

ILLUMINATI?

DON'T BE SO SHALLOW

BY

PHILIP GILSENAN

FOR

GAECON 2000

ILLUMINATI:DON'T BE SO SHALLOW

ILLUMINATI?	1
DON'T BE SO SHALLOW	1
PHILIP GILSENAN	1
FOR	1
CAN YOU SEE THE FNORDS?	1
ILLUMINATI:DON'T BE SO SHALLOW	2
PROGRAM INTRO	8
GM'S INTRO	9
RULES FOR PLAY	9
GAMEWORLD BACKGROUND INFORMATION	10
FACTIONS INVOLVED	11
THE CUBAN GOVERNMENT.....	11
THE US GOVERNMENT.....	11
THE EARTH ALLIANCE.....	12
THE WAREHOUSE 23 SECRET MASTERS.....	12
THE SCIENTOBIOLOGISTS (THE SHELLYISTS).....	12
WHAT THEY KNOW: THEY KNOW THAT A LOT OF PEOPLE ARE AFTER THE CUBAN BOY AND THERE IS A LOT OF TALK ABOUT HIM IN THE ILLUMINATED WORLD	12
WHAT THEY THINK THEY KNOW: THEY THINK THAT IT IS SOME SORT OF AMERICAN PLOT AGAINST CUBA	12
SDRAWKCAB GNIDAER HGUOT S'TI	12
THE CUBAN BOY'S FATHER.....	12
WHAT HE KNOWS: HE KNOWS ABOUT THE MARTIAN PRESENCE ON EARTH BUT HE CAN NOT CONTACT THE US GOVERNMENT	13
THE CUBAN BOY.....	13
WHAT HE KNOW: HE KNOWS NOTHING OF THE CONSPIRACY. HE'S ONE OF THE ONLY INNOCENT PARTIES IN THIS WHOLE SCHEME	13

WHAT HE THINKS HE KNOWS: HE THINKS THAT HE IS NOT ALLOWED SEE HIS FATHER BUT FOR SOME REASON HE DOESN'T WANT TO BACK TO CUBA.....13

DON'T BE SO SHALLOW.....13

SCENARIO BACKGROUND INFO.....	13
<i>WHAT THE PLAYERS KNOW.....</i>	<i>13</i>
<i>CHARACTER CONNECTIONS.....</i>	<i>13</i>
SCENE 1.....	14
SCENE 2.....	14
SCENE 3.....	15
SCENE 4.....	15
SCENE 5.....	16
SCENE 6.....	19
<i>IN THE WAREHOUSE 23 CRATES.....</i>	<i>19</i>
THE FATED ENDING.....	21
ALTERNATE ENDINGS.....	21

NPC'S.....22

GENERIC US MILITARY OFFICER.....	22
AMERICAN CUBAN ZOMBIES.....	22
"FRIENDLY" VAMPIRE.....	22

ADVANTAGES:, ALERTNESS, UNAGING, INVULNERABILITY (DEATH ONLY BY DECAPITATION), ENHANCED REFLEXES.....22

DISADVANTAGES: REPULSED BY CROSSES, CASTS NO REFLECTION, WEAK WILL, COWARDICE.....22

SCANNER.....	23
FEMALE VAMPIRE (SHELLYIST BODYGUARD).....	23

ADVANTAGES: UNEARTHLY BEAUTY, ALERTNESS, UNAGING, MANIPULATIVE, CHARISMATIC, INVULNERABILITY (DEATH ONLY BY DECAPITATION), ENHANCED REFLEXES.....23

DISADVANTAGES: DEPENDENT ON BLOOD, REPULSED BY CROSSES, CASTS NO REFLECTION, SUNDEATH, NOCTURNAL.....23

SKILLS: BRAWLING/MARTIAL ARTS-14, INTIMIDATION-15, STEALTH-12, SHADOWING-12, SEX APPEAL-14, SECURITY-10.....23

ROLL VERSUS WILLPOWER TO PREVENT THE VAMPIRES ATTACKING THE PC'S OUT OF BLOOD LUST. STAKING A VAMPIRE WILL NOT KILL IT BUT SEND INTO A STATE OF PARALYSIS KNOWN AS TORPOUR. THE

ONLY WAY TO KILL A VAMPIRE IS DECAPITATION OR EXPOSURE TO SUNLIGHT.....	23
GENERIC SHELLYIST SCIENTIST.....	23
ADVANTAGES: EXTENDED LIFESPAN, MEMBER OF SECRET ORGANISATION.....	23
DISADVANTAGES: MAD SCIENTIST, FANATICISM, OVERCONFIDENCE, SADISM.....	23
SKILLS: BIOCHEMISTRY-20, CHEMISTRY-20, BIOLOGY-20, GENETICS-20, PHYSIOLOGY-20,.....	23
WEIRD SCIENCE-20.....	23
THE ARCHETYPICAL MAD SCIENTIST WITH WHITE COAT, UNCONTROLLABLE HAIR (OR LACK THEREOF), SHORT WITH GLASSES AND A CRAZED GRIN. THEY WALK WITH A HUNCH AND RUB THEIR HANDS TOGETHOR A LOT. THEY ALSO CACKLE EVILLY WHEN THINGS GO THEIR WAY.....	23
MILES FREELING.....	23
ADVANTAGES: COMMON SENSE, DOUBLE JOINTED, HIGH PAIN THRESHOLD, ILLUMINATED.....	24
DISADVANTAGES: ODIIOUS PERSONAL HABIT (INFURIATINGLY SMUG), WEIRDNESS MAGNET, SOLIPSISM, PARANOIA (ABOUT EAVESDROPPERS).....	24
SKILLS: GUNS-10, KNIFE-10, OCCULTISM-15, PSYCHOLOGY-15, SAVOIR-FAIRE-9, ESCAPE-16, FAST-TALK-16, LOCKPICKING-9, POLITICS-17, STEALTH-13, STREETWISE-15.....	24
GENERIC MARTIAN.....	24
WAREHOUSE 23 GUARDS.....	24
ADVANTAGES: EXTENDED LIFE-SPAN, MEMBER OF SECRET ORGANISATION.....	24
SKILLS: GUNS-14, SECURITY-16, COMPUTERS-13, ADVANCED WEAPONS-12, OCCULT-15.....	24
CASH’S EVIL TWIN.....	24

ADVANTAGES: SAME AS CASH.....	24
DISADVANTAGES: SADISTIC, OBSESSION (REVENGE ON CASH).....	24
SKILLS: INVESTIGATION-12, GUNS-12 MAGNUM: DMG; 3D-2, ALL OF CASH'S COMPUTER SKILLS MINUS 4, STEALTH-13, SHADOWING-13..	24
THE SUBLIMINAL MESSAGES.....	24
GM'S CONTROL SHEET & NOTES ON THE P.C.'s.....	25
GM'S CONTROL SHEET.....	25
<i>CHARACTER NAME.....</i>	25
ST.....	25
DX.....	25
IQ.....	25
HT.....	25
DODGE.....	25
SPECIAL ABILITIES & INFO.....	25
CASH RIVERRODE.....	25
10.....	25
11.....	25
12.....	25
10.....	25
5 OR 8.....	25
JUDO RULES: SEE NOTE.....	25
OPHELIA GROSKOPF.....	25
8.....	25

