX: 80
LCK: 70
PCN: 65
PER: 70
STA: 80
STR: 65
WPR: 80
ATT: 3; 121
SR: 5 (KATANA)
WB: 36

SKILLS

JAPANESE LONGBOW/M 122
MARTIAL ARTS (KENDO)/M 123
SWORD/M 117
ACROBATICS/T 101
AMERICAN ENGLISH/S 87
RUNNING (CURRENT STA)
STEALTH/M 118
SWIMMING (CURRENT STA)

EQUIPMENT: KATANA, LONGBOW.

Master Wo is 5'2" tall and weighs 145 pounds. He is a 55-year-old Japanese man with strong traditional beliefs.

Master Wo prefers attacking with his katana. If outnumbered, he uses his longbow to eliminate any gun-wielding opponents. He attempts to shoot the firearms out of their hands (Called Shot). Through his samurai studies, Master Wo has developed the ability to fire his longbow faster than normal. He can load and fire once each round, and if he has an arrow nocked and ready, he receives two shots the first round of fire.

Master Wo has conditioned his body and mind to become the epitome of a warrior. He continues to attack until reaching -10 Wound Boxes. Only at this point does he expire. Any character must make a Fear Check if he sees Wo continue to fight after he should obviously be knocked unconscious or killed.

Master Wo is an honorable man with good intentions. His training, however, doesn't allow him to ignore insult or mockery. If approached in an open manner, he is cooperative and extremely polite. Should the PCs attempt to break into his studio or harass his students, he attacks.

If the PCs are around when the police show up, the "facts" will be gathered. However, unless someone is killed, Master Wo will not press charges.

KENDO STUDENT (ADVANCED)

AGL: 70
DEX: 74
STA: 75
STR: 70
WPR: 65
ATT: 2; 86

SR: 6 (KATANA)
WB: 30,
UNSKILLED MELEE: 30

SKILLS

MARTIAL ARTS (KENDO)/T 99

13D. LING'S APARTMENT

This small room is spotless and spartan. Martial arts equipment is stacked neatly in a wicker basket near the door. A tidy pile of magazines lies next to a simple futon. A ceramic incense burner and a vase of flowers perch atop a closed chest, which sits in a corner. The gleam of bathroom tile is visible through the door to the rear.

If the characters do an in-depth search of the room's contents, read the following aloud.

The magazines are popular monthly subscriptions for martial art and golfing enthusiasts. The incense burner hasn't been used lately and contains only a matchbook from the Blue Baboon Tavern. The vase has a concave bottom with the chest key taped to the underside. There are ten \$100 bills tucked under the thin futon mattress.

The oak chest is unlocked.

If the chest is opened without turning its key in the lock, a grenade wired to the inside detonates in three seconds, causing SR 8 damage to everyone in the room. When the chest is opened, have every player who has a character within 5' of the chest make a Specific PCN Check. An H or C result indicates that that character hears the metallic clink of the pin falling out of the grenade. All PCs successfully saving may react before the grenade goes off if they can beat an initiative of 12. The trap may be detected by PCs specifically examining the chest for traps on a Specific PCN Check, ending in an M result or higher.

The trap may be disarmed by opening the chest with the key or by a successful use of Explosives or Lockpicking Skill. Failure causes the grenade to explode. Everything in the chest is destroyed by the explosion.

If the chest is opened without setting off the grenade, read the following aloud.

The chest contains several changes of clothing, an Uzi submachine gun, two full clips of ammunition, a holstered pistol, Secret Service files regarding the French President, and a cardboard tube. The tube contains four pen-and-ink drawings, done in the tradition of Chinese water colors. The drawings are of twisted and distorted landscapes, hellish visions of a nightmare world.

The paintings are the work of Tertius, a

promising, though disturbed, artist and can be sold for \$500 each at any major art gallery.

13E. MASTER WO'S APARTMENT

This tiny apartment is neat and orderly. Japanese silk screens and water color paintings adorn the walls. A small futon and a sword stand are along one wall. The rest of the room is divided into several "mats." Master Wo's apartment reflects his dedication to purity and meditation.

The mats are used for eating, painting, and meditating. A thorough search of Wo's apartment yields 20 arrows, water painting supplies, and \$500 in small bills. When he isn't teaching, Master Wo paints or meditates in his room.

NIGHT RAID

Should the characters attempt to sneak into the building at night, Master Wo or Tertius will hear them on a Specific PCN Check with an M or higher result. Master Wo arms himself with his katana, longbow, and arrows, and heads downstairs to inspect the noise. Tertius arms himself with his katana and Uzi submachine gun and waits in his room.

If Master Wo makes it to the second floor, he calls for the intruders to leave. If anyone tries to come upstairs, he attacks to kill and takes up a position in the Advanced Students' Hall. He quickly shoots out the overhead lights and makes use of the many shadows of the training equipment for cover.

CLAIRVOYANT/PRESCIENT DREAM III

The next time the characters sleep after encountering Tertius, John Doe #12519 will visit. All sleeping characters receive the same vision. Because of the PCs' intervention against the Unknown, whether or not they have successfully eliminated Ganabes, John Doe #12519's visitations are less tainted by the Unknown. All characters will receive full WPR recovery from resting despite the visitation.

Now, give Clairvoyant/Prescient Dream III (see p. 52) to the players, and have one of them read it aloud.

The dream instructs the PCs to go with Capt. Birkham (ruler of the Capital) to meet the English Prime Minister (ruler of kings). The two have been in communication, and the Prime Minister has requested a meeting with the PCs. The pistol in his sash is a clue to his former position as a secret service agent.

CONTACTING CAPT. BIRKHAM

If the PCs attempt to contact Capt. Birkham

(Patrius) during office hours, they reach him at the police station. If they attempt contact after he has left for the day, they are patched through to his portable radio.

When communication between the characters and Capt. Birkham is established, read the following aloud.

"The English Prime Minister has asked me to bring you to meet with him. At his request, I have arranged a public meeting place and will accompany you. We are to meet at the Tidal Basin in West Potomac Park at 8 p.m. on Friday, June 21. I'm not sure what the meeting is about, but the Prime Minister says it concerns the world's future.

Patrius will not let the PCs change the meeting plans, claiming he is doing only what the Prime Minister insisted upon. Of course, this is a lie.

TROUBLESHOOTING

If the PCs don't contact Capt. Birkham (Patrius), have a passing police patrol give them a message to contact him.

AREA 14: WEST POTOMAC PARK

Use this area when the PCs meet with the English Prime Minister and Capt. Birkham at the Tidal Basin at 8 p.m. on Friday, June 21.

SETUP

Since arriving in America, both the Prime Minister and his wife have received visions of their old friend, Brent Blakely. Although Blakely appeared as they remembered him, not as John Doe #12519, the visions have left both of them shaken. The Prime Minister's wife has taken to bed with a case of frazzled nerves, and the Prime Minister is not far behind. Although badly shaken, the Prime Minister retains the fortitude and quick thinking essential to a world leader. He will be as helpful to the PCs as possible.

Blakely has revealed that he was murdered, that the world leaders are in danger, and that he is working with others to stop a disaster. Blakely told the Prime Minister to contact Capt. Birkham to arrange a meeting between himself and "the people interested in derelicts."

The Prime Minister didn't understand the request but followed Blakely's instructions. Fearing the Prime Minister would dismiss the whole dream, Blakely couldn't tell the Prime

Minister how he was murdered or that a Ganabe is currently using his form.

PRIME MINISTER'S PLAN

Capt. Birkham told the Prime Minister that he need only bring one bodyguard, as police protection would be at a maximum. The Prime Minister, sensing something was wrong with the entire setup, agreed, but then made other plans. The Prime Minister has one of his agents, disguised as the Prime Minister, attend the meeting with only one bodyguard. Meanwhile, the Prime Minister secretly watches the meeting from the safety of some nearby trees, accompanied by three bodyguards, until he can figure out what is going on.

PATRIUS' PLAN

Patrius could hardly believe his luck when the Prime Minister contacted him. He is suspicious of how the Prime Minister came to know of the PCs but isn't about to look a gift horse in the mouth. He sees this meeting as an ideal situation to envelop the Prime Minister and eliminate the PCs.

Patrius hired a trio of assassins, known as Potence (see **Assassins**, below for details), to eliminate the PCs at the meeting. The members of Potence are already in position for the ambush. Waters and Roach are disguised as policemen and act as though they're standing guard on the perimeter of the meeting. Baker is hidden behind a line of beached row boats in back of the PCs.

When the Prime Minister and his bodyguard arrive, Waters is to detonate smoke explosives with his remote control and shoot the bodyguard through the head.

If Quartus has survived, he has masked his identity by enveloping policeman David Morgan and accompanies Patrius. During the ambush, Quartus and Patrius attempt to abduct the Prime Minister. When they're in private, Quartus plans to envelop the Prime Minister and assume his form. If Quartus has already been killed, Patrius will envelop the Prime Minister.

THE MEETING

Read the following aloud to the players when their characters arrive at the meeting place. If Quartus (as David Morgan) is not with the group, adjust the description accordingly.

West Potomac Park contains such attractions as the Lincoln Memorial, Washington Monument, and the Vietnam Veterans Memorial. Located to the southeast of the Lincoln Memorial is the Tidal Basin.

Capt. Birkham and one of his officers, David Morgan, escort you from the parked police van, down a path lined with cherry trees. A black policeman, standing guard at the perimeter of the meeting place, nods respectfully at his commander and your group. In the gathering twilight, another officer, armed with a large rifle, is visible on the other side of the hollow.

The designated meeting takes place near the Tidal Basin in the park. Several row boats have been dragged up onto the Tidal Basin's beach for the evening. The hundreds of tracks in the sand indicate that this is a popular area with park visitors. Although many people regularly relax along the basin, admiring the Japanese Cherry Trees, the twilight hour and the presence of armed police discourages any such intrusions.

Before long, the black officer signals your group that someone is approaching. Much to your relief, the Prime Minister and a bodyguard walk up to the officer and wave to you.

The policeman holds up his hand and halts the Prime Minister. They speak briefly, and you watch the policeman pull a small box out of his shirt pocket. He points the tiny device in your direction, and the ground around you erupts with several minor explosions. Thick smoke swells up in a huge cloud, blanketing you in a white mist. Barely visible through the thickening air, you see the policeman spin back to the shocked Prime Minister and his bodyguard, draw his pistol, and shoot the bodyguard through the head. Capt. Birkham is already lost somewhere in the smoke, but he can be plainly heard.

"Ambush! Everyone get down! I'll try to save the Prime Minister!"

AMBUSH STRATEGY

The ambush lasts no longer than 12 rounds (1 minute). Potence has never been arrested, and its members plan to keep it that way. Also, since this encounter can go in many different directions, you, as CM, may have to ad lib a bit.

During the first round of combat, Roach drops to the ground and sights a player character through his infrared scope.

By the second round of combat, the PCs are caught within a 40'-diameter cloud of obscuring smoke, which dissipates in 2D10 rounds. Roach can see the PCs plainly with his infrared scope and opens fire. Waters forces the false Prime Minister to the ground at gunpoint and handcuffs him. Patrius and Quartus break away from the group and head for Waters.

On the third round of combat, Roach continues firing at PCs in the smoke cloud. Waters dons his infrared goggles and shoots at anyone following Patrius and Quartus or, if no one is following them, he aims at other PCs. Baker, wearing infrared goggles and her reflective vest, silently moves out from behind the row boats and attacks the nearest PC.

