



MAZING DVENTURES

MENACE OF THE SERPENT GOD

BY JASON VEY



AN OPEN AND PLAY MODULE FOR AMAZING ADVENTURES



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THE MENACE OF THE SERPENT GOD

INTRODUCTION

Welcome to *The Menace of the Serpent God*, our first full Open and Play module for the **Amazing Adventures Role Playing Game!** This module is an adventure for mid-level heroes; specifically 5-6 characters of around 6th level experience. It is designed to teach you the rules of play as you go, so you can get up and running fast! It also allows you to run your group through an exciting race to stop an arch-villain from unleashing an eldritch force of evil upon the world.

If you've never played a role playing game before, this game is much like a computer MMO, but is much more open-ended. Your heroes' actions are limited only by the statistics on the page (which you'll notice look a lot like character statistics from a video game), and by your imagination. There are no objects with which you cannot interact. There are no places that are off limits.

All the players except one will assume the role of a single player character (PC) in the game. Instead of a computer adjudicating the outcome of events, one player will assume the role of Game Master (GM), a sort of master of ceremonies who controls everything in the world that is not one of the PCs. It's the Game Master's job to play the role of the world and villains, interacting with the PCs as they move through the story, and to adjudicate the rules of the game. You will find pre-generated characters for use in this game, at the end of this module.

HOW TO PLAY: ATTRIBUTE CHECKS

The game system for **Amazing Adventures** is called the **SIEGE Engine**, and it revolves almost entirely around the idea of a very simple mechanic. When you need to resolve any task for which there is a chance of failure, you will roll a twenty-sided die and add the bonuses listed on your character sheet, trying to beat a number called the **Challenge Class** (CC) that is set by the GM.

This is called an **attribute check**, often noted as a specific attribute (strength check, dexterity check, etc.)

There are **six attributes**: strength (Str), dexterity (Dex), constitution (Con), intelligence (Int), wisdom (Wis), and charisma (Cha). They are the basis for your character's natural and trained abilities.

To make an attribute check, roll a 20-sided die (abbreviated d20), to which you will add your character's level and appropriate attribute bonus.

There is one more bonus you need to remember. Each character has two types of attributes: **Primary** and **Secondary**. If the attribute you are checking is Primary (or Prime), you add an extra +6 to your roll.

The formula for this is as follows:

$d20 + \text{PC level} + \text{attribute bonus} + \text{Prime bonus (if applicable)} > \text{CC}$

Sometimes, the GM won't have a specific Challenge Class in mind, and an attribute check will just serve as a point of reference to determine how much information you find, how well you do at a task, or some other generalized guideline the GM will use to adjudicate a circumstance in game. In the end, the attribute check is the heart and soul of the game, and in some way is the point around which everything else revolves. Master this concept, and you're 90% of the way towards mastering the game.

Finally, some attribute checks will list a class ability such as Legend Lore (a Ranger ability), Cat and Mouse (a Gumshoe ability) or Spellcraft (an Arcanist ability). In these cases, only those characters who possess the stated ability add their level to the check; other characters may attempt the check but do so without adding their level.

In short, any time you are trying to do something that is the province of another character's class abilities, you don't add your level to the check.

SETTING THE CC

Setting the Challenge Class is a factor of adding a challenge level, or CL, to the Challenge Base, or CB, of 18. When a character is competing against an opponent, the CL is equal to the opponent's level or number of hit dice. In some cases the GM may also add the opponent's appropriate ability modifier to the CL (someone actively looking for a character skulking in the bushes, for example, might add their wisdom bonus as well as their level to the CL).

When a character is attempting a task that doesn't involve an active opponent, the CL is set from 0 (simple and basic) to 10 (extremely difficult) or even higher. In most cases the CL will be between 1 and 10, but ungodly contests could have a CL as high as 20 or more.

OTHER KINDS OF DICE

When you are engaging in combat, you will also roll other kinds of dice if you successfully hit someone, to represent the damage you deal. These dice are abbreviated by the letter "d" followed by the number of sides on the die (d4 for a 4-sided die, d6 for a six-sided, etc.) If you need to roll multiple dice, the number of dice rolled will come before the "d." Thus, "3d6" means, "roll 3, six-sided dice, and add the results together." You will need at least one full "set" of dice to play this game: a d4, d6, d8, d10, d12 and d20.

The rest will clear itself up as it goes. For now, let's get started!

A NOTE TO EXPERIENCED PLAYERS

Fans of **Amazing Adventures** who pick up this module for an extra scenario will notice that a number of the rules and monster statistics herein have been simplified and streamlined, particularly in terms of things like magic and firearms. This

is to encourage fast play and help introduce new players to the game. The adventure will run just fine with standard rules (and in fact, was play tested that way). On the other hand, you may find you like the streamlined, “fast play” rules better. If so, there’s no reason you can’t default to them at your table!

HOW TO USE THIS MODULE

Using this module is very simple. If you’re the GM, or Game Master, read the entire thing from Start to finish. This will allow you to get a handle on how the story will progress.

Understand that your players are not always going to do the expected (or even what’s most convenient) for you. You’ll want to take notes on contingency plans should the heroes go a different route than you expected. Never force your players along a pre-destined path; that’s called “railroading,” and it’s generally against the spirit of the game.

That being said, just because the heroes go a different way than you wanted, doesn’t mean you can’t still roll with your plans. What if you had a fight planned as the characters are walking down the road, but they instead get hold of a car and they’re barreling towards their objective? There’s no reason you can’t change that fight to a running gun battle as the vehicles careen down the road. The ability to think on your feet is essential to being a good GM. It takes practice, thought, and preparation.

In **Amazing Adventures**, the most important thing you can learn as a GM is to say, “yes.” That is to say, players can always try to do something. As the GM, you’ll need to improvise dialogue, descriptions of actions, and even voices on the spot. The more you get into it, the better the game will be.

For players, simply choose a character, read over their sheet so you know what they can do, and copy their information onto a piece of notebook paper or a character sheet you’ve downloaded from <https://bit.ly/2HRHoAU> and you’re ready to dive in!

Players should not read any other parts of this scenario! It will ruin the game for you and everyone else.

ADVENTURE BACKGROUND

The year is 1939. Our heroes, the player characters, are all members of an adventuring and humanitarian group called the Brotherhood of William St. John. Headed by Mackie Gleeson, the granddaughter of the organization’s founder, this group is dedicated to advancing human knowledge, protecting the world from dark occult artifacts and occurrences, and to fighting for truth and justice across the world.

In Europe, World War II is in full swing, though the United States is still 2 years from officially entering the conflict. Still, the U.S. is unofficially supporting the allies, with troops fighting under the British flag in both Europe and Asia, particularly pilots under the auspices of the RAF. **The Wizard of Oz** is the big hit at cinemas, and the price of a pack of cigarettes is 10 cents.

Our adventure is set largely in New Orleans, which is the Big Easy no matter what era it happens to be. It can, with a bit of work, be easily transferred to any city you like, however, just by swapping out the locations herein.

It begins when our heroes are all in town to celebrate Mardi Gras, and they get a call pointing to mysterious and dark forces at work. It turns out that an old enemy of the Brotherhood, the mysterious Doctor Serpent, and his organization, the Order of the Black Dragon, are plotting to unleash an ancient evil upon the world. Can our heroes race against time to stop the latest plot from their archenemy? That depends on you...