11.....	25
15.....	25
11.....	25
NEGOTIABLE.....	25
SEE NOTE BELOW.....	25
XAN PHEOBEL.....	25
10.....	25
13.....	25
10.....	25
11.....	25
8.....	25
MISSION GIVEN BY GOD.....	25
JOHN NELERAG.....	25
13.....	25
10.....	25
11.....	25
10.....	25
5.....	25
A SLEEPWALKER, DELUSIONAL.....	25
CHARLES KANT.....	25
10.....	25
11.....	25

11.....	25
11.....	25
5.....	25
KLEPTO & PYRO MANIAC.....	25
JULIA MOSAIT.....	25
9.....	25
14.....	25
10.....	25
11.....	25
7.....	25
STAFF WEAPON, FRAGILE.....	25
NOTES ON P.C.'S.....	25
OPHELIA GROSKOPF.....	25

PROGRAM INTRO

DES^PAIRING^LY, I HE^AR YOU SHOUT, "WHAT ***i***S HAPPENING TO THE WHOLE WORLD?"". EVER^YONE YOU SEE
COULD BE THE **a**GAINS^T YOU. ALMOST ANYONE COULD BE T^HE ENEMY. BUT WHO IS THE ENEMY?. YOU
W^LLL FIND PERIL, YOU WILL FIND DANGER BUT WILL YOU FIND THE TRUTH? LOOK **K** BENEATH THE ^SURFACE

IN YOUR **SE**ARCH AND YOU MI^GHT SURVIVE OR YOU WILL JUST **B**ECOME P^ART OF ANOTH**ER** EXTRE^ME
DUSTY FI^LE I^N WAREH^OUSE 23. **BE**^WARE.....AS **LI**F**E** LACKS JUSTICE AND “FATE, IT WOULD SEEM, IS NOT
WITHOUT A SENSE OF **IR**ONY”. CAN YOU CHANGE YOUR OWN FATE **?**

NOW THAT **Y**OU UN**D**ERSTAND THE CON**S**EQ**U**ENCES OF PARTIC**I**PATING, **D**O YOU WISH **T**O CONTINUE?

GM'S INTRO

First off, if you're thinking that you would have to have read the Illuminatus trilogy to GM this, you don't. This scenario despite its title has nothing to do with the Illuminati, that's part of the whole conspiracy thing. Having read the trilogy would help, but being a weird gamer is more than enough.

Before you start this scenario place the Flyer intro in front of the players and ask "have you all read the intro?". If the answer is yes say "Good, then I hope you all know what you are getting yourselves into." If one of the players now tells you that he has spotted a message act like you don't really know what they are talking about. If he tells you about the "all going to die" message don't use "the fated end" but end it according to the players actions. If the players spot all the messages then give them a few clues(minor ones) or some new equipment. A lot of the information contained in the Background Information section is needed for this scenario but I thought it might be helpful to give a truly illuminated view (fnord) to you the GM. It might turn out to be useful. Also I may run this as an ongoing campaign in conventions using the same set of circumstances dictated here.

One more thing; If you have a mobile phone and if you would like to really confuse your players try this: Before you go to start this scenario arrange with a friend that he /she will call you during the session when they receive a text message from you. Set the text message on your phone so it can be sent by pressing only one button. During the scenario, leave your phone on the table or wherever. During the most mundane and overall unimportant scene(your choice!) innocently pick up your phone and send the message while it looks like you are playing with it. When the phone rings look annoyed and answer saying "what!, look I'm in the middle of a very important scene right now can I call you back?" or something to that effect, and end the conversation there. Apologise to your players and turn off the phone. And watch while the rest of the game they try to figure out what was so important about that scene.

RULES FOR PLAY

This scenario is based on The GURPS system. Its fairly simple and I've simplified it further to place the emphasis on roleplaying over dice rolling.

This system uses three D6's for almost everything. Roll against the skill or attribute number when attempting something. If they roll lower or equal to this number they succeed, higher they fail. The greater the difference the greater the degree of success or failure. A 17 or 18 is always a failure no matter what the difficulty. Basically if the players want to do something that they do not have a skill for, go to the appropriate attribute and apply a suitable minus modifier to the attribute depending on how easy or difficult you think the task is and roll.

COMBAT

Players may do two actions a turn in combat. They can: attack & defend, Attack all out (2 attacks) or Defend all out (2 defences). Movement (eg. Getting up off the ground) counts as an action so does readying or reloading a weapon.

When attacking: roll against weapon skill number to hit, roll dodge if hit, roll damage of weapon if dodge failed and subtract DR (damage resistance) number from result for armour etc. If a player is hit roll damage and subtract any Damage Resistance modifiers. Players have hit points equal to twice their HT. A character *is* dead if 2xHT hit points are taken and they may heal wounds according to your discretion.

All names in bold are NPC's found near the end and I'm too tired to answer any further questions so lets start.

GAMEWORLD BACKGROUND INFORMATION

In the general scheme of things we humans are fairly insignificant....or so the aliens think. At the moment the Earth is occupied by the Roswell "Grey" aliens. They have been involved in an intergalactic war with the Martians (yes, from Mars). This has been raging since the mid 1800s but only reached earth in the first 20 years of the 1900s. The enterprising Greys seized an opportunity that had presented itself in the form of World War I to gain a foothold in the politics of Earth and especially in the Martians home system. The Greys and the Martians strengths are very different. The Martians have numbers and stronger materials on their side while the Greys are more advanced.

The front line of the space battle is funnily enough not in the space between Earth and Mars, it is elsewhere. In fact in some places the fighting is so rough that systems have been turned into debris fields. The Solar System is too dear to the Martians to have it littered with debris and its too far away from Grey territory for them to supply it sufficiently to launch a crushing attack on Mars.

The Solar system has only seen two major battles in the war. One was in 1938 when the Martians attempted to liberate Earth. They were unable to land in Washington as it was too strongly fortified so they came in through New York instead. They were however driven back by the Greys forces disguising themselves as the US army. The Greys have maintained this façade because they possess a form of cloning technology that allows them to disguise themselves as humans. The 1930s public in their arrogance and ignorance were only too willing to believe that they could thwart an intergalactic attack but the "invasion was soon covered up and became H.G. Wells famous work of "fiction" The War Of The Worlds. The subsequent Outer Space horror movies were examples of propaganda perpetrated by the Greys against the human friendly Martians. Other examples of Grey propaganda that can be seen in modern day culture are the derogatory portrayal of the Martians in the Simpson's and the enlightened and friendly "Asgard" Greys from Stargate SG-1.