On the fourth round of combat, Patrius and Quartus (if applicable) collect the fake Prime Minister and head toward the police van. Patrius, however, sees through the disguise and realizes he has been duped. The Elder Ganabe shoots the fake Prime Minister. However, prior to dying, the agent manages to free himself and kill Quartus. Patrius, realizing his ambush is in danger of backfiring, sprints to the van on the eighth round and leaves.

The fighting continues, with Roach sniping into the cloud, Waters providing support fire, and Baker silently assassinating PCs, until all the PCs are dead, driven off, Potence is facing overwhelming firepower, or if 12 rounds have passed.

If forced to retreat, the assassins perform a fighting withdrawal to their car. If pressed too closely (CM discretion), Waters drops two hand grenades (SR 8, 20' radius), and they all bolt. Their car is a quarter mile away. It will take them two minutes in full retreat to get there.

Patrius (Capt. Birkham) should escape from this encounter. Allow the Ganabe to make a clean getaway or meet with a questionable end (i.e., diving into the Tidal Basin and not surfacing). The Elder Ganabe is needed for the final showdown in the White House. However, don't have Capt. Birkham appear to be involved with the assassins.

QUARTUS (DAVID MORGAN)—GANABE

AGL: 60
DEX: 60
PCN: 73
PER: 45
STA: 65
STR: 60
WPR: 65
EWS: 95
ATT: 1; 30
SR: 7 (REVOLVER)
WB: 31
MV: 40
UNSKILLED MELEE: 20

SKILLS

AUTOMATIC WEAPON/S 75

ACTING/S 76

AMERICAN ENGLISH/M 119

BRITISH ENGLISH/M 119

FAMILIARITY (ENGLISH POLITICS)/S 92

DISCIPLINES

INFLUENCE/S 68

UNIQUE AUTOMATIC CHANGE SELF

EQUIPMENT: POLICE REVOLVER, POLICE UNIFORM, HANDCUFFS

Quartus' new form is that of David Morgan. He stands 5'6", weighs 175, and wears his black hair in a crew cut. Quartus is dressed as a police officer, although his revolver is mostly for show, as he is not skilled in its use.

PATRIUS (CAPT. DAVID BIRKHAM)—GANABE

AGL: 35

DEX: 40

PCN: 99

PER: 78

STA: 35

STR: 35

WPR: 110

EWS: 135

ATT: 3; 70 (PISTOL)

SR: 7

WB: 18

FEAR: -30

MV: 32

SKILLS

PISTOL/T 70

ACTING/M 145

AMERICAN ENGLISH/M 154

DISGUISE/T 102

FAMILIARITY (GLOBAL POLITICS)/T 144

FAMILIARITY (LAW ENFORCEMENT)/T 144

FORGERY/T 99

FRENCH/M 154

GERMAN/M 154

GREEK/M 154

HEBREW/M 154

HISTORY/M 154

ITALIAN/M 154

JAPANESE/M 154

LATIN/M 154

LEGEND/LORE/T 134

PSYCHIATRY/T 135

RUSSIAN/M 154

SAVOIR-FAIRE/M 155

DISCIPLINES

HALT/S 96

HAYWIRE/M 106

HYPNOTIZE/T 111

INFLUENCE/M 131

UNIQUE AUTOMATIC CHANGE SELF

AUTOMATIC IMMUNITY TO WEAPONS (EXCEPT BLESSED SILVER).

EQUIPMENT: POLICE REVOLVER, POLICE UNIFORM.



ASSASSINS

Potence (French for gallows) is an internationally known team of three apolitical killers who assassinate anyone for a price. They are sought by the FBI, CIA, Interpol, and law enforcement agencies in a dozen countries.

The services of Potence come with an exorbitant price tag, but their assassinations are guaranteed. Each member specializes in a different aspect of assassination and has taken a solemn vow to commit suicide rather than be captured alive. The members of Potence will retreat before overwhelming odds.

NEIL WATERS—ASSASSIN

AGL: 60
DEX: 60
LCK: 65
PCN: 75
PER: 60
STA: 55
STR: 60
WPR: 85
ATT: 4; 110
SR: 7
WB: 28
MV: 40
UNSKILLED MELEE: 30

SKILLS

PISTOL/M 110
ACTING/S 88
DISGUISE/S 80
DRIVING/T 97
ELECTRONICS/T 97
EXPLOSIVES/T 97
INVESTIGATION/T 95
PILOTING/T 95
SIGN LANGUAGE/M 123
STEALTH/T 96

EQUIPMENT: SEMIAUTOMATIC PISTOL WITH SILENCER, ELECTRONIC DETONATOR, INFRARED GOGGLES, POLICE UNIFORM, HANDCUFFS, 2 HAND GRENADES.

Waters is 32-year-old African-American, who stands 5'10" and weighs 190 pounds. He keeps his hair in a crew cut and is clean-shaven.

Waters, the coordinator and explosives expert of Potence, plans assassinations, gathers information, sets up pyrotechnic charges, and provides support during firefights. He looks at assassination as a job; he sees his work as a purely impersonal occupation.

He often disguises himself to gather information prior to an assassination attempt. While disguised to gather information, he often meets his target and spends time conversing with him.

NATASHA BAKER—ASSASSIN

AGL: 80
DEX: 75
LCK: 55
PCN: 65
PER: 35
STA: 70
STR: 65
WPR: 75
ATT: 3; 103 (MARTIAL ARTS), 2; 90 (PISTOL), 1; 102 (DAGGER)
SR: 4 (MARTIAL ARTS), 7 (PISTOL), OR 4 (DAGGER)
WB: 33
MV: 47
UNSKILLED MELEE: 36

SKILLS

DAGGER/T 102
MARTIAL ARTS/T 103
PISTOL/S 90
ACROBATICS/T 101

CLIMBING/T 100
ENGLISH/T 100
FRENCH/M 120
SIGN LANGUAGE/T 101
STEALTH/M 116

EQUIPMENT: PISTOL, TWO DAGGERS, INFRARED GOGGLES, INFRA-SENSITIVE VEST.

Baker is a 25-year-old French woman who stands 5'2" tall and weighs 135 pounds. She wears her raven-black hair pulled back into a knot, and her eyes are different colors: the right is blue, and the left is brown.

Baker serves as the major melee combatant for Potence. Although trained in pistol use, she commonly employs her Stealth Skill to set up her favorite maneuver, a dagger attack from behind.

She often ventures into smoke screens to attack her opponents. To avoid being shot by her teammates, she wears a vest that is reflective in the infrared spectrum. (The vest "glows" when seen through an infrared scope.) This allows her teammates to shoot into an area obscured by darkness or smoke and still avoid hitting her.

COLLIN ROACH—ASSASSIN

AGL: 65
DEX: 85
LCK: 50
PCN: 60
PER: 35
STA: 45
STR: 50
WPR: 45
ATT: 4; 135
SR: 8
WB: 24
MV: 42
UNSKILLED MELEE: 29

SKILLS

PISTOL/M 135
RIFLE/M 135
AUTOMATIC WEAPON/M 135
AMERICAN ENGLISH/S 67
FRENCH/M 102
SIGN LANGUAGE/T 93

EQUIPMENT: RIFLE WITH INFRARED SCOPE AND DUMDUM AMMUNITION (SR 9), POLICE UNIFORM.

Roach is a 5'5", 205-pound Frenchman, who is 42 years old and has a potbelly and thinning brown hair. He is moody, withdrawn, and his mustached face rarely breaks into a smile.

Roach is Potence's firearms expert. He is a master with guns, ranging from derringers to heavy assault rifles. He is always located a great distance from any potential hand combat and uses his superior Firearms Skills to snipe at enemies.

AFTERMATH

The Prime Minister waits for the melee to sort itself before he intervenes. He approaches the PCs as soon as it's safe and explains who he is and why he's there. He transports the PCs back to his hotel room to discuss the problem, leaving his agents behind to "clean up" the scene.

Once in the room, the Prime Minister suggests that the PCs accompany him to the ball if they do n't think of it. The PCs have less than 24 hours to prepare for the Gala Ball. He also advises them regarding the event and pays for the required formal dress. The Prime Minister's ordeals have shaken him but have also strengthened his resolve. He reveals his relationship with, and recent haunting by, Brent Blakely, as well as the spirit's message. He insists the characters help him stop the imminent disaster Blakely hinted at. However, he will not allow the characters to take weapons to the Gala Ball.

TROUBLESHOOTING

If the PCs are in danger of being wiped out during the ambush, the Prime Minister commits his bodyguards to the fight, rescuing the PCs at the last moment.

If the PCs are suspicious of the Prime Minister and refuse to accompany him, he relates his nightmares to the PCs at the scene. This should be enough to convince them of his sincerity.

AREA 15: THE WHITE HOUSE

This section describes the White House and the Gala Ball, the scene of the final confrontation between the PCs and the Ganabes. It's essential that the CM keep track of which Ganabes have replaced Secret Service agents.

If one or more Ganabes are eliminated, the original Secret Service agents that were to be eliminated are assigned to their original positions.

There are Secret Service agents everywhere in and around the White House; security is extremely high (see the White House map on p. 55 for details).

THE GALA BALL AGENDA

The expected arms agreement among the world's four superpowers is certainly something to celebrate. The Gala Ball is a gathering of the four world leaders, foreign dignitaries, statesmen, and miscellaneous VIPs.

The ball is by invitation only, but the world leaders may bring anyone they choose. All

guests, except for the world leaders, are searched electronically and manually before being allowed into the White House.

The doors to the White House open at 7 p.m. to admit the ball guests. Most guests arrive between 7:30 p.m. and 8:30 p.m., however.

At 9 p.m., the limousines containing the French President, English Prime Minister, Soviet Premier, and their entourages glide up to the front door (see **15A. Entrance and Cross Hall**, below) just as the President and First Lady reach it. The leaders disembark, greet each other, and pose for photographs.

Following the formalities, the leaders relax, exchange a few private remarks, and join the festivities in the East Room (see **15B. East Room**, below), where they spend the next three hours making small talk with party guests. The leaders' wives make circuitous tours of the reception rooms, greeting the guests.

At midnight, Primum (Brent Blakely) uses Influence on the President and has him gather the other world leaders. Primum uses his walkie-talkie to inform Secret Service agents he, the President, and the gathered leaders are briefly adjourning to the Dining Room. He gives instructions that they're not to be disturbed under any circumstances. He calls for the other Ganabes to meet him there.

The Dining Room's guards (see **15H. State Dining Room**, below), Hypnotized earlier by Patrius (Capt. Birkham), stand guard outside the room's locked doors as the world leaders are enveloped. After the Ganabes have assimilated their new forms, the guards enter the room, conceal the corpses in the linen cart, take them downstairs on a service elevator, and dispose of the bodies in the White House incinerators.

The Ganabes, in the leaders' forms, make an appearance in the East Room to announce they're retiring for the evening. The ball continues without them until 2 a.m. When the Ganabes awaken the next morning, a new, and particularly nasty, era in world politics begins.

THE LIMOUSINE TRIP

Read the following as the PCs approach the ball.

The limo ride with the Prime Minister to the White House is a physically comfortable one, but the mood is disquieting. The Prime Minister's knuckles are white from clenching the scabbarded sword he holds on his lap. He seems to take no notice of the sheathed blade he is so nervously grasping. His furrowed brow makes it clear that

he's anxious about the coming confrontation. He goes over his story one more time.

"You are my personal friends. We met years ago, on one of my trips to America. I won't elaborate, I'll keep it simple. I should relax. After all, I'm sure you handle this sort of thing all the time."

The Prime Minister seems to have reassured himself, and his grip on the weapon relaxes. You wish his little speech had made as big an impression on you. Your stomach refuses to unknot itself, and you're acutely aware of how naked you feel with no weapons. There's no time to fret over it, however, as your limousine pulls up to the front of the presidential mansion.