ACT ONE

In which our heroes uncover doings most foul, and the adventure begins...

The PCs are in New Orleans for Mardi Gras, when they get a call from Mackie Gleeson, the leader of their organization. Mackie is a caring, noble and adventurous soul who believes in the mission of her Brotherhood. She was born with a silver spoon in her mouth, which can lead her to be a bit snobbish at times, but she’s quick to realize when she’s acting that way and to offer apologies. She’s got contacts everywhere, is insanely wealthy, and treads a careful line between remaining always calm and collected, and never hesitating to let people know how she feels about a given situation.

Mackie has gotten a panicked contact from an old friend, Angela DuCharme, a seer based in New Orleans. The call was garbled—as was DuCharme—but she insisted that “they” were coming for her and she had to warn someone. The call ended abruptly.

Mackie doesn’t have long to brief the characters, as interstate calling is still very sketchy in this era, but she can tell them that DuCharme was once a member of the Brotherhood, until she got too heavily into dabbling with dark forces, and dark substances. In college she and Mackie were like sisters, and Mackie would like it if the group could just check in. Mackie has a location of her business, which is located on Dumaine Street between Royal Street and Bourbon Street.

Any occultists from NOLA in the group may recognize the name, or may actually know DuCharme. She’s legit, so far as her powers go, but she’s also something of a grifter, cheating tourists out of their money while providing fake readings that she augments through real insight into their personalities. DuCharme is known to be something of a self-medicator, as her powers are somewhat beyond her control.

Make an attribute check: *Any characters who are Occultists or are familiar with New Orleans (in this scenario, Maddie Black, Marie Laveau, and Tennessee O’Malley) can make an Intelligence or Wisdom attribute check, rolling a d20 and adding their level and intelligence ability bonus. Since Tennessee has Intelligence as a Prime, he will use Intelligence. Marie and Maddie, on the other hand, will each make a Wisdom check, since that is a Prime for them. This allows them each to also add +6 to their check. The CC they need to achieve is 21.*

Other characters may also attempt this check, but do not add their level to the roll, and must achieve a CC of 26, as they aren't familiar with the area.

Success on the check means the heroes know the above additional information.

Upon investigating, the PCs find what appears to be a basic New Orleans occult shop. Their senses are assaulted by the thick smell of incense. There are shrunken heads, skulls, lots of phony voodoo trappings. She's got sets of "genuine Gypsy fortune telling cards," chicken bones, voodoo dolls, medicine bags, ritual tools, the works. Very little if any of it possesses any kind of real power. It's all designed to scare tourists and allow them to take home a nightmare reminder of the haunted city.

When they first enter, the door creaks open easily, a small bell tinkling to announce their entrance. The place, however, looks deserted. If they call out, at first, there's no answer. Then, very faintly, they hear a soft moan coming from the back room. Following the sound, they find a woman on the floor. Clad in a flowing black dress, she is sprawled in an awkward position. She was perhaps once beautiful, but now looks wasted, emaciated. Her skin is yellowed and there are dark circles under her half-closed eyes. The insides of her elbows are bruised and infected by puncture marks, and a silver hypodermic needle lies on the floor nearby.

Any psychics, arcanists, or occultists making use of powers allowing them to detect magic or evil will sense an overpowering aura of malignancy lingering about the place.

Make an attribute check: *Marie, Maddie and Natalya can make Wisdom checks at CC 18 (or CL 0), rolling a d20 and adding their Wisdom bonus and level to the check, +6, as Wisdom is a Prime for them. If they succeed, they sense a strong aura of corrupt magical and psychic energy about the place.*

If anyone approaches the woman, she grabs them by the shirt and looks at them with unfocused eyes. "You came," she says. "I knew Mack would send someone. You have to stop them. Stop...the serpent god." Her eyes close, then open again. "My desk," she says, and her eyes loll over towards the hypo. "I'm sorry," she says, her voice getting fainter. "I couldn't...help...it. The visions...too powerful." She frantically claws at the collar of whoever she's holding and croaks, "Doctor...Serpent!" Her eyes close, and her head falls back. Her breathing slows, and then stops with a rattling sigh. Suddenly, she looks peaceful.

It's possible her life can be saved; any sort of spell or psychic power that cures wounds will not work, and none of the PCs have the requisite mystical powers to delay poison or heal. As such, they will need to get her to a hospital fast to remove the morphine from her system, but she will remain comatose for at least a week while her body heals the damage that has already been done. In addition, these magics will not "cure" her addiction and she may be prone to relapse in the future.

Before the heroes can act further, however, the very shadows themselves undulate, move and close in. The heroes are under attack! It's up to the GM what (if anything) the heroes must do to keep Angela alive during the battle, or if she can be saved at all.

Shadows (1 per PC): *These medium undead have vital stats HP 18 (3d12 HD), AC 13, move 30ft/40ft (fly). Their Saves are M. They attack by incorporeal touch for 1d4 damage plus 1 point of Strength damage (reduce the character's strength score by 1). Lost strength returns at 1 point per 2d4 turns. Their special abilities are create spawn, darkvision 60ft., incorporeal (normal attacks deal ½ damage), blend (seeing a shadow in the dark requires a CC 21 wisdom check; otherwise attacks against them are -4 to hit), sunlight vulnerability (sunlight destroys them, dealing 4d6 damage per round).*

RUNNING COMBAT

Several times throughout this scenario the heroes will have to battle for their lives. Here are the rules to run combat in **Amazing Adventures**.

INITIATIVE

The first step in running combat is to determine who goes first. Have everyone roll a d10. Combat proceeds from the highest result to the lowest. The GM rolls for the shadows, who all act at the same time (roll 1d10 for all shadows together). In the event of a tie, players act in order of highest dexterity to lowest. PCs win ties with monsters.

ATTACKING AND DAMAGE

For players, combat works in a similar manner to attribute checks. However, instead of adding their level to checks, characters will add their Base to Hit (BtH) bonus to their roll.

For melee attacks (hand-to-hand combat with weapons), the check is:

d20 + Strength Bonus + BtH.

For ranged attacks the check is:

d20 + Dexterity Bonus + BtH.

The target number to hit on your roll is the enemy's AC, or Armor Class.

If an attack hits, roll the indicated dice on your character sheet for that attack, and subtract the result from the enemy's hit points.

For example, if Tennessee takes a shot with his revolver, he rolls a d20 and adds +3 for his Dexterity bonus and +5 for his BtH. If the result is at least 13 (the Shadow's AC), he hits! His revolvers deal 1d12 damage, so roll a 12-sided die and subtract the results from the Shadow's hit points.

You, the GM, will roll for **monsters**. Monsters and NPCs roll a d20 and add their total number of hit dice to the roll. The monster's stat block, above, is structured as follows:

- "This medium undead" is descriptive text. It means the creatures are roughly the size of a person (medium) and are undead.
- HP is the creatures hit points (the total damage they can take before dying). HD is "Hit Dice," the number and type of dice they rolled to get those hit points.