The second battle was in 1947 in outer space between Earth and Mars. The Martians wanted to use the same tactic that the Greys did in 1917 to gain a foothold in post-war Earth politics. The Martian army was once again driven back but did manage to get a small team to Earth without the Greys knowledge who then took over Russia. The Iron curtain implemented by the Martians is the only thing that stopped a world-wide Grey government being set up. The account of the cruel Stalin in our historical texts is Grey propaganda born out of their fury at being stopped in their plans by a human. The space battle resulted in a crash of a Greys ship in Roswell, New Mexico. It was found by a US General who was a Martian spy. He subsequently supervised the autopsy and released the tapes in an attempt at counter propaganda. The Grey controlled US government quickly covered it up but the Martian spy has successfully aroused the suspicions of general public who, due to the atrocities of the war, were less naïve than in 1938.

FACTIONS INVOLVED

- THE CUBAN GOVERNMENT
- THE US GOVERNMENT
- THE EARTH ALLIANCE
- THE WAREHOUSE 23 SECRET MASTERS
- THE SCIENTOBIOLOGISTS (SHELLYISTS)
- THE CUBAN BOY'S FATHER
- ELIAN GONZALES (THE CUBAN BOY)

THE CUBAN GOVERNMENT

This Government is controlled by the Martians as are all the other "communist" governments on Earth. The Greys don't know the Martians are even on the planet but they are still trying to destroy communism as its policy of "share the wealth" does not conform to their loot and plunder policies of taking our natural resources for their own use. The inherent corruption in communism that we've all heard so much about is the work of American Grey spies who topple every communist government they Successfully infiltrate. The Martians could not attempt to save it by any other than human means in case they were discovered. Castro is a human who is in league with the Martians. He is one of the very few humans who the Martians have recruited to work with. The Martians need some humans as they do not have the cloning technology that the Greys possess. The Martians, although our patrons, underestimate us. They are however trying to introduce new technology that will allow us to live without our natural resources and make it look like we invented it.

WHAT THEY KNOW: The Martians obviously know about the boy and the bomb, the Greys and are aware of the existence of W23. They may be aware of the Shellyists but they don't care about them either way. They know that there is a Grey spy on the Cuban mainland although at the moment they have no idea who it is. As a precaution they have blocked all communication in and out of Cuba. They don't know about the Earth Alliance.

WHAT THEY THINK THEY KNOW: They think that the Humans have no resistance organised against the Greys and that they are the humans only hope.

THE US GOVERNMENT

They are the Greys. The democratic system is a very devious one which was introduced in its present form by them. The system covertly works on widening the gap between the rich and the poor and making all classes work for the upper classes gain. The Greys being the upper class. Microsoft is one of their proudest achievements. The Greys do not harbour any pointed resentment towards us but they will still be responsible for depleting our natural resources within the next 100 years at which time they will abandon the planet unless they can establish a world government so they can tap into *all* our resources instead of those controlled by their extremist diplomacy. The most recent steps toward this goal were the European union and the Euro single currency.

WHAT THEY KNOW: They know of the Cuban boy and the Cuban boys father is a Grey spy. They don't know about the Martian presence on Earth or The Earth Alliance.

WHAT THEY THINK THEY KNOW: They think that humans are a lower and unintelligent species. They think that the Martians can not get on to earth as it is too well fortified. They think that the Cuban boy incident is just an unfortunate coincidence (because of who his father is) due to the meddling humans.

THE EARTH ALLIANCE

Based in Orlando, Florida this organisation can be considered the “head” of the human race. However only the people involved in it and the Warehouse 23 secret masters know about it. They are very advanced, very secretive and very professional. The best of the human minds work for them. They are in fact the real people who run the USA from Florida. They tone down and slow down the policies of the Greys substantially. Without this group the human race would now be extinct. They are known to popular culture as the Men in Black and operate as such with no identities and their existence being only a myth. They are out of reach and untraceable, even to the Greys. They are waiting for the opportunity to retake the planet but are biding their time until a world united government has been formed. ***They*** are the most illuminated group in this web of lies. They are even aware of the Martians on Earth but still have kept their existence secret. Even if the Martians had knowledge of them the risk of exposure would be too great. If they are exposed the consequences would be devastating.

WHAT THEY KNOW: They know about the bomb plot, about the Martian presence, the Greys current status and future plans. They are aware of the Shellyists and they know of Warehouse 23. They don't know that the Cuban boy's father is a Grey spy.

THE WAREHOUSE 23 SECRET MASTERS

They are a bunch of ancient humans who own and control all of the mystical, magical and weird artefacts. Everything that you can think of is here from the Ark of the Covenant to live specimens of Gremlins. It is all housed in an huge warehouse (think of the final scene of raiders of the lost Ark). The masters have been around for a “long” time and are kept alive by a serum extracted from a very rare fish whom the masters breed privately (this is a whole other story. Maybe at another con!).

WHAT THEY KNOW: They know pretty much everything there is or ever was to know about anything and everything that has ever happened and even some things that have yet to happen. They are mostly interested in themselves and are indifferent to the war being fought on this planet but probably could remove the Greys alone if they wanted to. They only get involved in such domestic affairs when it is truly necessary. They are aware of the existence of the Earth Alliance and they have spoken with the Martians before. It is very difficult to classify their actions but they definitely do not condone the Greys actions.

WHAT THEY THINK THEY KNOW: They think they know all. They are not too far wrong.

THE SCIENTOBIOLOGISTS (THE SHELLYISTS)

They are a group best described as “Mad Scientists”. They are however geniuses’. They have the strongest connection to the characters as They created Oskar Groskopf and also Cash Riverrode's evil twin. They are partially submerged in the dark working of the Conspiracy but know very little overall. They heard rumours that there was more to the Cuban Boy story than it first seemed so they decided to find out for themselves. They have no idea what's really going on.

WHAT THEY KNOW: They know that a lot of people are after the Cuban boy and there is a lot of talk about him in the Illuminated world

WHAT THEY THINK THEY KNOW: They think that it is some sort of American plot against Cuba.

THE CUBAN BOY'S FATHER

He is a Grey spy who took on the persona of Elian Gonzales' father after his true father died some years ago. He was sent to Cuba to topple the Communist government there but

inadvertently found out about the Martian presence on Earth. The Martians are not aware that he is a Grey and chose his son by pure chance. The Martians are blocking all communications with America so the Cuban boy's father can not contact the US government to warn them about the Grey presence on Earth.

WHAT HE KNOWS: He knows about the Martian presence on earth but he can not contact the US government.

THE CUBAN BOY

He is a Martian engineered child who replaced the real Elian before his mother took him to America. He has a very low IQ and spends most of his time sleeping. This is the best the Martians can accomplish as far as cloning or genetic disguise is concerned; an empty biological shell. He has no clue whatsoever that his father is a Grey and that there is a bomb inside his body designed to wipe out Washington to destroy an alien government.

WHAT HE KNOWS: He knows nothing of the Conspiracy. He's one of the only innocent parties in this whole scheme.

WHAT HE THINKS HE KNOWS: He thinks that he is not allowed to see his father but for some reason he doesn't want to go back to Cuba.

DON'T BE SO SHALLOW

SCENARIO BACKGROUND INFO

The scenario is set in modern day Orlando, Florida.