The Prime Minister is dressed in traditional English military dress uniform, complete with saber. He tells you that the silver-plated, blessed blade was a gift from the Archbishop of York upon his appointment as Prime Minister.

ARRIVAL AT THE BALL

Should any PC attempt to sneak a firearm into the ball, it is automatically found. The Prime Minister is secretly enraged but quickly explains that you are part of his security team. The agents let the PCs into the ball but insist that weapons be left in the limousine.

Extremely clever ideas for smuggling non-firearm weapons into the ball should be allowed to succeed. Small blades can be successfully concealed. No weapon over five inches in length can slip through security, however. Any ideas along the line of "concealing a rifle down my pant leg" are so ludicrous as to be obvious to the dimmest PC.

15A. ENTRANCE AND CROSS HALL

Read the following aloud as the PCs disembark from the limousine:

The Tennessee marble floor of the entrance to the White House glimmers. Outside, the north portico is bathed in light. A plush red carpet leads out of the hall and down the front steps.

The limousines of the foreign leaders are parked immediately outside the entrance, but all other vehicles only stop long enough for their riders to disembark.

You follow the Prime Minister up the marble steps to the entrance of the White House. The guests awaiting admittance part for the Prime Minister and your group, and you swiftly pass inside. Two agents step forward to search each of you as the Prime Minister walks up to the waiting President and shakes his hand.

After briefly introducing you to the President and First Lady, the Prime Minister notices the Secret Service agent standing behind the President. The English leader's face turns ghastly white as he stares in shock at the young man. The agent swiftly steps forward and takes his arm.

"Prime Minister, are you all right? Do you wish to sit down?" The Prime Minister sucks in a deep breath and gingerly removes his arm from the agent's grasp. His color slowly returns as he gestures to your group.

"No, Brent, I'm fine. I . . . probably . . . my wife has been ill. I'm just a little tired. I'm sorry I caused you any concern. I'd like to introduce you to some other friends of mine. I am pleased to introduce you to the head of White House security and a personal friend, Brent Blakely."

This is a very delicate moment. Although the Prime Minister and the PCs have probably already figured out that John Doe #12519 is the spirit of Brent Blakely, there have been no hints someone, or something, is still using his form. In addition, the Ganabes don't know of John Doe #12519's existence. The CM should accept any player's exclamations along the line of "But you're dead!" as being said out loud by the PC. Blakely will laugh off any such remarks but will be shocked and displeased about the PC's knowledge. He attempts to act friendly to his "old buddy," the Prime Minister.

Eleven agents (including Brent Blakely [Primum]) are stationed here: seven inside the hall and four on the portico (see the White House map on p. 55 for details).

The White House certainly knows how to throw a party. The Gala Ball is a glittering frenzy of goodwill and hope. American and English guests are garbed in sumptuous gowns, tuxedos, and diamonds galore. The traditional ethnic costumes of foreign dignitaries create a swirling rainbow of color and texture. Dozens of accents drift through the air as Texas statesmen speak with Ugandan diplomats, and Swedish corporate magnates hobnob with Soviet Politburo members. Underscoring the conversation is the beautiful sound of classical music coming from the string quartet playing in the East Room.

The PCs are free to talk, eat, drink, and dance as much as they want. Their requests for food and drink are swiftly filled. With the exception of the Dining Room (see 15H. State Dining

Room), the characters may wander freely about on the main level of the White House.

Make a Sensing the Unknown Check for each PC that enters a room containing a Ganabe. If successful, the PC feels the presence of the creature, but doesn't know its exact location.

Unsuspecting PCs are in a great deal of danger. Ganabes who have survived encounters with the PCs automatically notice them. Primum has never seen the PCs before and Patrius remains hidden in the dining room, but Secundus and Tertius are in the forms of Secret Service agents, unless the PCs have already eliminated them.

If the PCs are recognized, the Ganabe immediately points them out to Primum. He uses his radio to warn Secret Service agents to keep a close eye on the PCs. He doesn't have them removed from the ball, as he doesn't want to cause a scene—the more relaxed the ball attendees are, the smoother the envelopings.

15B. EAST ROOM

The beauty of this magnificent hall is stunning. crystal chandeliers hang from an elaborately decorated ceiling, spilling a warm glow over the hardwood floor. At the far end of the hall, a string quartet plays a variety of classical music, which adds to the festive atmosphere. At the other end of the room, a buffet and wet bar await eager guests. This is the primary gathering point for the guests. The floor is open for dancing and mingling.

At the ball's height, there are 5D10 + 150 guests in this room. Tertius (now Michael Kelley) is posted in here along with 15 other Secret Service agents.

15C. STAIRS

A grand carpeted staircase leads up to the private second and third floors of the White House. Next to it, a marbled stairway leads down to the Ground Floor. There are four agents standing here, two on each staircase. Their demeanor makes it obvious that admittance to the other levels of the White House is denied.

The agents don't let anyone up or down the stairs without direct clearance from the President or Blakely.

15D. GREEN ROOM

This magnificent room was once used as Thomas Jefferson's dining room, but it now

serves as a reception room. The walls are covered with watered green silks with draperies of striped silk damask. All the furniture in the room is of handcrafted wood.

Two agents are stationed in this room.

15E. BLUE ROOM

This is usually considered the most-beautiful room in the White House. James Monroe furnished it in 1814 with seven French chairs and a French sofa. Although its name suggests otherwise, the room is actually ivory white. It is, however, adorned with blue curtains and molding. Visible through the windows is the Mall and the Capitol Building.

Secundus (now Ronald Payment) and another agent are stationed in this room.

15F. RED ROOM

This small reception room has red satin-covered walls. The American Empire sofa and chairs are covered in matching fabric with gold scroll designs. The center of the room features a magnificent marble-inlaid, mahogany table.

Two agents are stationed in this room.

15G. RESTROOMS

A Secret Service agent of the appropriate sex is stationed outside the door of each of these sumptuous restrooms.

15H. STATE DINING ROOM

This room's main feature is a fireplace with a quotation from John Adams carved into the mantel. The quote says, "I Pray Heaven to Bestow the Best Blessings on THIS HOUSE and All that shall hereafter Inhabit it. May none but Honest and Wise Men ever rule under this Roof." A large, covered linen cart stands by the fireplace.

Primum (Brent Blakely) has chosen this area for the envelopings. The curtains are drawn and the doors are shut and locked. Primum has stationed two agents inside with Patrius (Capt. Birkham). The Elder Ganabe has Hypnotized the agents to guard the room and dispose of the corpses after the envelopings. Patrius patiently waits for midnight and the leaders to arrive.

THE CLOCK STRIKES TWELVE

At midnight, the surviving Ganabes envelop the

world leaders. Then the two Hypnotized agents in the room are told to stand guard outside the locked door of the dining room (15H. **State Dining Room**) and deny anyone admittance. Patrius stands guard over the other Ganabes as they assimilate their new forms. Should an altercation occur prior to, or during, the envelopings (i.e., PCs trying to break down the door), the Ganabes don't proceed with the envelopings until they have finished dealing with the situation. PCs will have to act swiftly to save the leaders because Secret Service agents will descend on them as soon they make a wrong move.

If the PCs manage to break into the dining room, Patrius uses Haywire on the electrical system, plunging the White House into complete darkness. Normally, emergency lighting would take over, but Haywire ruins this as well. The darkness is as great a hindrance to the Ganabes as the PCs, however.

The Ganabes will attempt to kill the PCs rather than leave them alive. Patrius and Primum will use Influence on PCs after directing Secret Service agents to open fire on the characters. Secundus will close with the PCs and attempt to beat them to death. Tertius will empty one clip of ammunition at the PCs, grab any sword-like object he can find (i.e., chair leg, Prime Minister's sword), and enter into melee combat.

If the Ganabes are in danger of being overwhelmed or exposed, Patrius and Primum fall back. Secundus and Tertius, however, become so involved in combat that they ignore Patrius' commands to retreat, fighting to the death instead.

TROUBLESHOOTING

If the PCs don't pay attention to the Ganabes' movements and the leaders are in danger of being enveloped without a fight, have the agents guarding the dining hall become momentarily distracted. In that time, a ball attendee "accidentally" opens the door, sees what's happening, and screams. This should bring the PCs running.

NON-PLAYER CHARACTERS

All surviving Ganabes are at the White House Gala Ball. It is assumed Quartus was eliminated at the Blue Baboon Tavern or at the Tidal Basin. Secundus and Tertius have assumed the identities of Secret Service agents Payment and Kelley, respectively. Primum is still in the form of Blakely.

Current statistics for the Ganabes are as follows.

TERTIUS (MICHAEL KELLEY)—GANABE

AGL: 80
DEX: 75
PCN: 76
PER: 47
STA: 70
STR: 70
WPR: 89
EWS: 110
ATT: 4; 128 (MARTIAL ARTS) OR 3; 105 (PISTOL)
SR: 5 (MARTIAL ARTS) OR 7 (PISTOL)
WB: 35
MV: 47
UNSKILLED MELEE: 37

SKILLS

AUTOMATIC WEAPON/T 105
MARTIAL ARTS (KENDO)/M 128
PISTOL/T 105
SWORD (KATANA)/M 125
ACROBATICS/T 105
ACTING/T 100
AMERICAN ENGLISH/M 132
FAMILIARITY (FRENCH POLITICS)/T 121
FRENCH/M 132
SAVOIR-FAIRE/S 95

DISCIPLINES

HAYWIRE/S 75
INFLUENCE/T 96
UNIQUE AUTOMATIC CHANGE SELF
AUTOMATIC IMMUNITY TO UNBLESSED NON-FERROUS METALS
(EXCEPT SILVER)

EQUIPMENT: SEMIAUTOMATIC PISTOL, KEVLAR VEST (-20 TO
ATTACKER), MINIATURE RADIO RECEIVER.

Tertius is in the form of the youngest Secret Service agent, Michael Kelley. He stands 5'6", weighs 175 pounds, and has red hair and green eyes. He is unhappy with being forced to rely on his semiautomatic pistol as his only weapon. In any prolonged battle, he is likely to grab a rigid object and close with his attackers to use Kendo.

SECUNDUS (RONALD PAYMENT)—GANABE

AGL: 65
DEX: 80
PCN: 89
PER: 63
STA: 75
STR: 70
WPR: 92
EWS: 111
ATT: 3; 110 (PISTOL) OR 1; 138 (WRESTLING)
SR: 7 OR 1

WB: 36
MV: 42
UNSKILLED MELEE: 33

SKILLS

PISTOL/T 110
SHOTGUN/T 110
WRESTLING/M 117
ACTING/S 96
AMERICAN ENGLISH/M 140
FAMILIARITY (BLACK MARKET)/M 147
FAMILIARITY (SOVIET POLITICS)/M 147
RUSSIAN/M 140.

DISCIPLINES

HAYWIRE/S 75
INFLUENCE/T 97
AUTOMATIC UNIQUE CHANGE SELF
AUTOMATIC IMMUNITY TO UNBLESSED METALS (EXCEPT SILVER)

EQUIPMENT: SEMI-AUTOMATIC PISTOL, KEVLAR VEST (-20 TO
ATTACKER), MINIATURE RADIO RECEIVER.

Secundus is in the form of agent Ronald Payment. A towering veteran of the Secret Service, Payment's form is 6'3", weighs 200 pounds, has silver hair, and a handlebar mustache. Secundus has unwillingly traded his shotgun for a semiautomatic pistol.