- Move is how far they can go in the space of one combat round (in this case, 30 feet on the ground or they can fly at 40 feet per round). If a creature doesn't have a movement, assume 30 feet.
- Their saves are M means any time they make a check with intelligence, wisdom or charisma (mental scores) they add +6. Other monsters might have "P," for "physical," meaning they'd add +6 to strength, dexterity and constitution checks.
- Monsters don't have normal attributes; they add their number of hit dice (3 for shadows) to all checks.
- The next sentence describes how they attack and the kind of damage they do.
- Finally, their special abilities are outlined, and are usually self-explanatory or spelled out in parentheses.

So the shadows, above, will roll a 20-sided die and add 3 (their hit dice are 3d12). If they hit, they deal 1d4 points of damage, and reduce their victim's strength score by 1. They have the ability to create spawn, which means if any character dies either from having their hit points or strength score reduced to zero, their body will fade into nothing, and the next round, a new shadow will appear! Finally, attempting to attack a shadow requires making a wisdom check against a CC of 15, or the attack suffers -4 because the attacker can't clearly see the shadow.

Finally, note that in game terms, a "turn" is one minute. This means that every 2d4 minutes, characters who have taken Strength damage, regain 1 point of Strength.

Hit points, on the other hand, return at the rate of 1 point plus the character's constitution bonus per day, unless they get magical healing like Marie's cure light wounds spell, or the damage is temporary damage, which comes back every hour.

EXPLODING AND IMPLODING RESULTS

Whenever the d20 comes up with an unmodified (natural) result of 20, this is an "exploding" result. Roll 1d6, and add the total to the final result. If the d6 comes up "6," roll again, adding the result. Keep going until you roll anything but a 6. In combat, the total from these extra d6 rolls is additional damage you do.

For example, Tennessee rolls a 20 to hit an opponent with his revolver, before adding any bonuses. He then rolls a d6 for his exploding result. It's a 6! He adds 6 to his 20, and rolls again. His next roll is a 5. He's now starting with a 31 before he even adds his BtH and Dexterity bonus. He's definitely going to hit. Even better, that 11 from his 2d6 adds to his damage, so he's rolling 1d12 (for his gun) plus 11!

Likewise, if you roll a natural (unmodified) 1 on a d20 roll, it's an "imploding" result. Roll a d6 and subtract it from the total. Keep going as long as the d6 keeps coming up "6." Normally, rolling a "1" is bad enough to fail a check; the imploding result represents some sort of critical failure, be it amusing or catastrophic, and the GM will determine what this failure is, depending on how badly your result implodes.

For example, Tennessee pulls the trigger, and rolls a 1. He rolls 1d6 to implode the result. The die comes up as a 1. Subtracting this, Tennessee is now at 0. Adding his dexterity bonus of +3 and his BtH of +5, he's still only got an 8. The GM rules that not only does he miss, but because of the imploding result the cartridge jammed his cylinder and it's going to take him a round to clear it before using the gun again. Had Tennessee rolled a 6, backed it up with a 6, and then backed it up with a 4 (for a total of -16), the GM might rule that something really bad happened; a freak accident caused the bullet to lodge between the cylinder and barrel, perhaps, causing the gun to explode in his hand and dealing half of that 16 points in damage to Tennessee!

Exploding and imploding results most often occur in combat but they can be used to adjudicate extraordinary success and failure on any attribute check.

GUNS

Characters who have guns may fire up to 3 times in a round, but after the first shot, each shot suffers a cumulative -3 penalty due to the gun's recoil. So the first shot is normal, the second shot is at -3 (d20 + Dex bonus + BtH - 3), and the third shot would be at -6. Any time you fire into melee that is, (when another character is in hand-to-hand combat) and you miss a shot because of this recoil penalty, you hit your ally.

When firing a gun while engaged in melee combat with an opponent, you suffer a -4 penalty to hit, in addition to any other penalties, as your opponent tries to knock the weapon away.

FIGHTING WITH TWO WEAPONS

Normally when a character attempts to fight with a weapon in each hand, they can get an extra attack (potentially multiple extra attacks if they are shooting pistols). However, each weapon must be able to be wielded easily in one hand, and the attacker suffers a -4 penalty for the weapon in their dominant hand (most people are right-handed) and a -6 for the weapon in their off-hand.

These penalties are in addition to any others (like recoil from guns) meaning it's not often worth the bother to try and fire two guns at once. Even worse, with guns they also count towards striking allies in combat, as above.

Some characters (Nat and Tennessee, in this scenario) have a special ability for Two-Weapon Fighting; such characters suffer only -2 to attacks with each hand. Thus, Tennessee could actually fire six shots every round. The first two shots would be at d20 + Dex bonus + BtH -2. The next two are at d20 + Dex bonus + BtH -5, and the final two are at d20 + Dex bonus + BtH -8.

Natalya, when fighting with her swords, rolls d20 + Dex bonus + BtH -2 for each. She has a special ability called "Weapon Finesse" that allows her to use her dexterity instead of strength for her blades.

MAGIC AND SUPERNATURAL POWERS

Whenever Marie wishes to cast a spell, she must spend Mana Energy Points (MEP). Each spell costs a number of points equal to the spell's level plus one. She must then make a wisdom check with a CC equal to 18 + the Spell Level. If she succeeds the spell works. Magical attacks will deal full damage against the shadows, unlike guns and regular weapons, which deal only half damage. If she fails, she cannot cast that particular spell for a full 24 hours, and she suffers 1d4 points of damage per spell level (minimum of 1d4). This "spell burn" damage is temporary, though, and recovers at the rate of 1d4 points per hour.

When Natalya wishes to use psychic powers, she must succeed at an attribute check as indicated by the power in question. Her powers have specific effects; failing means they don't work. However, if she rolls an unmodified (natural) "1" on the d20 for her power check, she suffers psychic burn. Roll 1d6; she takes this much burn damage. If the result is "6," keep rolling and adding until something other than 6 comes up. Like spell burn, this damage returns at the rate of 1d6 per hour. She also loses access to her power for 24 hours. If she gets an exploding result, her powers function beyond her intentions, to her benefit. Perhaps the extra dice function as a penalty to her opponents' saving throws, or any other enhancement the GM rules or approves (Nat's player should feel free to suggest enhancements).

Maddie must make a Wisdom check to use any of her powers; the exact CC of this check is noted next to each power. If Maddie rolls a natural 1 on her powers, she suffers some sort of backlash, at the discretion of the GM, and appropriate to her power, depending on how badly her imploding roll result is (see above). If she gets an exploding result, her powers function beyond her intentions, to her benefit. Perhaps the extra dice function as a penalty to her opponents' saving throws, or any other enhancement the GM rules or approves (Maddie's player should feel free to suggest enhancements).

FATE POINTS

Each character has a number of **Fate Points** listed on their sheet, combined with a die type. They can spend these points to achieve specific effects in game. Fate points can be spent for the following purposes:

- Roll the indicated die and add it to any d20 roll
- Automatically succeed at a saving throw (see below)
- Roll the indicated die and instantly heal the result in hit points
- Gain a small and reasonable "plot break" based on the current scene ("Those cultists are following us up the fire escape ladder! Good thing the bolts are rusty and I can just push it away from the wall!"). This use requires GM approval.

Characters can earn Fate Points during play at the GM's option through clever banter, outstanding role playing, heroic actions, or even when the story dictates something unfortunate or bad happens to the heroes (the villain escapes despite their best efforts, for example, as will happen in Act Two, below).