The Martians acting as the Government of Cuba have "sent" the Cuban boy Elian Gonzales over to the United States laying down the cover story that his mother died while crossing the sea and so leaving him parentless in a foreign country. A dispute has arisen centring around the boy as the US government (The Greys), see him as a problem they do not want to deal with and wish to send him back to Cuba. However the Cuban-Americans residing in Florida have formed a protest against the return of Elian to Cuba, which is exactly what the Martians wanted. The US government now decided to bring him to Washington DC which also is exactly what the Martians wanted but the Cuban-Americans won't even let him out of their town. This presents a problem as the human resistance movement, "The Earth Alliance" is based in Florida and the Martians are not aware of its existence. This means that if the boy stays in Florida the only hope for freedom from the Greys would be lost. The Earth Alliance decide to do something about it and, **posing as the Men in Black**, they call Cash Riverrode, a world class hacker whom they have been monitoring for some time and whom they wish to recruit as a member of the Earth Alliance, to retrieve the boy. This will be his test to see if he is worthy to enter. Once he captures the boy they will call him and arrange for a collection. However Cash does something unexpected. He asks five of his friends to help him.

WHAT THE PLAYERS KNOW

The players know nothing of the Conspiracy, the intergalactic war, the bomb or the true nature of the MIB's who contacted Cash. All they know is that Cash has been contacted and given a mission and given his obsession for completion he won't stop until he is finished. The likelihood is that the players won't find out about the Greys' presence or the intergalactic war or even about the bomb and it should be interesting to see which side they will fall on and how many times they trip up as they walk blind.

Character Connections

So how do the players know each other?

This group is fairly weird but let me see if I can make sense of it:

Cash is the link that binds the group. He and Ophelia are friends from college: They studied senior computer science together. Cash knows Julia from Martial arts training mainly but she

also attended the same (unspecified ☺) college as he and Ophelia. General Nelerag lives in the same apartment block as Cash as does Xan. Charles was Cash's roommate while in college and got to know the other people in the group through him. So in general the "newest" people to the group are General Nelerag and Xan Pheobei although you probably would have guessed this even if they knew Cash first because they are the most aloof members of the group: one due to alcohol the other due to divine inspiration.

Note: At the end of each scene you will find 2 sections called Related stuff going on and unrelated stuff going on. The related stuff as the name implies relates to the conspiracy. The unrelated things appear on the surface to have some sort of link to the conspiracy but they are just random everyday events that no link at all to the conspiracy and are just there to confuse the players.

SCENE 1

- Getting the boy and then losing him.

After giving the briefing to the players the scenario starts as they are driving towards the MP truck in which the Cuban boy is being held. The PC's drive a black Chevrolet. The MP's will fire upon the PC's if they pull up along side the truck. So, taking out the driver is not an option as they have bigger guns and are better at using them. Certainly entertain other options. Let them away with taking out the tyres from behind the truck but of course make rolls for anything they do.

Anyway they eventually take out the truck. It skids and flips on its side. The driver and passenger are unconscious, as is Elian Gonzales, the Cuban boy. However once they get the bolted back door open, Elians escort lies conscious and waiting. Use the **generic military officer** for stats. They should take Elian back to their apartment at which time it will be late. As soon as they walk in the door the phone rings. A disguised voice asks if they have the boy and arranges for his collection the next morning. They ALL fall asleep even if someone wishes to stay up and guard Elian who by the way never wakes up.

Related stuff going on:

When they are taking Elian out of the van a man in a white coat drives by in a red car. He is a Shellyist.

The phone isn't connected when the Earth Alliance calls.

Scanner looks in the widow as they go to sleep

Unrelated stuff going on:

While taking the boy an ominous looking black helicopter flies low overhead. Its just a normal helicopter.

The fuel gauge on the car that the players are driving reads empty. Its just broken.

SCENE 2

- The friendly Vampire and the Cuban-American zombies.

The players wake up the next day to find the boy gone. Outside they see a red car screech out of the drive and make its escape. They can chase it but they lose it. One of the players gets the numberplate reg. And a quick hacking roll for Cash should track the car down. It belongs to a relative of Elian Gonzales. During the chase or before they search for the reg. Cash gets a call on his mobile from the earth alliance asking for the boy. The Earth Alliance tells Cash that he has disappointed them and that the boy is more important than he will ever realise before promptly hanging up. Cash's sense of duty should be enough to look for redemption and continue the mission regardless.

The car is traced to a small suburb estate in the outskirts of Orlando. It is a suburb that is home to a large majority of the American-Cubans. There is no answer to knocks on the door. Entering the house, in the first room they find the curtains are closed and the room is pitch black with a foul smell in the air. Opening the curtains they find 5 dead and decomposing bodies on

the floor lined up side by side. Once the light hits them they begin to stir and awake as **Zombies**. Once they have been dealt with they notice another body, curled up in the only corner shaded from the sunlight, quivering with fear. He is the **friendly vampire**. Xan recognises that he is in the early stages of Vampirism but he pleads for his life saying that he knows who took the boy. He is not aggressive towards the players and he tells them that he recognised a couple of the people who came for the boy. They are members of a cult (Shellyists) of which he does not know the name and he gives them their address. They may decide to take him along. Remind the players that it is mid-day and the sun is scorching down. We all know what happens when vampires and sunlight mix....

Related stuff going on:

The Vampire and Zombies are re-animated Cuban-American corpses, the work of the murderous Shellyists

Unrelated stuff going on:

The red car that the Cuban Americans sped off in is the same model as the car the Shellyist was driving in the first scene

SCENE 3

- The battle with the Shellyists.

Going to the Shellyists address they find a large compound apparently unguarded. Entering it (which is easily done) they walk through corridors resembling a hospital. Eventually they walk in to a room in which the door seals behind them. From another door four **Shellyist Scientists** walk out accompanied by droves of beautiful women who immediately make the characters feel comfortable and begin to seduce them. They are of course the **Vampire Bodyguards**. Think of interview with a vampire when trying to play these. One scientist upon entering will take one look at Ophelia Groskopf and swiftly exit the way he came in. Ophelia recognises him somehow but she can not remember from where. The other 3 Scientists humour the players while keeping their answers ambiguous and slightly sadistic while never revealing the location of the boy or that they even know anything about the boy. Its hard for me to describe exactly how they react seeing as this depends on what the players ask them but they're not too friendly. Eventually the players realise what the women really are and at this stage it may be a good idea to keep out of Xan's way as he is surrounded by Vampires. (Be generous with his rolls, this is what he lives for). After dispatching the Vampires, any surviving Shellyists are much more forthcoming with information. The players gather that Elian has been handed over to the military, but he does not know where. He only knows that he has not yet left the state. They squeeze a lot of info out of the scientist, but they may not pick up on the lead to the contact, so if it looks like they don't know where to go let the Shellyist say something like: you had better talk to a military person to find out where he is. Crude yes but time constraints apply.

Related stuff going on:

The Shellyist who ran at the sight of Ophelia is her genetic father.

Unrelated stuff going on:

No confusing stuff here (well... not deliberately).