PRIMUM (BRENT BLAKELY)—GANABE

AGL: 70
DEX: 60
PCN: 93
PER: 75
STA: 70
STR: 60
WPR: 107
EWS: 123
ATT: 4; 110 (PISTOL) OR 1; 115 (RAPIER)
SR: 7 (PISTOL) OR 5 (RAPIER)
WB: 33
FEAR: -25
MV: 43

SKILLS

PISTOL/M 110
RAPIER/M 115
RIFLE/M 110
SHOTGUN/M 110
ACTING/S 106
AMERICAN ENGLISH/M 150
ANTIQUES/T 138
ART CRITICISM/M 150
DRIVING/S 91
FAMILIARITY (AMERICAN POLITICS)/T 137
FAMILIARITY (GOLF)/T 137
HISTORY/T 130
INVESTIGATION/S 110
MIDDLE ENGLISH/M 150
SAVOIR-FAIRE/T 129

STEALTH/M 139

DISCIPLINES

HAYWIRE/T 91

HYPNOTIZE/S 91

INFLUENCE/M 141

AUTOMATIC UNIQUE CHANGE SELF

AUTOMATIC IMMUNITY TO ALL UNBLESSED WEAPONS

(EXCEPT SILVER)

EQUIPMENT: PISTOL, CANE RAPIER.

Primum coordinates all security at the ball. He communicates to the Secret Service agents with his walkie-talkie. All agents wear miniature radio receivers in their ears. These devices don't allow them to speak to Primum. All agents follow Primum's orders without question.

PATRIUS (CAPT. BIRKHAM)—GANABE

AGL: 35

DEX: 40

PCN: 99

PER: 78

STA: 35

STR: 35

WPR: 110

EWS: 135

ATT: 3; 70 (PISTOL)

SR: 7

WB: 18

FEAR: -30

MV: 32

SKILLS

PISTOL/T 70

ACTING/M 145

AMERICAN ENGLISH/M 154

DISGUISE/T 102

FAMILIARITY (GLOBAL POLITICS)/T 144

FAMILIARITY (LAW ENFORCEMENT)/T 144

FORGERY/T 99

FRENCH/M 154

GERMAN/M 154

GREEK/M 154

HEBREW/M 154

HISTORY/M 154

ITALIAN/M 154

JAPANESE/M 154

LATIN/M 154

LEGEND/LORE/T 134

PSYCHIATRY/T 135

RUSSIAN/M 154

SAVOIR-FAIRE/M 155

DISCIPLINES

HALT/S 96

HAYWIRE/M 106

HYPNOTIZE/T 111

INFLUENCE/M 131

UNIQUE AUTOMATIC CHANGE SELF

AUTOMATIC IMMUNITIES TO ALL WEAPONS (EXCEPT BLESSED SILVER).

EQUIPMENT: POLICE REVOLVER, POLICE UNIFORM.

Patrius still retains the same form he had at the beginning of the scenario. He will be hidden in the White House dining room until the scenario's finale. He now plans to replace the Prime Minister, unless Primum is eliminated, in which case, he attempts to replace the President.

SECRET SERVICE AGENT

AGL: (55 + 2D10) OR 65

DEX: (60 + 2D10) OR 75

PCN: (50 + 2D10) OR 60

STA: (50 + 2D10) OR 60

STR: (55 + 2D10) OR 65

ATT: 4; 105 (PISTOL) OR 3; 88 (MARTIAL ARTS)

SR: 7 (PISTOL) OR 2 (MARTIAL ARTS)

WB: 31

SKILLS

DAGGER/T 95

MARTIAL ARTS (KARATE)/T 88

PISTOL/T 105

EQUIPMENT: SEMIAUTOMATIC PISTOL, KEVLAR VEST (-20 TO ATTACKER), MINIATURE EARPHONE (RECEIVES COMMUNICATIONS FROM BLAKELY'S RADIO).

All Secret Service agents are trained for crisis situations, trained in Karate, and well-versed in firearms. They respond to a threat to the President or guests with no hesitation or thought of self-preservation. Their first priority is to protect the President, his family, and foreign dignitaries.

In the event of a crisis (gunshots, power blackout, screams, etc.) the agents pull their weapons and surround the world leaders. If possible, they move the leaders to a safe zone. If this exposes the leaders to potential harm, the agents force the leaders to the floor and several agents lie on them, acting as a living shield. They prefer wrestling assailants to the ground but fire on them if nonlethal methods prolong a threat to the President. A crisis causes an immediate response from every agent in the room and 2D10 agents arrive every round for the next five rounds.

ENDING THE SCENARIO

John Doe #12519 will visit the PCs for the last time following the final conflict between the characters and the Ganabes. His message depends on the success or failure of the PCs in protecting the world leaders. The vision is visible to all surviving PCs and takes place while they are awake and active.

MESSAGE TO UNSUCCESSFUL PCs

Read the following aloud if the PCs failed to thwart the Ganabes' plan.

It's all over and your heart aches at your failure. If only you'd had a little more time, a little more help, or a little more luck, you would have been able to meet the overwhelming task fate put to you. But wishful thinking doesn't change the fact that you, and probably all of humanity, have lost.

All goes silent, and goose bumps form on your nape. You spin and drop to your knees, desperately trying to avoid the incoming attack your highly trained senses tell you is coming. From your defensive position, you realize reality has ground to a halt. All around you, the world is frozen in mid-motion, like a photograph. No sound comes to your ear, no breath of air brushes your cheeks, nothing moves except your group and the thing behind you.

Standing to your rear is John Doe #12519. His organs bulge from great holes in his putrefying skin. Gaping black cavities in his skull are all that's left of his eyes. The zombie's mouth hangs open, the enclosing flesh barely keeps the lower jaw attached to his skull. You watch as the rotting muscles contract and John Doe #12519 forces his final message past the ragged strips of meat that used to be his lips.

"I'm sorry. You were my only hope."

The rotting corpse pauses. He seems about to say more but finally gives up on trying to express his grief and pain. He slowly waves an ulcerous hand and starts to fade from sight. Just before he is completely gone, his burbling voice whispers something back to you. You are unsure, but it sounded like, "I'll see you soon." A chill runs up your spine at the prospect of joining your undead guide. You realize with a start that reality is moving again.

John Doe #12519's message is a premonition of bad times to come. The PCs receive a -20% penalty on every check they make for the next week.

MESSAGE TO SUCCESSFUL PCs

Read the following aloud if the characters defeated the Ganabes.

You simply want to relax and believe you've won. But

you can never really relax; you can never allow yourself the illusion everything is safe, not if you want to stay alive. Relaxation was a luxury you gave up when you joined the fight against the Unknown. At times like now, you can't think of a worse punishment.

Silence implodes around you! Suddenly, you are engulfed in silence, not just quiet, but a total lack of sound. The skin on your neck peppers with goose bumps and you drop to your knees, simultaneously spinning to the rear and bringing your arms up in a defensive posture. You become aware that reality is frozen in place. The only thing still moving is your group and the thing behind you. It is John Doe #12519! At least, you think it's him. As you watch, his ancient visage grows younger. His cratered skin smooths, the ulcerous spots on his rotting skin lighten and take on a healthy pink glow. Within moments, you are seeing John Doe #12519 as he must have looked in life. It's Brent Blakely, but he doesn't have the harsh look in his eyes as when the Ganabe inhabited his form. Instead, there is friendliness and admiration in his eyes. His voice is firm and easily understood.

"Thank you! You were my only hope, and you proved more than adequate. I wish I had known you when I was alive, but maybe we'll be friends yet. Don't worry, it won't be for a while."

Blakely reaches down and removes the lime green toe tag and holds it out to you.

"Sorry, but it's all I have to give."

He fades from sight, and the tag drifts to the ground. You realize with a start that reality is moving again.

The toe tag remains on the ground and may be taken by the PCs. The tag is attuned to the supernatural and is useful when attempting the Seance and Clairvoyant/Prescient Dream Disciplines, allowing the possessor a +10% bonus at each attempt.

In addition, John Doe #12519's final message is an indication of good times to come. The PCs receive a +10% bonus on each of their Ability and Skill Checks for the next week. Any attempt to contact John Doe #12519 with Seance automatically succeeds, and the spirit will never attack the PCs.

THE FINALE

Depending on the PCs' actions during the scenario, they may be heroes, criminals, or both. The CM must judge the appropriateness of the PCs' actions during the scenario.

The PCs will be considered heroes if they stopped the Ganabes from replacing the world leaders or exposed their plan. The elimination of the Ganabes is not necessary for them to be seen in a favorable light by the authorities. SAVE, however, expects the PCs to eliminate the Ganabes and will be disappointed if this is not accomplished. The world leaders will be grateful for a timely rescue and will donate government funds (secretly, of course) to any SAVE branch in their country.

If the PCs didn't stop the envelopings or expose the Ganabes' plan, they'll be seen as criminals. The Ganabes will use their newfound political influence to have the PCs imprisoned and SAVE destroyed. Even if the Ganabes didn't envelop the world leaders, the PCs will be in political trouble unless they were discreet in their actions. After all, someone has to be blamed for this mess and the PCs will make excellent scapegoats. Dead PCs are particularly suited to this role, as "a dead man tells no tales" and doesn't contest findings before a grand jury. The English Prime Minister, if alive, will supply all the covert aid he can to the PCs.

It is quite probable that the characters will be viewed neither as heroes nor criminals, but as a mixture of both. If the PCs managed to stop the Ganabes but used indiscreet means (i.e., shooting innocent people, starting a massive fire at the Gala Ball, etc.), the political leaders will see the PCs as an embarrassment: useful but nothing to brag about. In this case, the PCs and SAVE are off the hook as far as persecution is concerned, but they won't benefit from their interference. The officials announce an assassination attempt occurred at the White House during the ball but was quickly eliminated by highly trained Secret Service agents.

REWARDING THE PCs

The characters' rewards will vary greatly depending on the scenario's outcome. Ideally, SAVE will receive secret financial support from the government, but this will not directly affect the PCs. However, the CM may decide SAVE rewards the PCs with a small shopping spree or allows them to choose "specialty" equipment for themselves (i.e., laptop computer, surveillance van, etc.).

In all likelihood, the players are primarily interested in how many CIPs they receive. This is entirely up to the CM. However, the following guidelines are given to aid in the calculation. Each person that participated in the scenario receives the following amount of CIPs. The rewards are for each character and aren't meant to be split amongst the group.

- 1 - EACH WORLD LEADER SAVED FROM ENVELOPING.
- 1 - EACH MEMBER OF POTENCE ELIMINATED OR TURNED IN TO THE AUTHORITIES.
- 1 - ELIMINATION OF QUARTUS.
- 1 - ELIMINATION OF TERTIUS.
- 1 - ELIMINATION OF SECUNDUS.
- 2 - ELIMINATION OF PRIMUM.
- 3 - ELIMINATION OF PATRIUS.

In addition, the CM should penalize the PCs for the following reasons. Penalties may be awarded to specific players if the circumstances warrant. PCs cannot end the scenario with negative CIPs.

- 1 - POOR ROLE-PLAYING.
- 1 - EVERY BYSTANDER KILLED DUE TO PC NEGLIGENCE.
- 2 - GENERAL SPREADING OF MAYHEM AND OVERUSE OF WEAPONRY.

FURTHER SCENARIOS

If the PCs are successful and Patrius survives, he will seek revenge. The PCs will have seriously interrupted his energy-gathering network with their eliminations of his offspring. It will take him 5 years to bud if the PCs eliminated one of the offspring. The reproduction time is increased exponentially for each additional offspring killed. This means it will take 25 years for Patrius to reproduce if two offspring perished, 125 if three died, and 625 if all four were eliminated. This is an affront not taken lightly by the Elder Ganabe. He is patient and may take years to strike back at the characters, but he will strike back.