SAVING THROWS

On occasion, a power, event, or ability will allow a character or villain to "save" against its effects. A saving throw is simply an attribute check using the indicated attribute in the power's or event's description. The CC of this check is normally equal to 18 plus the hit dice of the user of the power, or is set by the GM based on the individual challenge at hand, if there is no intelligent agent behind the circumstance. In general, if a character is trying to do something, it's referred to as an attribute check. If they are trying to avoid or escape something, it's a saving throw.

AFTER THE BATTLE

After the battle, as the heroes have a chance to gather themselves (and potentially search the place and call for help or rush Angela to the hospital), there is a bit more information to be uncovered. First, they all know the name "Doctor Serpent." This man has been the archenemy of the Brotherhood since it was founded in the mid-1800s by Mackie's grandfather. He was thought dead decades ago—indeed, Mackie's grandfather disappeared in a final battle that killed them both, until a couple years ago when Maddie herself had a run-in with him, an adventure that led to her joining the Brotherhood (Note: This adventure is detailed in the **Amazing Adventures Companion** introductory fiction).

Doctor Serpent leads up a worldwide criminal empire known as the Order of the Black Dragon, and whenever they appear, it means serious trouble and potentially world-threatening schemes.

Checking Angela's desk after the fight (call for Maddie to make a Cat and Mouse wisdom check to case the scene; CC 19) uncovers a sheaf of mostly indecipherable notes; she was clearly high when she was jotting things down and the vast majority of it makes no sense. There are, however, clear references to a cult dedicated to a deity called "Yig," the rise of this "serpent god," a human sacrifice, and notes to check the Occult collection at the New Orleans Public Library. These references all seem to confirm the possibility of the involvement of the Order of the Black Dragon. It seems clear, however, that the heroes' next lead will take them to the library.

ACT TWO

In which the heroes learn more about the Black Dragon cult, and come face to face with the insidious Doctor Serpent.

Upon arrival at the library, the heroes will need to make research checks to scour the Occult collection for clues to further their investigation. An Intelligence or Wisdom check will do, with Arcanists, Occultists, Raiders, Gumshoes and anyone with appropriate backgrounds gaining +2 or +3 to the check. While it's left to the GM how much information to give out with any given check, in general the better the check, the more they get.

Note that the information here is necessary and failed checks just mean the characters have to spend longer searching, making more checks as they go. To that end, it can be helpful sim-

ply to call for a single check, and judge how long the research takes based on the result, rather than how much information you give.

Be descriptive; feel free to throw out Lovecraftian occult tome names as the heroes delve into the restricted occult section.

Call for Wisdom checks (CC 21) by the heroes as they research; success means they may start to feel paranoid, the hair on the back of their neck standing up, as if there are eyes on them. They get the distinct sense that they're not alone. As you give the information below, dole it out in small bites, punctuating the research with descriptions of this growing paranoia. Build the tension until it's ready to snap.

WHAT THE HEROES FIND

After several hours of work, the heroes begin to turn up information about an ancient Native American cult dedicated to the Serpent God Yig, a cult which was active in this area around the time of the Conquistadors. In their efforts to drive out the Spanish forces, these cults turned to increasingly dark and corrupt magics. As happens all too often, they gradually became the monsters they sought to fight.

Around 1635, there was a great battle somewhere in the Bayou (which encompasses hundreds of square miles of area) which comprised of degenerate worshippers of the snake god and other Native tribes—some sources claim the Choctaw, while others claim the Chitimacha. In truth it was warriors and medicine men from both.

Eventually, the heroes will find a reference to the exact location of the original battle, where it is said there are still ruins of the cult. This place is deep in the Bayou, several hours' drive to the south, and it is said that at a certain time, with a human sacrifice, the god can be summoned to possess a priest, giving them the power to spread Yig's influence across the world. The specific dates are unclear but there are references to the Blood Moon during the Moon of Purification. Tennessee and Marie will both know (no check needed, but feel free to call for one if you like) that February is derived from the ancient Latin *Februum*, meaning "purification," after a ritual called "Februa" that was held during the full moon in the second month of the year. This eventually led to the adoption of the name *Februrarium* for the month.

Tonight is the first night of the full moon, which is also a blood moon, that is supposed to last for three nights.

ENTER DOCTOR SERPENT

As the PCs conduct their research, at some point, a person will approach one of them, alone, and sit down across the table. No matter how hard the hero tries, they cannot see this person's face; it's somehow perfectly shadowed under their hat and trench coat, and nor can they discern a gender, but they get a sense of the serpentine about them. When the person speaks, it's in a harsh whisper that doesn't give away their sex. There's no sense of magic about them—at least, nothing active, though

they are certainly possessed of occult power. This is simply someone who is outstanding at stage illusions.

Feel free to allow the heroes to make Intelligence or Wisdom checks, but no matter how high the result, they still cannot get a clear impression of this person's face or gender. With an extremely high result, the PC might get an impression of an actual serpent's face hiding under that hat (Dr. Serpent almost always wears a mask in the form of a cobra's face).

Any PCs who have had run-ins with Doctor Serpent before will immediately recognize that's who this is.

"Give it up," Doctor Serpent says, "I've enjoyed the interplay of our two organizations over the decades, but you can't win this. If you leave New Orleans now, you may survive to face us another day. Of course, by then I'll be a god. But if you stay, I promise you will burn."

Threatening Doctor Serpent here is fruitless and attacking them is desperate and foolhardy at best. The heroes are, after all, in public. Openly attacking the villain will result in the heroes being arrested and criminal charges being filed, and Doctor Serpent will simply depart.

Regardless, after a brief parlay and a threat against everyone in the library should the heroes move against them right now, Doctor Serpent departs after using a sudden seizure of a patron to cause a commotion that momentarily distracts the heroes. Then, he simply vanishes, as though he was never there.

THE TRAP

Doctor Serpent has placed a contact poison on several of the books in the library, and has placed bombs in the ventilation systems which fill the place with a deadly toxic gas. Moments after he leaves, call for Constitution saves (CC 21). Any who fail begin to suffer seizures and fall unconscious, just as a yellow mist fills the air, burning the eyes and throat, and dealing 1d6 damage per round anyone remains in the building and fails a Constitution check. People are panicking and dying all around.

It's up to the PCs to help evacuate the library and save themselves. Dr. Serpent escapes during the chaos.

RUNNING THE TRAP

There is no proscribed or proper response to this trap. The effects are clear; the library is filling up with a deadly toxic gas and the heroes need to escape. By the same token, as heroes, they will note that people are dying or at least falling into convulsions and unconsciousness all around.

The GM should consider any heroic actions they wish to undertake and adjudicate them accordingly, calling for attribute checks as needed and granting bonuses (or even automatic success) based on how detailed and inventive the players are in describing what they do. It's even possible they might concoct a way to neutralize the gas altogether (Bucky is a gadgeteer, after all).

In the end, this trap serves both as a distraction and a demonstration of the threat that Doctor Serpent represents. It's left to the GM to determine how long to drag it out, but in the end, the PCs suffer a bit, have the chance to engage in heroics by saving innocents, and lose their quarry.

They now have an idea where Doctor Serpent is headed, and what they need to do, to stop him. The next step is deep in the Louisiana Bayou...