SCENE 4

- The mansion party and the info from the contact

Pretty much the only way to find out where the boy has been taken is to go to the contact. A few of the characters have contacts. Whoever decides to get in touch with their contact it will always be Miles Freeling. After making a call or whatever to him he agrees reluctantly to meet with the p.c.'s. He tells them to meet him at a mansion party in the rich area of Orlando that night which one of his friends is throwing. He is very nervous and doesn't want to get too involved in the Cuban boy affair. He doesn't know how deep it goes or whose really involved but he's heard that its fairly big an the characters are in way over their heads.

At the party, which has all the normal strappings; buffet, large amounts of alcohol, tuxedos and “shiny things”, let them mingle for a while. Miles will be late so this should give plenty of opportunity for carousing, compulsive or otherwise. The alcohol is strong and Bavarian in origin. Miles won't give information easily (except if you're running out of time). He will keep looking around as if he is being watched. Now its time to confuse some players (I love doing this): 3 things happen:

- 1) There is one guy who seems to hover around the characters as if listening to their conversation. Once they get the info he makes toward the players, his intentions cant be read but in their cautious state they probably wont think it's a social call. Just as they're about to shoot him or whatever;
- 2) Ophelia spots a hunched figure half way across the room just as the lights go off. There is a swish sound as if something is flying through the air and a dull crack and a thud. A woman screams.
- 3) The lights come back on. The hunched figure isn't there anymore, and the “eavesdropper” lies dead on the floor with a small diamond shaped indent in the side of his head. He lies just inches from Miles and too close to the group for comfort. Miles thinking it is a secret organisation attack promptly turns and bolts out the back door.

So, what really happened?

Well, the eavesdropper is not a member of a secret organisation. He has made a couple of business deals with Charles father and wants to verify who Charles is. Nothing sinister. The lights going off was the result of a simple power cut. The swish was the result of a strong gust of wind blowing a window open and the hunched figure was a guest tying his lace. The scream was from a drunk woman who has scotophobia. The eaves dropper in the fright and confusion slipped and came down badly on the sharp corner of the metal table, rolling as he fell, his wound looks like it was sustained from the direction the hunched figure was seen in. All in all it looks like an assassination attempt on either Miles Freeling or the player characters, but coincidence is such a wonderful thing....

Related stuff going on: Nothing

Unrelated stuff going on: All of the above and also the night before the party a thief breaks in to their apartment. He's just a normal thief.

SCENE 5

- Breaking into the military base and encountering the Martians.

This is the most illuminating scene of the scenario. It even has its own map!! Basically now that they know where the boy is, they should come to the conclusion that it would be a good idea to rescue him (hopefully). This is of course a Grey “US military” base

Breaking into the base isn't easy but, of course, entertain any and all suggestions. All I can do to help is give some basic specs of the base. Firstly there are cameras looking over the majority of the base and especially the entrance. Keep in mind that this is a isolated military installation so black Chevrolet's don't usually pop round to visit. The cameras don't look outward except around the entrance. The fence is electrified. However the fence is powered in sections. If 2 of the sections are knocked out then the backup generators kick in which re-electrify the whole fence. Where the generators are placed is up to you, but you may want to put them where the characters can feasibly get at them. The fence is about 3 meters high. There are a few guards patrolling inside the perimeter, none outside. Most of the personnel are occupied inside and there are outward signs of an emergency situation inside the base.

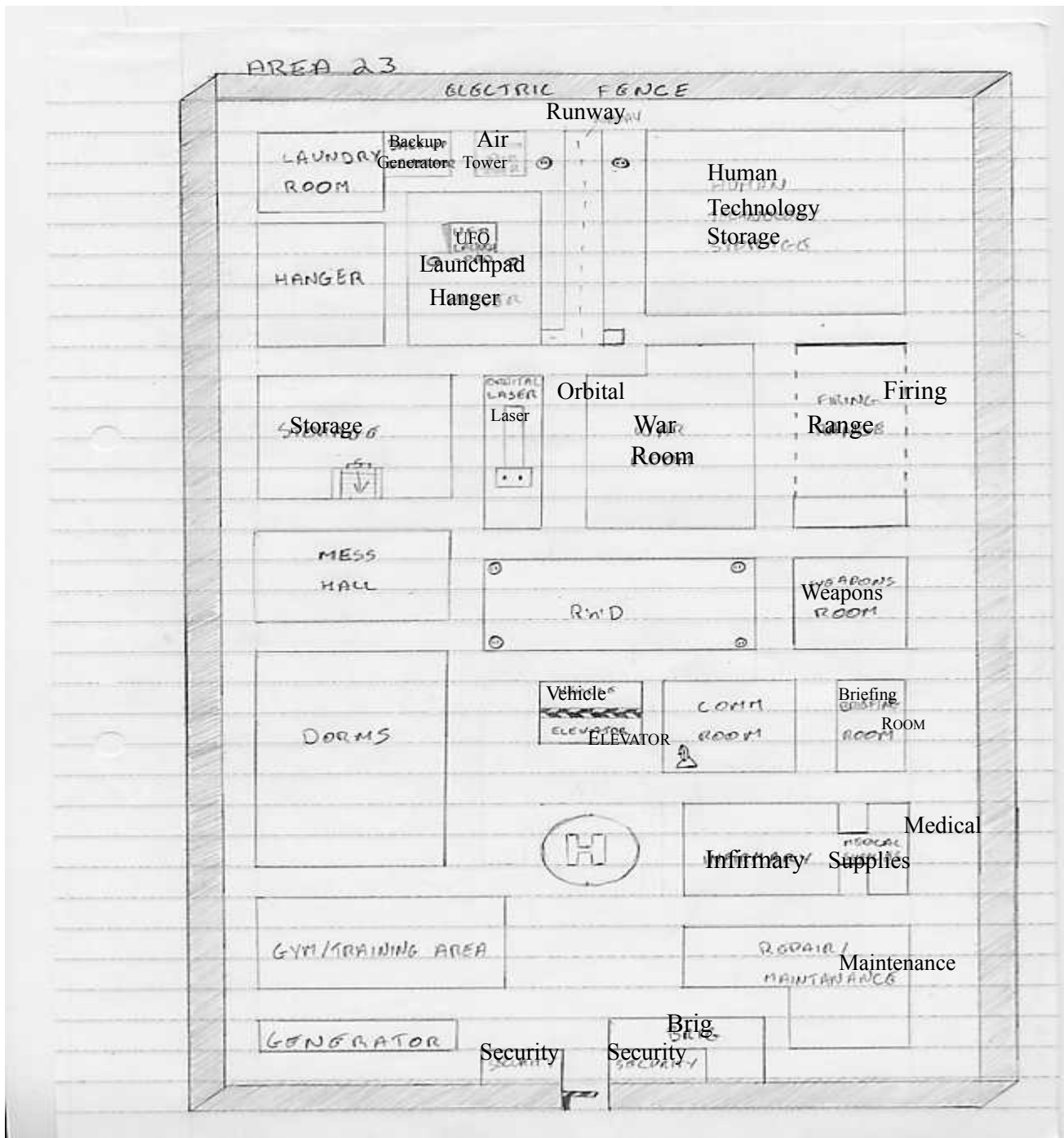
However they get in let them explore the base. The boy can't be found above ground. They must find one of the passages to the lower ground Grey base. Once they do they encounter US military men engaged in a firefight with large fearsome grey coloured octopus creatures (The Martians). The characters notice that it takes quite a few rounds to down the Martians. The Martians have strange weapons of their own but they prefer to use their tentacles as weapons, picking up as many as four military men at a time with their tentacles and compressing their heads and necks with a sickening crunch. Incidentally the blood that seeps from the dead

military men is a deeper thicker red than would have been expected (greys blood). The panels on the walls and the combination locks are not like the characters have ever seen before. The inputs are written in a strange language and seem to have weird symbols instead of numbers. The military men will not pay much attention and act more like drones than people. Everyone seems strangely calm.