If Patrius didn't survive but some of his offspring did, they will be the PCs' enemies for life. Their revenge will depend on the surviving Ganabes. Quartus and Secundus will probably act irrationally and swiftly. Tertius and Primum, however, will make the PCs suffer greatly before eliminating them and don't care if their revenge takes decades to accomplish. One thing for sure, neither the PCs, their friends, nor their families are safe until the Ganabe threat is eliminated.

If the PCs failed but managed to survive, there is an entire world of scenarios awaiting them. They may attempt to expose the world leaders as impostors, assassinate them, or simply forget about them. In any event, the Ganabes aren't going to allow potentially harmful characters or organizations to exist. The PCs and SAVE will have to hide from government officials from now on, as the Ganabes will hunt them mercilessly.

If the PCs were entirely successful and eliminated all the Ganabes, there could still be future scenarios. Where do Elder Ganabes come from? Was Patrius the only one on earth? What if another one appears? What if the general public finds out and there is widespread panic? The CM has an entire horrifying campaign at his disposal and has the easy job of deciding what happens next. The PCs have the tough job of surviving it!

PLAYER AIDS



CLAIRVOYANT/PRESCIENT DREAM I

You're standing in the midst of a great, abandoned city. There is no sign of life in the desolate skyscrapers around you. The only thing moving is the wind, which mournfully swirls through the concrete canyons. The emptiness of the metropolis fills you with loneliness and apathy. You're unsure where you should go or even how you came to be here. Indeed, you wonder if moving is worth the effort.

Your ears detect a sound so faint you're not even sure it's there. You realize it's coming from the nearest alley. It's a turgid sliding noise, a ponderous shuffling on the dusty asphalt. Each footstep increases in sound, like the approach of a slow-moving pendulum.

You fix your gaze on the corner, as the corpse from the morgue staggers into view. The only thing on the emaciated zombie is its lime green toe tag, which flickers and drags behind it like a lazy balloon. The wrinkled face turns and the dead white eyes stare at you. John Doe #12519 lurches forward with plodding steps until he is nearly touching you.

He opens his mouth and croaks out in a burbling voice, "Seek Madame Xovier."

Before you can speak, the bloated throat gurgles again, "It's coming."

You spin around to see what the corpse means, but the street is empty. When you turn back, the zombie is gone. The sound of new footsteps begins behind you. The harsh clacking fills your soul with terror. You know you must escape from the pounding gait.

But your body is numb. Your legs and arms refuse to move. Your flesh is paralyzed as your mind screams in fear. With each resounding footstep, your heart slams in your chest. Closer and closer the hard tread comes, until, with a final stomp, it halts. Your mind shrieks, but your body remains cold and unresponsive as if your nerves were severed at the neck. You silently wail as a Herculean grasp idly clamps down on your throat. Your windpipe collapses; it's impossible to breathe. And then, your eyesight dimming, your oxygen-starved heart slowing, the vise-like grip turns you around. The iron fingers gouge your flesh as they force your gaze up and back. The drooling, leering face of your killer threatens to drive you insane. Your murderer is yourself!



JOHN DOE / UNSUCCESSFUL P.C.



JOHN DOE / SUCCESSFUL P.C.

DO NOT LOOK AT THE OTHER SIDE OF THIS SHEET
UNTIL ISTRUCTED TO DO SO BY THE CM.



CLAIRVOYANT/PRESCIENT DREAM II

Your group is sitting at a bar in a long room. Thick wooden rafters are visible overhead, but the ceiling is lost in shadow and smoke. Dozens of neon blue monkeys screech at you as they swing and leap from the beams. You impatiently wait for the bartender to finish pouring your drinks. Your parched throat cries for some liquid and the wet splashing sounds cause you to run your dry tongue over your parched, cracked lips. When the bartender finally turns to hand you the drinks, you are startled to see John Doe #12519 running the bar. His skin is blanched and spotted with vicious purple bruises. His body is bloated, like a plastic bag full of rotting gelatin.

He slams the shot glasses down, spilling most of the drinks on the bar. You reach for the remainder of the drink, but his burbling voice makes you pause. As he speaks, oily bubbles form on his black lips.

"You have until the 19th to find the next one. He proudly wears black in house of woe."

He steps back from the bar, slaps his arms rigidly against his sides, and bows deeply at the waist. He disappears as he straightens, leaving you looking into the bar mirror. The sight makes you forget the screeching monkeys and your insatiable thirst. Staring into your eyes from the mirror, is a group of ancient people with withered faces and yellow, cancerous skin.

CLAIRVOYANT/PRESCIENT DREAM III

You are kneeling on the floor of Ching Wo's House of Martial Arts. Seated in the same position facing you is John Doe #12519. His discolored and swollen abdomen is girded by a black sash. However, he wears a semiautomatic pistol in place of the traditional katana. His eyes are completely clouded over, like the orbs of a beached fish. Thick yellow pus streams from his nose, mouth, and ears. He opens his blackened mouth to speak, and several teeth are expelled with his noxious breath.

"The ruler of the capital will take you to the ruler of kings."

As he finishes his short statement, the outflowing of yellow liquid increases dramatically. Before your eyes, John Doe #12519 melts into a pool of thick fluid and rotted skin.

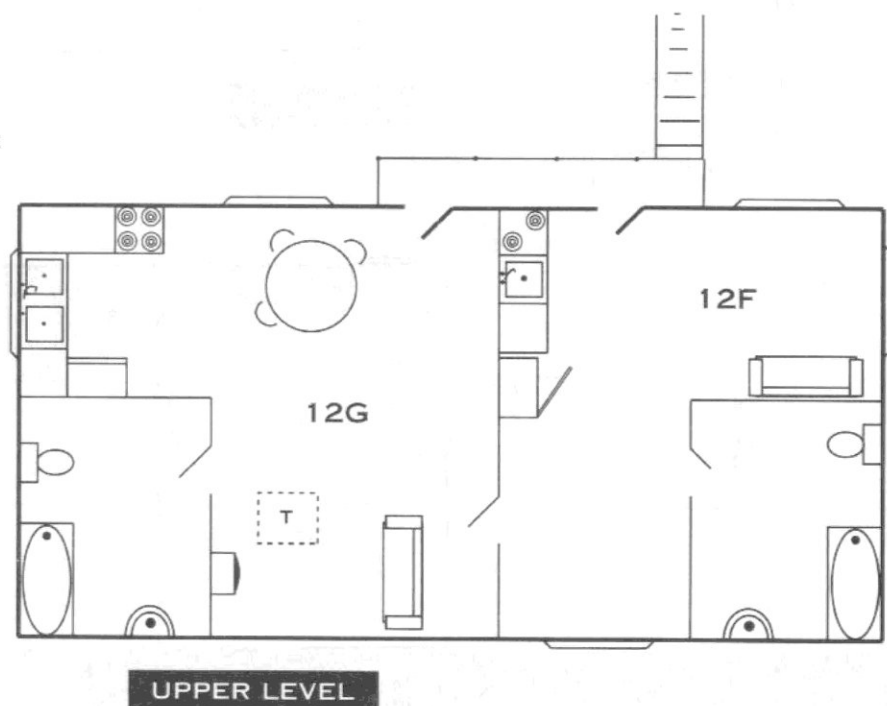
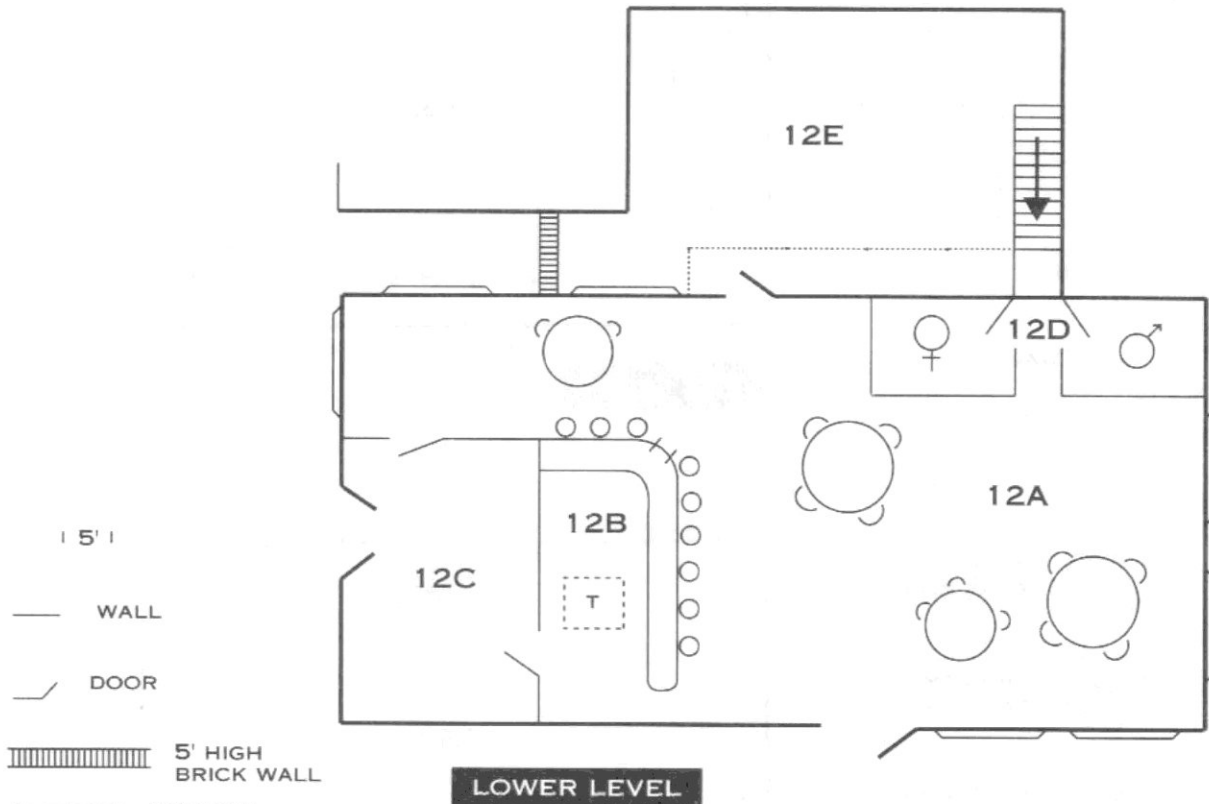
SAVE will have to hide from government officials from now on, as the Ganabes will hunt them mercilessly.