ACT THREE

In which the heroes must face the early signs of Doctor Serpent's apocalyptic schemes...

The PCs are on their way to the Bayou to find the ruins and hopefully stop the ritual, when a brutal storm pops up out of nowhere. It's hurricane winds, driving rain, they can't see a thing. As they try to navigate, there's a blinding flash of green lighting and a deafening peel of thunder. It's as though the rain itself is combining with the wind to stop their car.

Call for a couple of driving tests, and eventually, the car runs off the side of the road. If the vehicle's driver is doing exceptionally well, eventually a bolt of green lightning crashes down right in front of the car, causing it to crash into a ditch.

Driving Tests: *A driving test is simply a dexterity check to control a vehicle in adverse conditions. It uses the lesser of the character's dexterity bonus or the car's dexterity bonus. In this case their car has a dexterity bonus of +2.*

Even Bucky won't be able to get the car up and running in its current condition; if nothing else he's going to need parts to jury rig a solution. A few hundred yards off they can barely see orange lights in the darkness. These are the lights of a roadhouse where they can take shelter from the storm. There is definitely a sense of the unnatural about the entire storm.

As they approach the roadhouse, the heroes see dozens of shambling shadows coming out of the darkness. Use this to chase them into the roadhouse if need be; otherwise it happens just as they're about to enter. These are the shambling hordes detailed below.

THE ROADHOUSE

The roadhouse is a former mission, rundown but kept in usable repair by the owner, a grizzled old man named Clu Rollins who maintains it as a way stop between towns. He's got a few rooms upstairs, at least one of which is always occupied by Ophelia, a waif-like girl who is willing to share her space (and herself) with just about anyone...for a price. In truth, Ophelia is a vampire spawn who feeds on her customers to stay alive. She's going to betray the group to the monsters outside at some point.

Clu Rollins *(This chaotic good human's vital stats are HD 5d6 (24 HP), AC 12, Move 25 ft. His Primary Attributes are Physical. He attacks with a double-barreled shotgun for 1d8 which may fire both barrels simultaneously affecting a 10' area; all within the area suffer damage (Dex save for half). He has no special abilities.*

Ophelia *(This unique chaotic evil creature's vital stats are HD 8d12, HP 58, AC 20. Her primary attributes are mental and physical. She attacks with a slam attack for 1d6 points of damage. Her special abilities are blood drain (1d4/rd), energy drain, dominate, create spawn, creatures of the night, gaseous form, spider climb, alternate form, vampire vulnerabilities, charm, connected, exalt, embolden, fascinate, demoralize).*

Other current occupants, who have taken refuge from the storm include:

- **"Big Andy"** Scarzio and his two boys, Lou and Marty. Big Andy is a racketeer and a regular customer of Ophelia's. He was here to spend some time with her when the storm hit.
- o **Big Andy** *(This human's vital stats are HD 4d6 (17 HP), AC 13, Move 30ft. His Primary Attributes are Physical. He attacks with a .45 caliber pistol for 1d12 or a knife for 1d4+3. His special abilities are intimidate others, hide, move silently, back attack, sneak attack +2d6.)*
- **Alexandra DeMarco:** a washed-up lounge singer who now sits at the bar in a faded and threadbare gown, drinking herself half-blind. She's bitter about her past, but doesn't want to talk about it. And no, you can't buy her a drink.
- o **Alexandra DeMarco** *(This human's vital stats are HD 2d8 (12 HP), AC 13, Move 30ft. Her Primary Attributes are Mental. She attacks with a .38 snub nose for 1d8 damage. Her special abilities are charm, exalt (she can grant +2 to all allies with a successful charisma check)*
- **Missy Stephens and her daughter, Doris.** Missy is a single mother "on my way to my aunt's," who insists that Doris' father "Will be getting in touch any day now. He went to seek his fortune."
- o **Missy Stephens** *(This human's vital stats are HD 1d6 (4 hp), AC 11, Move 30ft. Her primary attributes are mental. She has no attacks (but can use weapons if needed), and her special abilities are iron will (extra +4 to mental saves.))*
- o **Doris Stephens** *(This human's vital stats are HD 1d4 (2 hp), AC 12, Move 30ft. Her primary attributes are physical. She has no attacks (but can use weapons if needed), and her special abilities are hide, move silently (both require physical checks)).*
- **Richard Jenkins:** a traveling salesman who's in the business of selling hair brushes.
- o **Richard Jenkins** *(This human's vital stats are HD 1d6 (4 HP), AC 12, Move 30ft. His primary attributes are mental. He attacks with a hairbrush for 1d2 damage. His special abilities are charm (charisma check.))*
- **Billy Raymond:** a young vet who's missing his left leg. He's recently back from a tour in Great Britain with the RAF Eagle Squadrons. He was shot down and lost his leg in the crash.
- o **Billy Raymond** *(This human's vital stats are HD 2d8 (13 HP), AC 14, move 15ft. His primary attributes are Con, Wis, Cha. He attacks with a Webley revolver for 1d12 or a combat knife for 1d6+1. His special abilities are strategy and tactics (wisdom check), embolden (grant +2 to allies' saving throws with a charisma check), brothers in arms (2 allies w/in 10' gain +1 damage).*

The roadhouse consists of three floors: the main floor, which is a bar and eatery; the second floor, which consists of a number of rooms for guests to board (small rooms with single beds, a small nightstand/dresser and a single rickety chair); there is, finally, an always-damp root cellar which Clu uses as storage. Behind a pile of old crates is a tunnel that dates back to the Underground Railroad; Clu doesn't know it's here and it requires a CL 26 Wisdom check to notice it, and then only if someone is actively searching the room.

It's possible that eventually the monsters will discover the tunnel and get in.

THE SHAMBLING HORDES

The shambling shapes the heroes saw in the distance are hordes of undead and demonic creatures including ghouls and ghosts, vampire wolves, wights, wraiths, demons and shadows. The first thing the hordes do is fan out to surround the place. The second thing they do is assault the vehicles, destroying any chance of escape. The only hope is to try and wait out the storm until the sun comes out and drives these things back.

THE SIEGE

Roll 1d4+4. This is the number of hours the siege will last until the sun comes up. From this point, play it out by the hour. Ask the group what they're doing each hour, and roll a die, with an odd result indicating there's an event that hour and an even result indicating no event. Some potential events follow:

Choose or roll 1d10. If a result doesn't make sense to occur a second time, roll again.

1. Ophelia lures a character off on their own and feeds. They return not remembering what happened, unless they beat her Charisma check to charm them.
2. Ophelia betrays the group, opening a door to let the demons in
3. One of the NPCs wanders too close to the window. A clawed arm blasts through the fortifications and begins to drag them out.
4. The demons demand that one or all of the PCs are turned over, promising to leave everyone else in peace if they get to kill the heroes. Some of the NPCs think it's a good idea.
5. Something's gotten in! But how? And from where?
6. Just after an attack by the creatures, Missy cries out that Doris is missing! What's happened to her? Does she show back up? If so, is she still Doris?
7. Ophelia or the demon attempts to seduce someone into betraying the group.
8. A fight breaks out between two characters (PCs or NPCs or both), putting everyone at risk.
9. Someone panics or gets tired of sitting around, and rushes out into the night, opening the door to the demons rushing in.
10. The demons attack, damaging the walls and fortifications.