The boy can be found after a little exploring. He is as usual asleep.

Related stuff going on: There's a battle taking place in space between the Greys and the Martians, launch a couple of saucers if you want. A small group of Martians have managed to penetrate the base. If they bother to look up and quickly scan the sky they may be able to see laser fire. If you want to do something really cool fire the Ground-Orbital laser. As the players are entering the compound a few flying saucers are being launched.

Unrelated stuff going on: Conversely to the previous scene, everything here is related to the conspiracy.



SCENE 6

- Giving the boy to the wrong MiB faction (W23), finding W23 and the conclusion.

Taking the boy wherever, ask which characters have their mobiles turned on and whose are off (W23 agents do not have the means to call disconnected phones. The Earth Alliance generally only make phone calls on disconnected phones. It amuses them). They receive a call on a mobile, which has been left on. The person on the other end of the line arranges for the collection of the boy. The boy is collected by the people who called and as they are driving away a turned off mobile rings and asks for the boy, thanking Cash for his persistence. They are asked to retrieve the boy once again. The car the W23 people took him in is still in sight.

Following the car it comes to a small suburb. It is the afternoon and school buses are driving away from the school with no kids in them ('cause kids talk). In fact there are no kids anywhere to be seen. There is a strange green glow in the sky and there is a strange rendering plant sort of smell except there is no apparent major industry except for a large "bakery" whose sign glows, apparently of its own accord. The bakery also has fences around it. This is Warehouse 23. As they are in the vicinity of the "bakery", the car turns a corner a distance ahead of them. When they reach the corner and turn it the car is gone. There are no side streets it could have taken or nowhere that they could have pulled in as far as they can see. There's a dog sitting by the corner. If Charles wishes to talk to he finds out that the car disappeared star trek transportation style. He also hints at the ominous of the "bakery".

The connection between the car and the "bakery" should be made and getting in is purely a repeat of the military base incident. The security lockouts are earthly in nature this time but they will require a few hacking rolls on the part of Cash. Once inside the Warehouse can be found by opening a small hatch dropping in to a spiral staircase after a bit of searching. They are now in the high tech, labyrinth like lair of Warehouse 23; the last refuge for all of mans uncreated artefacts. Time to meet fate.

Make sure you leave enough time to let the characters explore the warehouse properly. If for some reason they don't wish to inspect the crates, encourage them to do so and if all else fails leave the crates they come by open. Leave something cool inside to encourage them to explore. The Warehouse is like a maze and only bring them to their objective when you need to.

Once you do need to bring them to the final conclusion let them find a large hanger bay in which stands an single person alien looking craft ready for launch. Inside, strapped in sits Elan. Through a reinforced Plexiglas window they can see someone talking to one of the octopus creatures (Martians) which they encountered in the US military base earlier.

Related stuff going on: The Martian present is discussing the situation with a W23 master. They have agreed that the only option open to them at this stage before the bomb goes off is to launch Elan into space to avoid loss of human life. Also there is a Grey fleet engaged in a battle in orbit which can be destroyed by the bomb.

Unrelated stuff going on: A lot of the stuff in the crates is completely trivial.

IN THE WAREHOUSE 23 CRATES....

Roll 2D6's if you want to do this randomly, but some of the crates contents are too tempting to leave to chance. Enjoy the carnage!

1,1: The formula for Spidermans web fluid.

1,2: Truth serum jelly beans.

1,3: A magic lasso that transports whoever it wraps around into another dimension

1,4: A bottle named "A Moment of Clarity". Whoever drinks it will turn transparent for a few minutes.

1,5: A handful of computer disks labelled "Hard Drive Back-Up". They contain the full Library of Alexandria.

1,6: A Leprechaun who is very surprised to see any one and asks to be replaced as he wants to finish his novel.

- 2,1: A nanogun which will fire nanobots. The target will turn into a Borg who will follow the group relentlessly. There is no obvious way to stop him. If you want him to be violent, then that's the way the ball rolls.
- 2,2: A ticket to hell. This will transport the holder to hell where he/she will be greeted by demons who assign the character a mission: "Look after hell". God has forgiven Lucifer and the demons a need caretaker so they can go and corrupt Lucifer again.
- 2,3: "The Skeleton in the Closet". All he does is reveal truths about people that they would rather not become public. If released he runs around a lot.
- 2,4: 5 robots dated to 2003 but wearing 17 century English highway men clothes. They are not active. The file reveals that they once believed that they were highwaymen.
- 2,5: A silver Carbon rod that starts glowing green when someone is sent to hell. Running it through the air while it is glowing will open a portal to hell.
- 2,6: A jar of blue sweet smelling jelly that is cool to touch. Looking through it will warp vision and tasting it will increase tongue size tenfold.
- 3,1: A "very" real looking magnum which fires peas at the speed of a peashooter.
- 3,2: A bag of seemingly ordinary flower which happens to be the worlds most dangerous explosive.
- 3,3: A silver whistle with ruby's on it. Every time it is blown a ruby crackles and a powerful demon emerges a couple of miles away and starts killing people.
- 3,4: A pistol made of chocolate that fires real bullets normally. Firing after eating part of it is not recommended.
- 3,5: A file describing the death of Marilyn Monroe and her role as a Triad.
- 3,6: A large Ruby containing the soul of a king who will try to take over the holders mind.
- 4,1: A bottle of animal shaped children's vitamins which will turn the player into the said animal for 1D hours. Your decision on talking ability during this time
- 4,2: A small plastic device which has a lens at one end and two buttons. Pushing one button will project a 3-D hologram of a dwarf with a strange smile six feet away. Pushing the other button will make him hold out his helmet as if asking for money. There doesn't seem to be an off button.
- 4,3: A grenade which when exploded scatters blue paint everywhere which eats through glass only, leaving everything else intact.
- 4,4: A TV guide from the summer of 2108.
- 4,5: A TV guide from the winter of 1776.
- 4,6: A snake and a charmers flute which if played will make the snake grow rapidly. Stopping will make the snake go berserk.
- 5,1: A set of 6 postcards from Atlantis, unused.
- 5,2: A box of small bottles labelled "Damitol". When taken causes overwhelming apathy.
- 5,3: A set of car keys. Further examination of the crate will reveal a wallet and a human body perfectly sealed in plastic. It looks like the President of the USA and there are 7 more crates just like it.
- 5,4: A jar containing the foetus of an alien. When the light hits it, it will look pleadingly at the characters wishing to be let out.
- 5,5: A bottle of the hottest pepper sauce the world has ever known.
- 5,6: A wrapped hamburger which is still warm (one of the workers just left it there)
- 6,1: A baby parrot who can only say "catfood, wraaak". It wont want to part from the pc's.
- 6,2: This...is the "Blood Rifle". <sinister music> It is a very nasty weapon. When picked up the user will feel small pin pricks in his hand as it attaches itself to the user. It draws directly from the users blood for its ammo. It fires superheated balls of fiery plasma life force, which needless to say burns everything in its path. I wont bother giving any stats as they are too evil. Basically anything the blast touches, short of blowing up the whole warehouse, doesn't exist anymore. Exercise caution...
- 6,3: A paper folder containing a complete dossier on whomever grabbed it, including childhood photos, place and date of death, which happens to be today and on the

edge of a cliff 60 miles away with strange burns all over his body. Looking up the character will see several security robots staring at him who are against all odds grinning pleasantly.