PLAYER AID #1

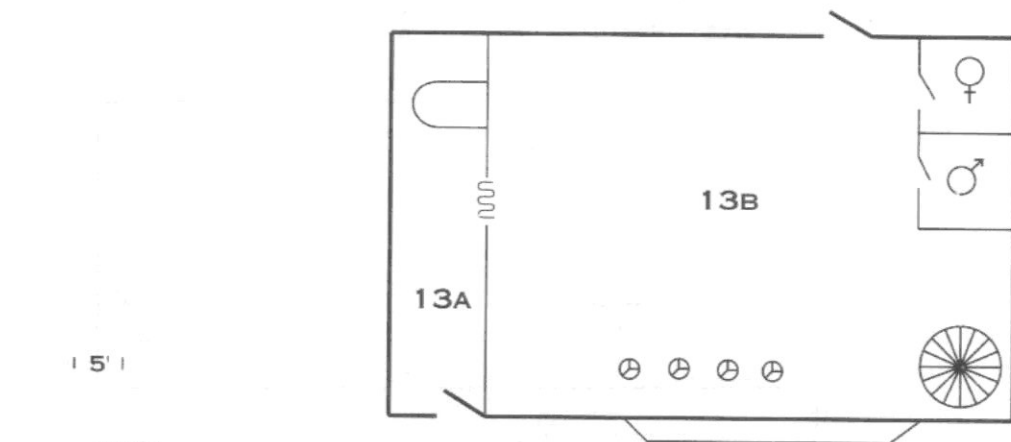
- CULLIGAN'S SURVIVAL STORE - - 555-1220
- LEONARD STARR, ATTORNEY - - 555-4390
- BENJAMIN ZINDEL, M.D. - - 555-3147
- PHYSICIAN - - - - 555-9981
- "THE SCRIBE" SPECIALTY
PAPERS + I.D. - - - - 555-3253
- SAFE HOUSE - - - - 555-7283



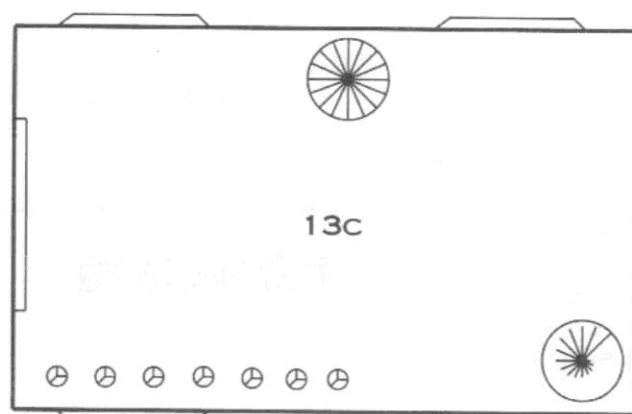
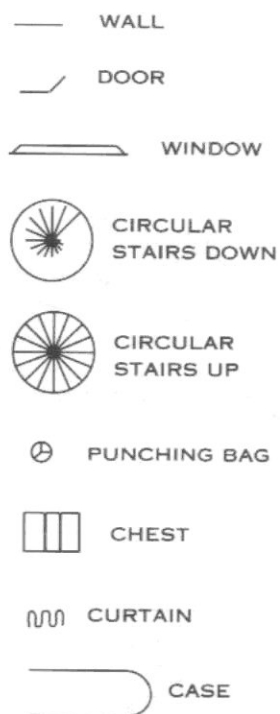
AREA 12: BLUE BABOON BAR



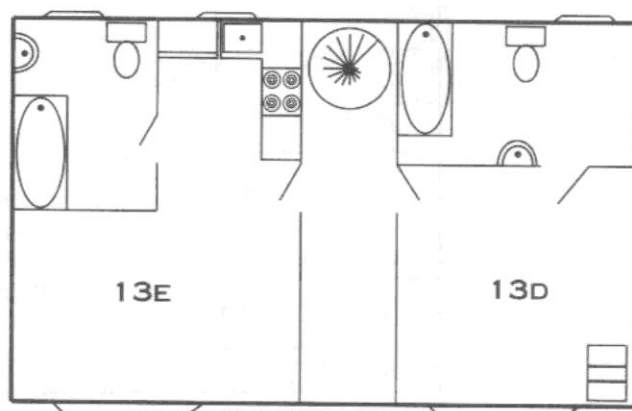
AREA 13: CHING WO'S HOUSE OF MARTIAL ARTS



1ST FLOOR



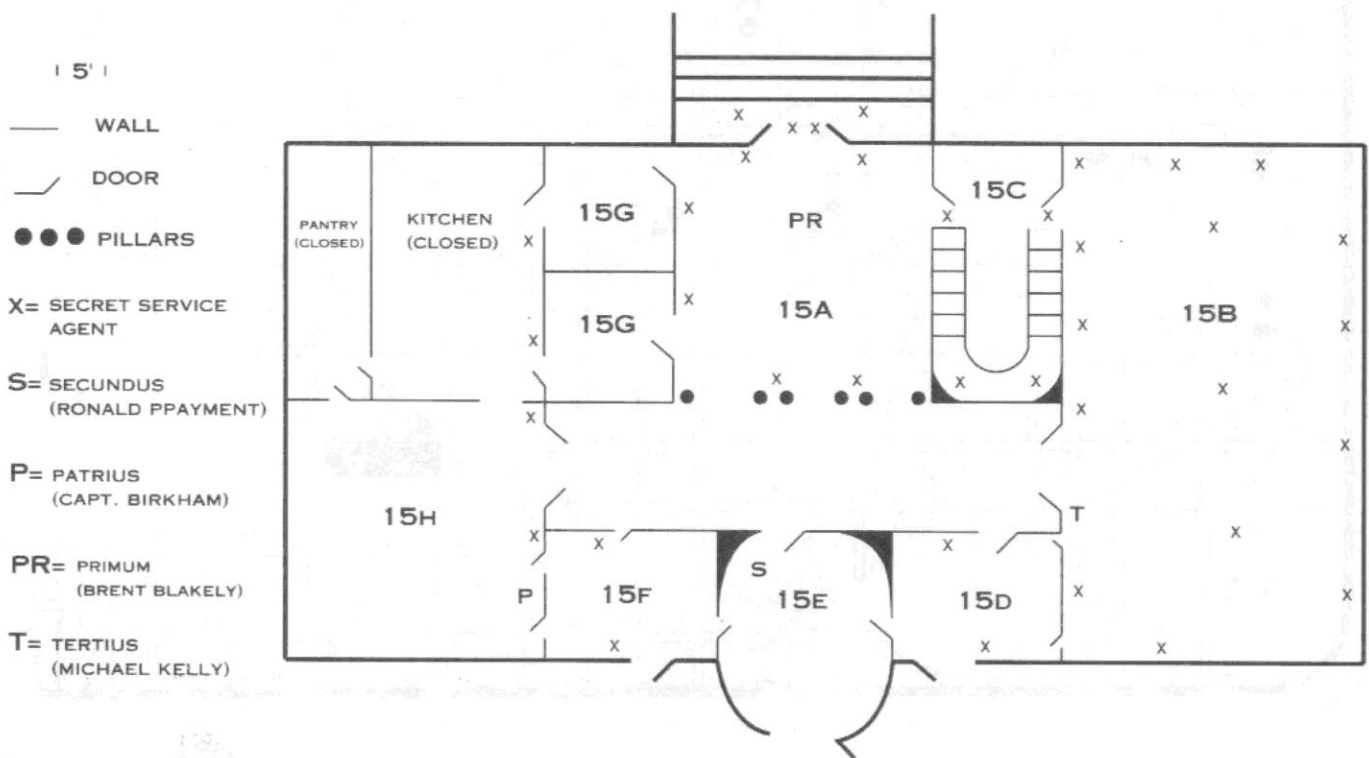
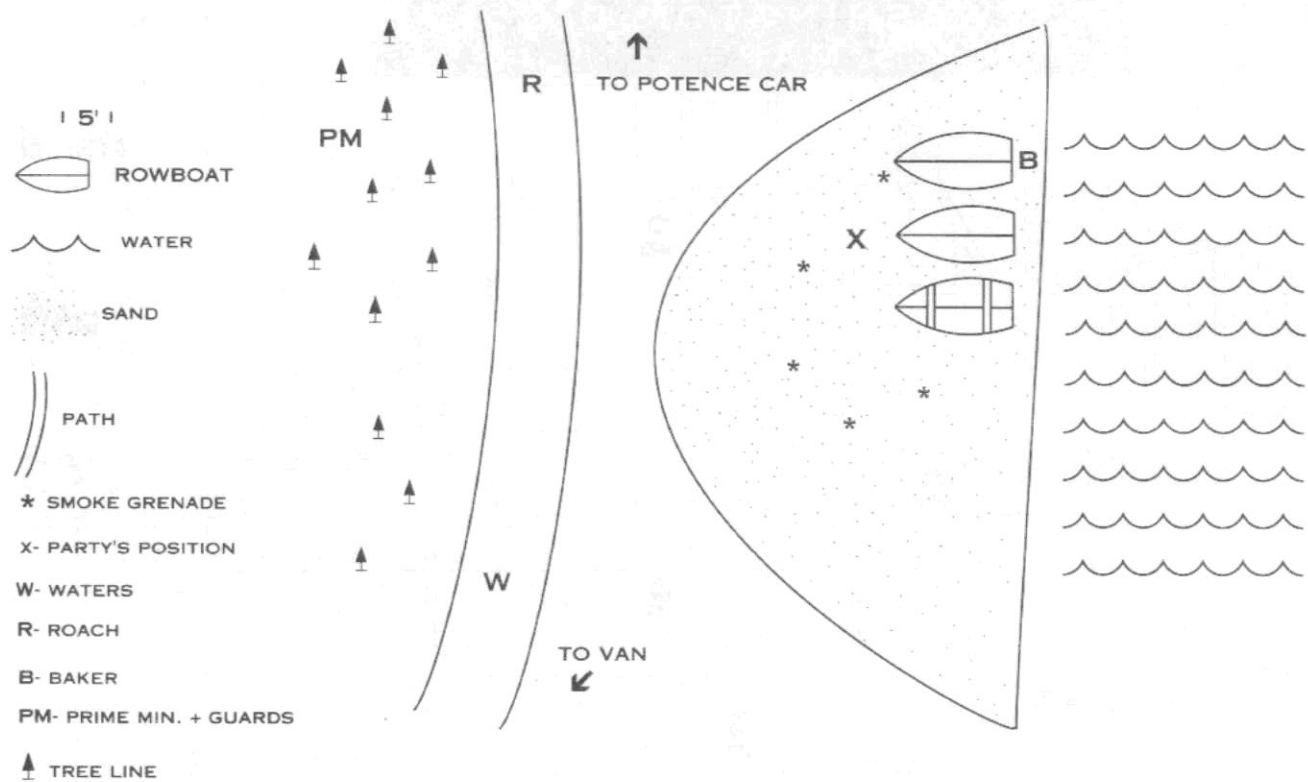
2ND FLOOR