It's even possible to have several events occur simultaneously, to really add tension to the mix!

The key is to start picking off NPCs one by one, to raise the tension until the heroes either wait out the siege or come up with a plan to get out. After the siege is over, most of the vehicles can be repaired, though it could take a good deal of effort and may require kit-bashing a few cars together. But the heroes have had their plans severely curtailed and at least suffered a major setback in time.

Moving Silently and Hiding: *It is inevitable at some point that the heroes will turn to stealth to get the job done in some way or another. Only those heroes who have the move silently and hide abilities listed on their sheet can add their character level to attempts to be stealthy—this is a great time to call upon those Fate Points to add to the check and improve chances of success!*

MONSTER STATS:

Demon (This chaotic evil creature's vital stats are HD 4d10, AC 18, HP 31, move 30ft/fly 60ft. Its primary attributes are mental. It attacks with two claws for 1-4 and one bite for 1-6 damage points of damage. It has darkvision 120ft, is immune to fear or fear type spells, and once per day can force up to 8 creatures to make a wisdom save or be stunned for one round.)

Ghosts (These medium undead's vital stats are HD 4d8, HP 18, AC 17, move 30ft. Their primary attributes are physical. They attack with 2 claws for 1d4 damage and a Bite for 1d8 damage. Victims of attacks must make a strength save or be paralyzed for 1d4+1 minutes. Remove curse or remove paralysis negates the effect. They have darkvision 60ft. Any creature within 30 ft. must make a constitution save or take 1d4 subdual damage (returns at 1 point per hour) and -2 to all attacks for 2 rounds from the stench. Creatures killed and not eaten by ghosts will rise as ghouls within 2d4 days unless bless is cast upon them.)

Ghouls (These medium undead's vital stats are HD 2d8, HP 12 each, AC 14, move 20ft. Their primary attributes are physical. They attack with 2 Claws for 1d3 points of damage, and a Bite for 1d6 points of damage. Victims must make a strength save or be paralyzed for 1d4 minutes. Remove curse or remove paralysis negates the effect. They have darkvision 60ft.)

Shadows: Stats as in Act One

Wraith (These medium undead's vital stats are HD 5d12, HP 37, AC 15, move 30ft. Their primary attributes are mental. They attack with incorporeal touch for 1d6 points of damage, and a successful hit drains the victim of 1d6 points of constitution. Victims whose Con reaches 0 die. They are incorporeal (normal attacks deal only half damage) and have darkvision 60ft. Animals fear wraiths and will not willingly approach within 30 feet of them. They can create spawn from any that they slay with their energy drain ability.)

Zombie (These medium undead's vital stats are HD 2d8, HP 11, AC 11, move 20ft. They have no primary attributes. They attack with two claws that do 1d4 damage and if both claws hit, a bite for 1d6 damage. For each extra zombie attacking they collectively gain a +1 to hit. So if there are three zombies attacking one target they all get +3 to hit. These zombies are created by dark magic and don't create spawn. They have darkvision 60ft.)

THE AFTERMATH

Regardless of the tactics the heroes take, should they survive the night, there are plenty of cars in the lot for them to commandeer one, or salvage parts for their own. They've still got hours of driving to go, and it'll surely be dark once again by the time they reach the bayou.

ACT FOUR

Wherein our heroes interrupt an arcane ritual and foil a plot most foul...

The PCs arrive at the Bayou just after sunset. It quickly becomes evident that driving is no longer possible and the heroes will need to hoof it into the marshlands. Even in February, it's hot and muggy; insects buzz around and the landscape quickly becomes alien and unwelcoming, even to a raider like Tennessee, who has vast experience with inhospitable climes.

It is left to the GM just how treacherous you desire to make the journey through the swamps. There exists the potential for all manner of dangers here: giant alligators, venomous snakes such as copperheads, cottonmouths, and canebrake rattlesnakes; sinkholes; sudden underwater currents and drop-offs that could take one from waist-deep water to getting sucked under and drowning without warning; highly toxic plants and more. Some of these hazards will require various attribute checks to navigate, while others might require combat to escape.

Alligator: *(This creature's vital stats are HD 3d8, AC 14, HP 20, move 20ft. Its primary attributes are physical. It attacks with a bite for 2d6 points of damage or a tail slap for 1d12 points of damage. Upon a successful bite the victim is allowed a strength check or suffer being drug under water and drowned.)*

Drowning: A character pulled underwater can hold their breath for a number of rounds equal to their constitution score (not bonus). Thereafter, they must succeed at a constitution save each round. The CC for this save begins at 18, and increases by +1 each round until they fail (which results in death) or are rescued.

Serpent Venom: Snakes are easy to kill, having only 1 hit point. Still, they attack at +5 and either strike from stealth, unseen, or are lightning fast: +2 to initiative. Normally a snake will strike and flee; they are not inclined to fight people.

If bitten by a poisonous snake, they must make a constitution save or suffer additional damage and effects. The effects of a failed save occur 30 minutes after a bite. Depending on the kind of snake, the effects greatly vary. A copperhead's bite will result in 2d6 damage, and the victim will be extremely sick for a few days, suffering -4 to all attribute checks, saves, and attack rolls. A rattlesnake's bite will be similar, while a cottonmouth's bite will result in the need to save three times over the next 24 hours; each failed save results in 3d6 damage, and failing the third and final save results in the loss of the affected limb to necrosis. Applying the right first aid immediately (Wisdom check, CC 20) can grant +4 on the initial save, and getting an antivenom from a hospital within 30 minutes negates the need for a save entirely.

Other hazards can be invented using the above as models—simply dream up the effects, set a saving throw and CC for the save, and go!

It's also not outside the realm of possibility that the heroes may have to battle their way to the ritual, as well—Doctor Serpent may well have guards patrolling the region (see “The Final Battle,” below, for stats).

TRACKING THE CULT

About an hour or two after entering the swamps, as the heroes make their way through the Bayou, the sounds of drums and chanting make their ears. Following the sound, which reverberates through the jungle-like forestry and seems to come from everywhere, requires a Wisdom check at CC 21.

Eventually, the PCs come upon a clearing of sorts, a large sinkhole which forms a kind of natural amphitheater deep in the heart of the swamp, a semi-circle half-bowl going down a gentle hill littered with oddly symmetrical stones set into the earth like seats. At the bottom is flat clearing about 60 feet across, with a crude stone altar, worn smooth and rounded with centuries of age and the ravages of nature at the back. It's flanked on both sides by large braziers (at least 4' tall) that are belching red fire and a pungent smelling odor from a drug-like incense burning within. Because of the fire, it's impossible to see behind the altar; the night is like a curtain of black behind the red illumination. Totems and ruined stone structures are everywhere, dating back hundreds of years. It's an archaeologist's dream. These depict crude carvings of what appear to be snake-men subjugating humankind, with a great serpent encircling the world.

Illuminated at the center, tied to the altar, is a young woman clad in a white gown (or a young man in white ceremonial robes, if you prefer!). The victim is struggling and whimpering, though they have largely been overcome by the incense and cannot get free. If Missy and Doris were taken during the events at the roadhouse, they may well be the victims, which would be an ideal connection to make. Indeed, you could have one or both of them as the victim anyway, and simply handwave that the PCs have no idea how the cult got them here.