6,4: A fossilised human skull with a bullet hole in it.

6,5: A handful of grey dust from the surface of Mercury.

6,6: A match box from the L5 orbital hotel, apparently in orbit at the moment.

THE FATED ENDING

Basically...they all die one way or another!

- For Charles Kant, allow him to find the blood rifle in crate no. 6,2 above. Only give him this if this is how you want to kill him. He goes manic and burns everything in sight and eventually runs out of ammo as he drains himself of his own blood.
- Someone may try to take the boy out of the ship. If they try to do so, launch the ship and watch the fireworks in the sky.
- Let someone find the file about themselves as in crate no.6,3. End the scenario with them still being alive, but they can not escape the inevitable.
- Send someone to run hell for a while as in crate no.2,2. Hell is as Dante said it would be so this fate seems somehow appropriate for Ophelia considering her fascination with "Dante's Inferno"
- A second member of the group could join them in hell with the glowing carbon rod as in crate no. 2,5.
- Someone could go dimension hopping with the magic lasso from crate 1,3.
- A firefight with the Warehouse 23 guards is always an option if all else fails.

ALTERNATE ENDINGS

The bomb threat is neutralised, either defused or he is launched as the W23 people intended without major casualty (yes I know, the boy). There are many possible endings like being brainwashed, locked in cages for "study" or even made Earth's ambassadors to Mars. Here are a few more specific ones:

Cash Riverrode is recruited as originally intended.

Gen J. Nelerag is recruited as a W23 guard.

Xan Pheobei continues his divine quest a little bit more illuminated than before.

Ophelia Groskopf finds a computer in W23 who can finally challenge her at chess and with whom he can discuss the finer points of philosophy.

Charles Kant's obsession with fire both scares and intrigues the W23 masters. He is hired as their pyrotechnics and bomb researcher where he can indulge in his love under "controlled circumstances". They, however never tell him of the blood rifle....

NPC's

GENERIC US MILITARY OFFICER

They are of course Grey clones. Although, they have been living on earth all their lives and so know little of the Greys true society and the extent of their own technology.

ST: 11

IQ: 12

DX: 11

HT: 10

Move:7

Dodge: 5

Advantages: Fearless, hyper reflexes, excellent aim.

Disadvantages: Group mentality, no sense of humour.

Skills: Guns-12, Security-11, Military knowledge-14, Advanced weapons-13, Tactics-11

AMERICAN CUBAN ZOMBIES

They are rotting corpses who become animate when the players enter the room.

ST: 13

IQ: 8

DX: 9

HT: 10

Move:5

Dodge: 5

Advantages: Doesn't breath eat or sleep, Single minded, unfazeable, Hard to kill, Injury tolerance.

Disadvantages: Bad smell, can not learn, Monstrous appearance (rotting corpse), dependent on flesh.

Skills: Brain recepies-14

The Zombies are rotting corpses that have been re-animated by the Shellyists. They have an insatiable craving for flesh and relentless in their pursuit of it. They can survive the loss of limbs and pumping round after round into them will only slow them down. The only real way to stop them is for Xan to use his Katana to slice them up real good!

"FRIENDLY" VAMPIRE

He is a former Cuban-American who has not fully become a vampire when he is found by the PC's.

ST: 12

IQ: 10

DX: 11

HT: 11

Move:7

Dodge: 7

Advantages:, Alertness, Unaging, Invulnerability (death only by decapitation), Enhanced reflexes.

Disadvantages: Repulsed by crosses, Casts no reflection, weak will, cowardice.

Skills: Brawling/Martial arts-11, Stealth-10 Security-9

He is not a full Vampire yet but he will become one while the players are in his presence and he will turn on them. Sunlight hurts him but he does not burst into flames like regular Vampires.

SCANNER

Appears to be a solitary blue human eyeball, 2" in diameter.

ST: 10 **IQ:** 10
DX: 10 **HT:** 10

Move: 20 (flying) **Dodge:** 10

Advantages: Recording capabilities, flight, visual recording, Self destruct mechanism, infrared sight.

Disadvantages: Mute, No Manipulators.

Skills: Strategy-9, Tactics-9, Laser weapon-14

Scanner is the latest surveillance device used by the Earth Alliance. It is a mechanical hovering probe droid of sorts which follows its targets and records every word and action. It, of course has been sent to keep tabs on the P.C.'s mission and follows them throughout the game. It is very tough to spot and only Oskar Groskopf should be able to spot and its even very difficult for him. Chances are the players wont spot it at all. But, anyway, it amuses me.

FEMALE VAMPIRE (SHELLYIST BODYGUARD)

They are the extremely beautiful and very cunning bodyguards of the Shellyists.

ST: 17 **IQ:** 10
DX: 12 **HT:** 12

Move: 7 **Dodge:** 7

Advantages: Unearthly beauty, Alertness, Unaging, Manipulative, Charismatic, Invulnerability (death only by decapitation), Enhanced reflexes.

Disadvantages: Dependent on blood, Repulsed by crosses, Casts no reflection, Sundeath, Nocturnal.

Skills: Brawling/Martial arts-14, Intimidation-15, Stealth-12, Shadowing-12, Sex Appeal-14, Security-10

Roll versus Willpower to prevent the Vampires attacking the PC's out of blood lust. Staking a vampire will not kill it but send into a state of paralysis known as torpouir. The only way to kill a vampire is decapitation or exposure to sunlight.

GENERIC SHELLYIST SCIENTIST

They are the Mad Scientists who experiment with biological beings.

ST: 9 **IQ:** 14
DX: 10 **HT:** 10

Move: 6 **Dodge:** 7

Advantages: Extended Lifespan, Member of secret organisation.

Disadvantages: Mad Scientist, Fanaticism, Overconfidence, Sadism.

Skills: Biochemistry-20, Chemistry-20, Biology-20, Genetics-20, Physiology-20, Weird Science-20

The archetypical Mad Scientist with white coat, uncontrollable hair (or lack thereof), short with glasses and a crazed grin. They walk with a hunch and rub their hands together a lot. They also cackle evilly when things go their way.