3RD FLOOR

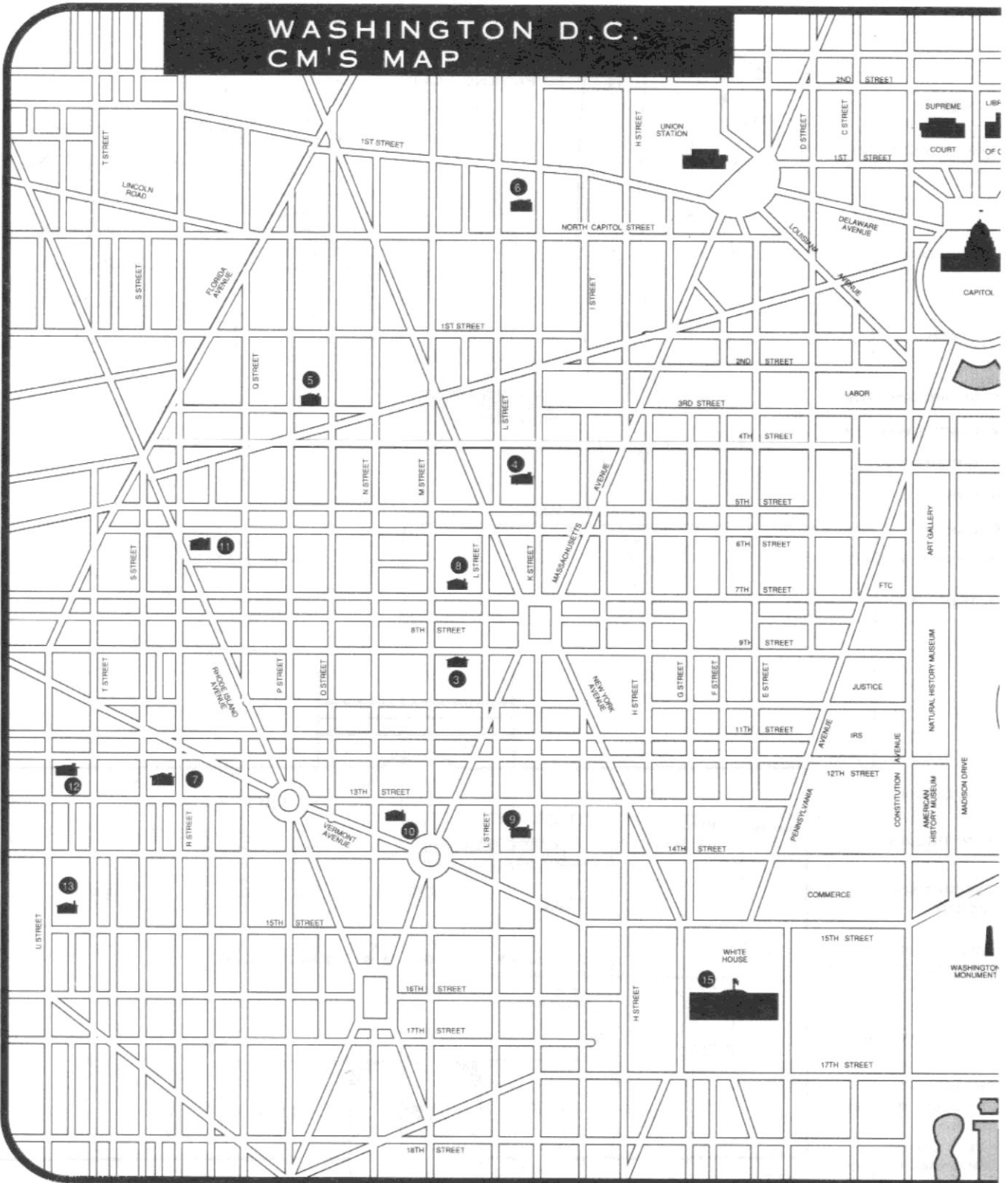


AREA 14: TITAL BASIN

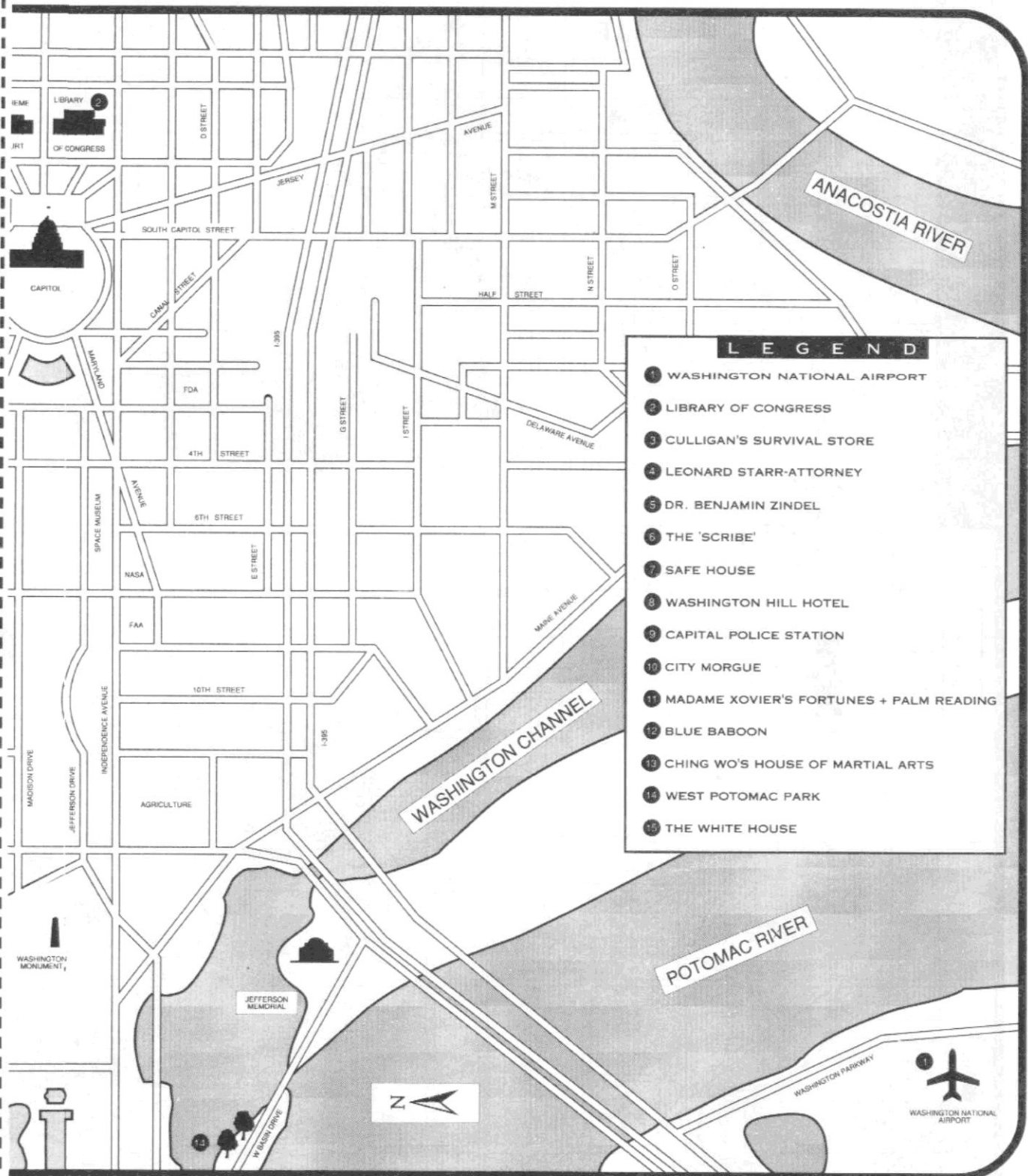


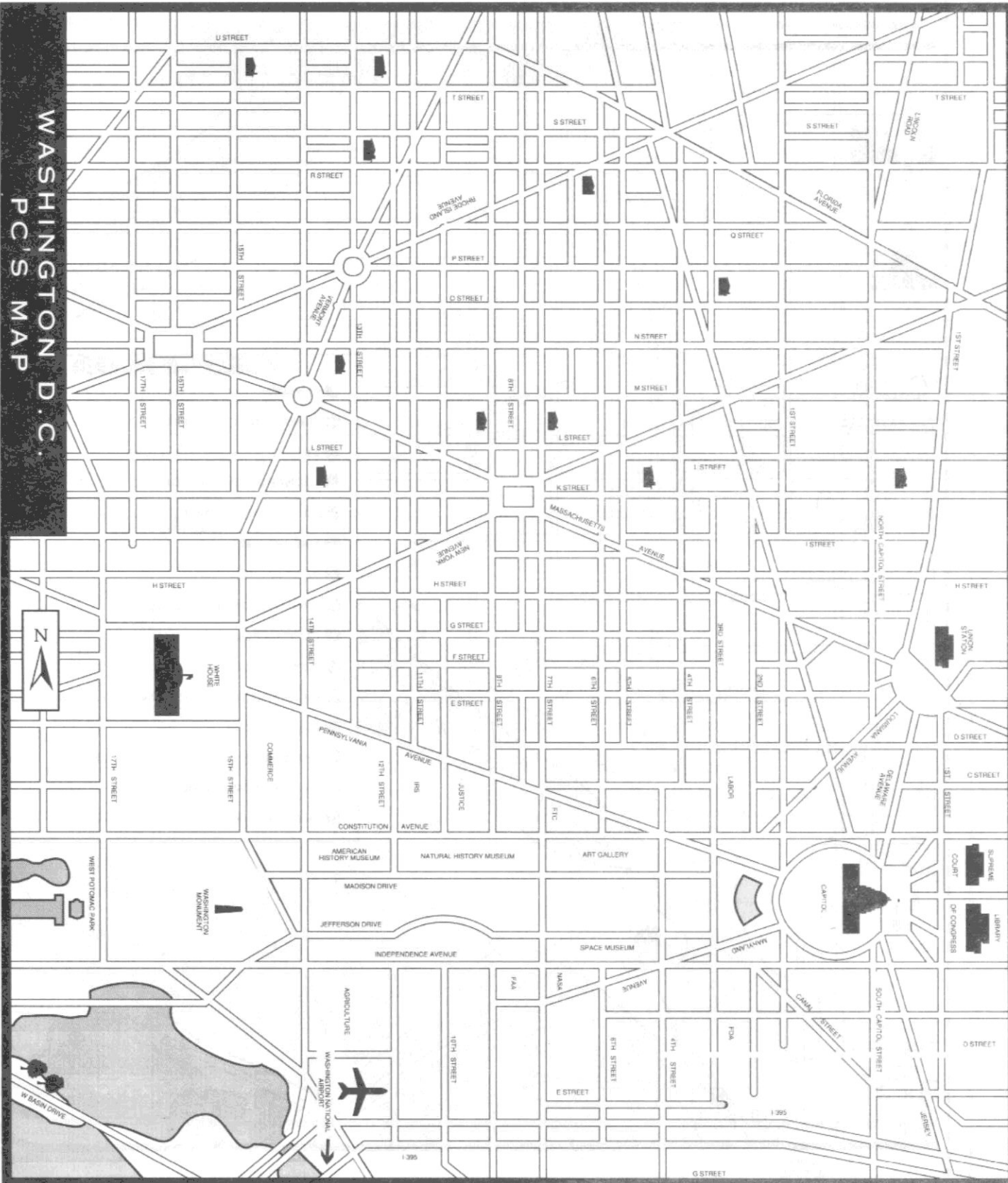
AREA 15: WHITE HOUSE

A



B





WASHINGTON D.C.
PC'S MAP

PHOTOCOPY AND GIVE TO THE PLAYERS



BARRY MORGAN
•SOLDIER•

•AMERICAN
•41 YEARS, 5'8", 195#, RED HAIR, BLUE EYES

Barry Morgan is a veteran of the Vietnam war. While on patrol with his unit, they fought a host of Battlefield Remnants; Barry was the only survivor and was given a medical discharge for severe depression. Upon returning to the States, he was recruited by SAVE.

Barry is a zealous combatant of creatures of the Unknown. However, his experience in the war has caused him to follow the motto: "No Member is Expendable." Barry will never retreat from a fight if it leaves another character in mortal danger. While this attitude is admirable, it carries with it the possibility of being used against him by intelligent creatures.



MARIE "SQUIGGLES" BONNE
•THRILLSEEKER•

•CANADIAN
•23 YEARS, 5'2", 95#, BLOND HAIR, GREEN EYES

Squiggles is an insatiable thrillseeker. She is addicted to heights and is an accomplished pilot, mountain climber, and skydiver. During a lone assault of one of Canada's most infamous peaks, she confronted a yeti. She escaped with her life and a desire for further encounters with the Unknown.

She always insists upon being involved in SAVE's more dangerous missions. She has recently discovered her abilities with Incorporate Disciplines and is anxious for the thrills these offer.

Squiggles has lived in Washington, D.C. for the past 5 years—she moved here to be closer to SAVE.