THE FINAL BATTLE

Before the heroes can take action, call for constitution saving throws at CC 21; those who fail partially succumb to the incense, fighting at -2 for the entire time they are present. Their enemies, by comparison, have learned to use the smoke, and suffer no penalties.

As the group gazes down into the amphitheater, the smoke behind the altar seems to solidify, and a giant, nightmarish creature with a humanoid body with vicious clawed hands, the long, winding neck and head of a cobra, and four writhing tentacles writhing at its sides steps forth. Doctor Serpent raises the knife to kill the girl—it appears the group has arrived both too late and just in time.

The essence of the Serpent God has been summoned, and if the group doesn't do something fast to disrupt the ritual, the victim will become a sacrifice. Should this happen the Serpent God will merge with Doctor Serpent, who will become a vessel for Yig's power. While the heroes have no idea precisely what that means, they're all sure it's not good.

Standing between them is Dr. Serpent, completing a ritual evoking the great Serpent God Yig, and holding a twisted dagger high over his head. He looks about to kill the victim. Unfortunately, between the heroes and Dr. Serpent are at least a dozen cultists, half of whom throw off their robes to reveal that they are inhuman creatures with serpentine heads!

DISRUPTING THE RITUAL

Disrupting the ritual and freeing the girl is the best bet for the PCs, as if the ritual is incomplete, the creature will become a wild card that will need to be dealt with, but will not be under the control of Doctor Serpent. Any sorcerer will know this to be true without a roll being necessary. A successful check at CC 20 using Legend Lore (intelligence) or Spellcraft (wisdom) will allow the PCs to deduce the information, if the player doesn't assume it already.

Shooting at Doctor Serpent is possible, though all such shots are at -4 for range (he's at long range for a pistol shot) on top of any other modifiers. The heroes will need to get at least two-thirds of the way towards the bottom of the amphitheater to be within range to shoot him at no penalty—the central platform at the bottom of the sinkhole is a rough circle approximately 60 feet in diameter, with the altar at the very center.

In addition, until someone gets there to physically interfere, each successful attack will buy them perhaps one round; the Doctor will attempt to kill the victim each round unless he is directly and physically hindered, or the victim is cut free and helped to safety (they are too drugged to flee on their own).

This leaves the question of how to do it, exactly. It's not possible to simply run past the cultists and snake men. One or more characters could feasibly, however, work on creating an opening for others to get through. As the Game Master, hear the players' plans of action, and let it play out as you feel best. Though it's difficult, the heroes should have a reasonable chance of rescuing the victim.

A THREE-WAY BATTLE

If the player characters get it right, then true to form, the demon-god begins to wreak havoc, destroying everything in its path. At this point, chaos and a pitched three-way battle of sorts will erupt. The group will have to contend with the temple denizens to fight their way out as the God in the Dark wreaks havoc throughout the complex.

The final showdown should be against both the Serpent God and Dr. Serpent, who has one last surprise up his sleeve: in the

shadows flanking the stage are two minions of Yig, creatures similar to the serpent men, but with longer necks, and a wide hood. They will emerge to defend their master as soon as he is placed in jeopardy.

While the serpent god is very powerful, the GM should consider that other creatures it is trying to kill (including the PCs own enemies) are fighting against it for their lives, so it's feasible to reduce its maximum hit points as the battle progresses. Make sure you account for the fact that it's a threat to everyone!

At the end of the battle, Doctor Serpent should survive to fight another day—or at least, the villain's death should be left unconfirmed. When reduced to zero hit points, Doctor Serpent races off into the darkness, doubtless pursued by our heroes. By hook or by crook, the criminal mastermind either throws himself or is driven into the murky waters of the swamp, where his body vanishes into the depths....

Order of the Dragon Cultists (6) *(These evil humans have vital stats HD 3d10 (21 HP), AC 15, move 30ft. Their primary attributes are Physical. They attack by Luger pistols for 1d10 damage (ROF 3, Acc +2, Rec -2) or large knives for 1d6. Their special abilities are: hide, move silently.)*

Serpent Men (6) *(These evil medium humanoids have 2d8 HD (9 hp), AC 16, Mv 30'. Their saves are P, M. They attack via 2 claw and bite (1d2, 1d8) or by sword (1d8). Their special abilities are alter form (they can appear human), tremorsense (they can see in absolute darkness by sensing movement).)*

Minions of Yig (2) *(These evil medium humanoids have vital statistics 4d8 HD (24 hp), AC 17, Move 40ft. Their saves are M. They attack via two claws (1d6) and cobra bite (1d6 plus 4d6 poison. A successful constitution save negates the poison damage. They can only inject poison 5 times per 24 hours).)*

The Serpent God *(This large monstrosity has vital statistics 13d10 HD (80 hp), AC 19, move 40ft. Its saves are P. It attacks via two claws (1d8), four tentacles (1d6 each plus blood drain) and bite (1d6). Its special abilities are blood drain—when a tentacle strikes, it sticks and inflicts 1d4 damage per round. While grabbed in this way the victim is incapacitated. Breaking free requires a strength save (CC 26) by the victim or a strength check (CC 26) by another. Once it has gripped a victim, the Serpent God cannot use that tentacle to grip another. It can choose not to grip a victim if it wishes. Finally, due to its massive size, it can attack foes up to fifteen feet away.)*

Doctor Serpent *(This medium human(oid?) has vital statistics 13d8HD (65 hp), AC 19, move 40ft. Their Primes are Dex 16 (+2), Wis 15 (+1), Cha 18 (+3), Int 13 (+1). They attack via sabre (+10/1d8+1) and knife (+9/1d6) or by psychic powers. Their special abilities are psychic senses (wis; sixth sense and sense psychic phenomena), legend lore (int), use/brew poisons, Obfuscate (cha; invisibility), Mesmerism (cha; victims enthralled; will sleep or obey one sentence command for 1 round), mental stun (wis; victims take no action for 1d4 rounds); combat awareness (int; add intelligence and dex bonus to combat); telemagery (cha; psychic illusion)*



DENOUEMENT

In which the villain absconds, but our heroes defeat his plans and live to fight another day.

Assuming the PCs are victorious, they can get the victim out of the clearing and back to civilization. Reporting the incident to the police will result in an investigation, with the F.B.I. combing the Bayou for evidence of the cult, who have of course made themselves scarce. Tennessee can claim credit for finding the ancient temple, and an archaeological expedition will be established to catalog and study the site.

The group can call or cable Mackie to give her the lowdown on what's going on. She's seriously disturbed at this attempt by Doctor Serpent to summon Yig into the world, and is ready to rededicate the Brotherhood once more to tracking down the Order of the Black Dragon and wiping them off the face of the earth.

All in all, evil has been punished once again, and the Brotherhood of William St. John lives to fight another day!

We hope you've enjoyed this introduction to Amazing Adventures, the multi-genre role playing game that allows you to play any kind of game you can imagine, from two-fisted pulp adventure to high-flying science fiction, swashbuckling action, modern urban fantasy and beyond. While we've given you an overview of how the game plays, this module just barely scratches the surface of everything you can do with **Amazing Adventures**, its sister game (and our flagship) **Castles & Crusades**, and the entire line of SIEGE Engine games. If you liked what you've seen here, by all means check out more AA at <http://www.trolllord.com/>

PRE-GENERATED CHARACTERS

The following pages all have pre-generated characters to begin play immediately.