MILES FREELING

Age 34 (looks a little older), green eyes, short black hair. Always flipping a coin (a silver dollar)

ST: 9 **IQ:** 12

DX: 12**HT: 9****Move: 7****Dodge: 5****Advantages:** Common Sense, Double Jointed, High Pain Threshold, Illuminated.**Disadvantages:** Odious Personal Habit (Infuriatingly Smug), Weirdness Magnet, Solipsism, Paranoia (about eavesdroppers).**Skills:** Guns-10, Knife-10, Occultism-15, Psychology-15, Savoir-Faire-9, Escape-16, Fast-Talk-16, Lockpicking-9, Politics-17, Stealth-13, Streetwise-15.**Quirks:** Perpetual, often unnerving coin-flipping; smart mouth.

He is an Ex-CIA agent and still has some contacts within the organisation. He knows which base the boy has been taken to. But won't volunteer the info immediately.

GENERIC MARTIAN

ST: 16**IQ: 11****DX: 11****HT: 12****Move: 7****Dodge: 7****Weight:** 400-500 lbs.

Martians are the size of Terran Bears, with two sets of three tentacles each. The lower set are legs and the upper set are manipulators. Both sets are arranged radially around an elongated, leathery, dark grey body. They have two black gleaming eyes and they slither along the ground and often rear up on their tentacles. They have a V-shaped mouth near their eyes which pulsates and quivers and drips with a slimy saliva. They look fairly fearsome. Despite their size they are surprisingly agile.

WAREHOUSE 23 GUARDS

Dressed in all black and look like they're taken directly out of a Sci-Fi film.

ST: 10**IQ: 10****DX: 11****HT: 13****Move: 7****Dodge: 7****Advantages:** Extended Life-span, Member of secret organisation.**Skills:** Guns-14, Security-16, Computers-13, Advanced weapons-12, Occult-15

CASH'S EVIL TWIN

He is not involved in this scenario at all but if you feel like throwing him in to a scene just to add confusion his stats might help.

ST: 9**IQ: 14****DX: 10****HT: 10****Move: 7****Dodge: 7****Advantages:** Same as Cash**Disadvantages:** Sadistic, Obsession (revenge on Cash)**Skills:** Investigation-12, Guns-12 Magnum: Dmg; 3D-2, All of Cash's computer skills minus 4, Stealth-13, Shadowing-13.

THE SUBLIMINAL MESSAGES

To read the subliminal messages in the programme intro, take each different type of font and track it letter by letter through the passage. You should get:

- **You will all die horribly?**

If the players find this one they may die horribly but its not for definite. If they don't spot it use the fated end.

- Play this game now
- I like beer
- Yes I do (in the 2nd paragraph)

If the players spot all the messages award them accordingly during play.

GM's CONTROL SHEET & NOTES ON THE P.C.'s

<u>Character name</u>	<u>GM's Control Sheet</u>					
	<u>ST</u>	<u>DX</u>	<u>IQ</u>	<u>HT</u>	<u>Dodge</u>	<u>Special abilities & info</u>
<u>Cash Riverrode</u>	10	11	12	10	5 or 8	judo rules: see note
<u>Ophelia Groskopf</u>	8	11	15	11	negotiable	See note below
<u>Xan Pheobei</u>	10	13	10	11	8	Mission given by God
<u>John Nelerag</u>	13	10	11	10	5	A sleepwalker, delusional
<u>Charles Kant</u>	10	11	11	11	5	Klepto & pyro maniac
<u>Julia Mosait</u>	9	14	10	11	7	Staff weapon, fragile

Notes on P.C.'s

Most of what is here is just clarification on rules or stuff about their characters which the players shouldn't know. I do strongly advise however that you carefully read each of the characters as there is a lot for them to role-play and for you to watch for.

Ophelia Groskopf

Ophelias origins: the Shellyists genetically engineered Ophelia. Her genetic father is still alive and her true mother has died. There's not much else you need to know about her really, if asked, just make up something surreal. That usually works.

- Pressure secrets failures: This ability of Ophelias is a particularly nasty one. She could with a strategic prod of his finger liquefy organs, so failures on rolls which were intended only to stun are, needless to say not pretty. Be mean in these circumstances. This is a power taught only to the elite of the most disciplined martial arts masters. The vast majority of masters don't even know about it. Discipline is the key word here. Abusing this power, with which Ophelia was engineered with, should result in severe discipline. There are people better than Ophelia at using this power and who don't want it as public knowledge. If you really wish clarification on the extent of the application of this power; think of the manga film fist of the north star... nasty.

As regards Ophelia "super-dodge" and hyper reflexes, stats were only assigned to dodge out of necessity. Its really your call on what she can and can't dodge but go by the rule of thumb that most things coming his way can be avoided, again I say "nearly" Neo in the Matrix.

Cash Riverode

Cash's evil twin: Basically he's there just in case you're feeling exceptionally evil on the day. Use him at your own discretion, if at all.

- **Basic Judo Rules:** Cash may choose to judo dodge, this adds 3 to his normal dodge (already given) as he backs away from his enemy. He may also choose to parry with his hand using 2/3 his Judo skill. If he successfully parries with his hands he may attempt a throw the next turn. An all out attack adds +4 to this attempt. Two throws may not be attempted. Roll the defenders active defence. If cash succeeds the defender is thrown a distance proportional to Cash's margin of success. To initiate a throw a foe must first be grabbed. A quick DX contest roll does this, with the attacker at +3. A successful grapple means the foe is at -4 DX. Cash's judo skill may also be used in combat in place of dexterity where applicable.

General John Nelerag

He's a sleepwalker. Anyone want to know what kind of fluffy bears are on a US Generals p.j.'s? (if you do you need help, go seek it now). He is also delusional; he thinks that he's still in the military.

Charles Kant

He is a Kleptomaniac. It is specifically shiny things that attract him. Keep introducing "shiny things" throughout the scenario and see how he reacts. Of course monitor his behaviour while carousing and especially during the morning after.

Xan Pheobei

Katana: This does one automatic point of damage when it hits.
Nothing more is needed to be said on his character. The character sheet itself explains all.
There's no hidden agendas, Oh, except that he's been given his mission of eradicating the undead personally by God. He doesn't just think that, its actually true.

Julia Mosait

Julia is exceptionally trained in the use of her staff and can only miss on a critical failure roll of a 17 or 18. She can also parry with her staff but must choose between parrying or attacking with it. She can not do both in one turn. She may, however dodge and attack on the same turn. She is also very fragile and while she may be able to avoid most attacks when she does get hit she takes double damage.

Final Note: There may be some inconsistencies in this scenario regarding the truth of the conspiracy. It has been proof-read, but nobody's perfect. ☺ Even so, inconsistencies in conspiracies haven't made a difference to generations of theorists so why should they matter to you!! Just roll with it. Confusion can be very useful.

And now the scenario is at an end. If you have any questions, please address them to:

The Department of the L.D.D
4017 Erikson Vale
Ingolstadt
Bavaria
Deutschland

Please enclose a cheque for 3125 of your local currency and the co-ordinates of your place of residence. We will contact you by some means in due course. Have a nice day.