MARIE "SQUIGGLES" BONNE THRILLSEEKER

AGL: 60
DEX: 40
LCK: 30
PCN: 25
PER: 40
STA: 65
STR: 60
WPR: 75

WOUND BOXES: 31
MOVEMENT: 40
SPRINTING: 110
UNSKILLED MELEE: 30
SENSING THE UNKNOWN: 5
INITIATIVE: 6 + 1D10
LEFT-HANDED

SKILLS/LEVEL	BASE	SCORE	STRIKE RANK
ENGLISH/S	50	65	
FRENCH/M	50	100	
ANTHROPOLOGY/T	50	80	
CLIMBING/T	52	82	
DRIVING/S	32	47	
FAMILIARITY SKILLS			
SKYDIVING/T	43	73	
GAMBLING/S	43	58	
GEOGRAPHY/T	50	80	
LEGEND/LORE/T	50	80	
PILOT/T		41	71
SAVOIR-FAIRE/S	42	57	
SURVIVAL/T	51	81	
RAPIER/S	60	75	5

EDGES/DRAWBACKS

CONCENTRATION
IMPROVED WPR RECOVERY
IMPROVED WOUND RECOVERY
IMPULSIVENESS
OVERCONFIDENCE

DISCIPLINES
LEAVE THE BODY
INCORPoreal ATTACK

EQUIPMENT
RAPIER
'65 FORD MUSTANG



RANGES

LEVEL	BASE	SCORE
S	30	45
S	30	45

WOUNDS



BARRY MORGAN SOLDIER

AGL: 55
DEX: 42
LCK: 40
PCN: 52
PER: 35
STA: 57
STR: 54
WPR: 55

WOUND BOXES: 27
MOVEMENT: 38
SPRINTING: 105
UNSKILLED MELEE: 27
SENSING THE UNKNOWN: 10
INITIATIVE: 5 + 1D10
RIGHT-HANDED

SKILLS/LEVEL	BASE	SCORE	STRIKE RANK
ENGLISH (AMERICAN)/M	53	103	
SPANISH/S	53	68	
FAMILIARITY SKILLS			
TACTICS	T	49	79
WEAPONS/T	49	79	
DRIVING/T	47	77	
EXPLOSIVES/S	47	62	
MEDICINE/S	51	66	
STEALTH/T	49	79	
SURVIVAL/M	51	101	
DAGGER/T	54	84	4
MARTIAL ARTS/T	51	81	4
AUTOMATIC RIFLE/M	42	92	8
GRENADE/T	48	78	8

EDGES/DRAWBACKS

KEEN HEARING
KEEN VISION
NIGHT VISION
DEPENDENT - COMPANIONS

EQUIPMENT
STILETTO (KNIFE)
'71 Chevy Impala (CAR)

RANGES
4/20/40/100



WOUNDS





AARON GREYFEATHER
• ARCHAEOLOGIST/SHAMAN •

• AMERICAN (NAVAJO)
• 32 YEARS, 6'1", 185#, BLACK HAIR, BLACK EYES.

Aaron Greyfeather is a Navajo shaman, a spiritual leader for his traditional Native American tribe. He is also a studied archaeologist, specializing in pre-Columbian Native American lifestyles. Aaron had dedicated is Art abilities to the study of shamanistic healing. He is also practiced in the use of the traditional Navajo weapons; long bow and tomahawk.

Aaron joined SAVE to combat the evil he sees spreading throughout society. It is his belief the loss of traditional Native American lifestyle has led to the demise of most of their spiritual protectors, while enhancing the evil spirits' power. Aaron hopes to eventually master all of the Restorative Disciplines.

Aaron has worked for the National Geographic Society on and off for the past 8 years. He has lived in Washington, D.C., National Geographic Society's headquarters.



JAMES CASTAFAR
• ATHLETE •

• JAMAICAN
• 24 YEARS, 5'10", 150#, BLACK HAIR, BLACK EYES.

James practiced most of his life for competition in the Olympics, particularly in track and field. Although he made Jamaica's Olympic team as a second string, he was never able to break through into world competition. Now, forced into retirement because of his "old age" James has joined SAVE in the hopes he can put his training to good use.

James was exposed to voodoo many times as he grew up in Jamaica, and a good deal of drug use. In addition, the need to monitor his dietary intake and constant drug testing for athletic events has acquainted James with an amateur's grasp of legal and illicit drug use. He can recognize most common pharmaceuticals by sight, description, and effects.

James takes his "lucky" javelin with him on SAVE missions whenever possible. It was given to him by a voodoo priestess and is engraved with many mystical sigils, which James believes gives it a spiritual power. The priestess named the javelin "Zombie Bane," and James will never willingly lose it.

James has lived in the Washington, D.C. area for the past 4 years. His major goal in life is to become a U.S. citizen.

JAMES CASTAFAR ATHLETE

AGL: 75
DEX: 45
LOK: 70
PCN: 55
PER: 45
STA: 70
STR: 75
WPR: 35

Wound Boxes: 36
Movement: 45
Sprinting: 125
Unskilled Melee: 37
Sensing the Unknown: 11
Initiative: 7 + 1D10
Right-Handed

Skills/Level	Base	Score	Strike Rank
English (American)/S	45	60	
Jamaican/M	45	95	
Acrobatics/T	66	96	
Climbing/S	68	83	
Familiarity Skills			
Drug Use/S	53	68	
Running/M	(Current STA)		
Swimming/M	(Current STA)		
Javelin/T	60	90	4
Equipment	Ranges		
Javelin	10/50/100/250		

CURRENT
STAMINA

CURRENT
WILLPOWER

WOUNDS

AARON GREYFEATHER ARCHAEOLOGIST/SHAMAN

AGL: 30
DEX: 70
LOK: 35
PCN: 35
PER: 30
STA: 55
STR: 75
WPR: 55

Wound Boxes: 32
Movement: 30
Sprinting: 80
Unskilled Melee: 26
Sensing the Unknown: 7
Initiative: 3 + 1D10
Right-Handed

Skills/Level	Base	Score	Strike Rank
English (American)/M	45	95	
Navajo/T	45	75	
Anthropology/M	45	95	
Antiques/T	35	65	
Driving/T	52	82	
History/T	45	75	
Investigation/S	41	56	
Legend/Lore/M	45	95	
Long Bow/S	72	87	5
Tomahawk/T	72	102	2

Edges/Drawbacks
Perfect Direction
Night Vision
Dependent (His Tribe)

Disciplines	Level	Base	Score
Feat of Strength	S	36	51
Restore Stamina	M	36	86
Restore Willpower	S	36	51

Equipment
Tomahawk
Long Bow

Ranges
3/15/30/75
24/120/240/600

CURRENT
STAMINA

CURRENT
WILLPOWER

WOUNDS



TAMARA HUTCHINSON

•THIEF•

- AMERICAN
- 25 YEARS, 5'6", 120#, BLACK HAIR, BROWN EYES

Born in abject poverty, she acquired skills in thievery to supplement her family's low income. Her natural flair for thievery was only surpassed by her insatiable curiosity.

Tamara became involved with SAVE when she was apprehended breaking into the New York headquarters. SAVE administration decided to offer her training and membership in return for her becoming an envoy. Faced with jail or a steady job, Tamara decided upon the latter. She has proved to be a reliable, street smart envoy and has been involved in several missions against the Unknown.

Tamara now resides in one of the better sections of Washington D.C.



DR. REBECCA LORDE

•PSYCHIATRIST•

- ENGLISH
- 55 YEARS, 5'10", 155#, GRAY HAIR, BLUE EYES

Dr. Lorde is a SAVE attaché who has been indefinitely assigned to the American branch from her native United Kingdom. She is a psychiatrist by training who discovered her skill in the Art in her early adulthood. Her practice and study of the Protective Disciplines led her to SAVE.

Dr. Lorde insists on being called "Becca" by her close friends and family. She always fills the role of "Team Matriarch" in her dealings with other envoys. Her strength, support, and disciplines have saved more than one envoy from the Unknown.

Dr. Lorde currently resides in Washington, D.C.

DR. REBECCA LORDE PSYCHIATRIST

AGL: 50
DEX: 45
LCK: 65
PCN: 40
PER: 65
STA: 50
STR: 55
WPR: 60

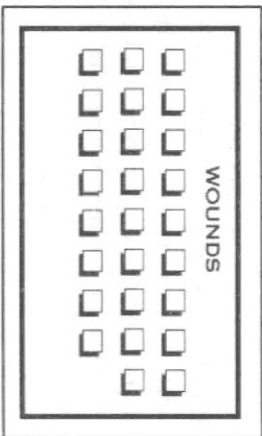
WOUND BOXES: 26
MOVEMENT: 36
SPRINTING: 100
UNSKILLED MELEE: 26
SENSING THE UNKNOWN: 8
INITIATIVE: 5 + 1D10
RIGHT-HANDED

SKILLS/ LEVEL	BASE	SCORE	STRIKE RANK
ENGLISH (BRITISH)/M	50	100	
LATIN/T	50	80	
MEDICAL TERMINOLOGY/T	50	80	
ACCOUNTING/S	50	65	
ANTHROPOLOGY/T	50	80	
DRIVING/S	42	57	
HISTORY/S	50	65	
HYPNOTISM/T	65	95	
PSYCHIATRY/M	57	107	
SAVOIR-FAIRE/S	57	72	
PISTOL/S	45	60	7

EDGES/DRAWBACKS

POOR VISION (CORRECTABLE): NEARSIGHTED

DISCIPLINES	LEVEL	BASE	SCORE
MENTAL SHIELD	T	35	65
RAISE PERCEPTION	T	35	65
SPHERE OF PROTECTION	M	35	85
EQUIPMENT	RANGES		
REVOLVER	15/75/150/3/75		



TAMARA HUTCHINSON THIEF

AGL 55
DEX: 80
LCK: 45
PCN: 40
PER: 55
STA: 40
STR: 35
WPR: 60

WOUND BOXES: 18
MOVE: 38
SPRINTING: 105
UNSKILLED MELEE: 22
SENSING THE UNKNOWN: 8
INITIATIVE: 5 + 1D10
AMBIDEXTROUS

SKILLS/ LEVEL	BASE	SCORE	STRIKE RANK
ENGLISH/M	50	100	
ACTING/S	51	66	
ANTIQUES/T	42	72	
ART CRITICISM/T	50	80	
DISGUISE/T	58	88	
DRIVING/T	60	90	
FILCHING/M	55	105	
GAMBLING/T	48	78	
INVESTIGATION/S	41	56	
LOCKPICKING/M	60	110	
STEALTH/T	46	76	
DAGGER/T	45	75	4
PISTOL/T	80	110	7

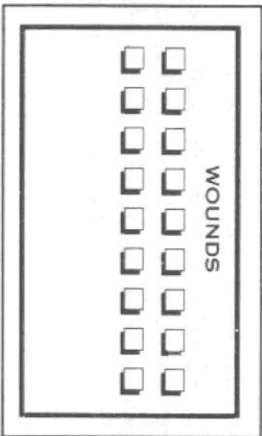
EDGES/DRAWBACKS


AMBIDEXTROUS

CURIOSITY

EQUIPMENT
DAGGER
.22 PISTOL

RANGES
7/35/70/185





**"TO SUPPOSE FLESH UNABLE
ONCE THE LIGHT OF REASON
HAS DEPORTED BEYOND
THE VEIL IS A MOST
ATTRACTIVE ERROR. THE
PHYSIQUE IS NOT OWNED
BY THE INTELLECT,
MERELY LET, AND MAY
THUS BE JUSTLY
REQUIRED BY THE
HIGHEST BIDDER."**

Strange goings-on are typical in Washington, D.C., but when

dehydrated, ancient-looking corpses are found in an alley near

Capitol Hill, not even the F.B.I. is willing to get involved.

Enter your characters. Four to six of you must investigate these

"murders" and venture from the Library of Congress through

Washington Park, all the way to The White House.

This horrifying scenario features a new Creature of the

Unknown, based on actual creatures of legend.

Six pregenerated characters and maps of the D.C. area

and of the White House are included.

—RAX