JAMES “BUCKY” NEWSON

Ace mechanic, engineering whiz, and gadgeteer. Bucky is a fearless sort who always has a smile on his lips and a bad tendency to leap before he looks. He’s the most swashbuckling of the group in terms of personality, and believes there’s no problem that science and technology cannot solve. He looks up to Errol Flynn and tries to emulate his dashing feats of derring-do, and desperately hopes that someday Natalya will be able to introduce him to his swashbuckling idol. He is, to his eternal embarrassment, quite in love with Mackie, but knows that she doesn’t look upon him the same way. Still, he gets a bit flustered due to these feelings, which get the better of him all too often. He sees in Tennessee O’Malley a kindred spirit, at least in terms of his outlook on adventuring, but distrusts Marie Laveau, who trafficks in forces that are most certainly not scientific.

Appearance: Sandy brown hair, mop-style, blue eyes, a broad, angular smile and sharp features.

Costume Description: Bomber jacket, short gloves, scarf

Abilities:

Class/Level: Gadgeteer 5

Abilities: Str 10 (0) Dex 16 (+2) Con 13 (+1) Int 18 (+3) Wis 13 (+1) Cha 11 (+0)

Primes: Str, Dex, Int

Move: 30ft.

AC: 16

BtH: +1

Hit Dice: 5d6+5

Hit Points: 25

Class abilities:

- Gadgets (See below),
- On-the-fly gadgets (See below),
- Jury-rig (intelligence; can affect emergency and sometimes miraculous repairs and keep broken machines running so long as he constantly is able to tinker with the broken parts)

Fate Points: 10(d8)

Languages: English (Native), French, German, Spanish

Gear: Tool kit, utility belt, gadgets (See below)

Gadgets:

- Radium pistol (2d6+4 damage, +5 to hit, malfunctions on a roll of 1);
- Electro-sword (2d8+5 damage—1d8+5 of which is electrical—can use as normal sword for 1d8 damage);
- Refractive cloaking filter (Lasts for 2d6 rounds before needing a 1-hour recharge; grants +2 AC and +2 to stealth-based checks; while in use, Bucky can add his level to dexterity checks to hide and move silently).

On-the-Fly Gadgets: Once per session, Bucky can create a gadget “on the fly,” which produces a very minor effect. It cannot deal damage (though feasibly it could briefly stun



someone if they fail a saving throw). Such effects require the GM’s approval. These gadgets represent things Bucky thought to bring along, and Bucky should announce such gadgets by saying something along the lines of, “Hey, it’s a good thing I brought these new nightvision goggles I’ve been tinkering with!” When the gadget is produced, Bucky must make a CC 19 Intelligence check; if he fails, the gadget malfunctions. After his one “free” use per session, Bucky may produce other such on the fly gadgets by spending Fate Points (1 Fate Point allows 1 on the fly gadget). Gadgets produced using Fate Points use the same rules (including the CC 19 Intelligence check).

TENNESSEE O'MALLEY

O'Malley is the consummate adventuring archaeologist with the spirit of a rogue, the heart of a hero, and the ethics of a pure historian. He is cynical, wise cracking, cocky, overconfident, uncouth, and arrogant, but there are few in the world who can be considered more expert in the worlds of archaeology and myth and legend. The one area about which he is humble is that he obtained his PhD from Southwestern University instead of an Ivy League school, such as Harvard or Yale, but he will quickly defend the fact that his PhD is as good as any other when it comes down to brass tacks.

His fast, two-fisted style has gotten him into as many scrapes as it's gotten him out of, and he intends it to stay that way. After all, who wants to die a decrepit old man in a bed? Better to make a name for himself while he can. He's seen a lot in his day, and values the knowledge of Marie Laveau and the instincts and skills of Natalya Abramova, though he has difficulty trusting either of the women, Natalya because of her past and Marie due to the dark forces with which she trafficks. He considers Bucky Newson a trusted friend and companion, and respects the leadership of Mackie Gleeson, with whom he has a deep friendship. He has a quiet bond with Savage Steve, whom O'Malley respects for his simple and direct ways, and while O'Malley may give Steve a hard time, that's his prerogative and nobody else better mess with the gentle giant.

Appearance: Long, chiseled features, dirty blonde hair, neatly cut and parted, piercing gray eyes.

Costume Description: Leather jacket, gloves, fedora, safari gear

Abilities:

Class/Level: Raider 5

Abilities: Str 9 (0) Dex 18 (+3) Con 9 (0) Int 16 (+2) Wis 16 (+2) Cha 13 (+1)

Primes: Str, Dex, Int

Move: 30ft.

AC: 17

BtH: +5

Hit Dice: 5d10

Hit Points: 41

Class abilities:

- Cryptolinguist (translate unfamiliar texts with an Int check),
- Disguise (charisma; can blend in with any cultural group),
- Legend lore (intelligence; extensive knowledge of history, myth and legend),
- Traps (set, find and disarm; wisdom),
- Resist elements (+2 to save against fire, blunt, air, cold and electrical attacks),
- Two-fisted (can fight with a weapon in each hand),
- Weapon finesse (can use dexterity instead of strength in melee with light weapons)



Fate Points: 9(d8)

Languages: English (native), Latin, Greek, German, French, Arabic, Spanish, Russian, Gaelic, Aramaic

Weapons:

- (2) Colt New Service Revolvers (1d12 damage);
- (2) Tomahawks (1d6 damage);

Other Gear: Notebook, pen, cigarettes, lighter, knapsack, digging tools, translation codices, 100 yards of twine

“SAVAGE” STEVE McDERMOTT

Savage Steve is a simple sort, a dock worker and brawler who generally prefers the company of his pet Rottweiler Bluto to that of people. He’s a gentle giant who, while he loves a good fight, doesn’t like to start trouble or hurt people and will avoid it if possible. When troubles come, however, he is more than happy to put an end to them.

Steve sees in the Society a chance to give back something to the world, by protecting those weaker than him, and doing a service to humanity. He has spent his life attempting to atone for the accidental death of his childhood best friend Larry, who died in a horrible accident after Steve dared Larry to climb the walls of an old building, which collapsed mid-climb. When Steve failed to come forward with the truth, another boy was arrested and jailed for the accident. Steve never heard from the boy again, and has ever since carried a deep guilt over the event. This is a secret he doesn’t share, but which has defined his sense of right and wrong ever since.

Steve likes Bucky immensely, though he feels protective of the gadgeteer due to Bucky’s penchant for taking unnecessary risks. Marie Laveau and Natalya Abramova (The Fox) make him very uncomfortable, but he trusts Mackie with his life and has faith that she would not allow the two into the Society if they didn’t have the proper moral outlook and skills to share. As far as Mackie goes, Steve holds himself up as her conscience, in a way—when she needs reminded about the mission of the Society, or that she is not better than those the Society seeks to help, he never hesitates to offer the gentle reminder.

Appearance: Bald, thick brown handlebar moustache, brawny, small eyes, not much of a neck.

Costume Description: Dirty t-shirt, worn britches, worker’s boots, suspenders

Name: “Savage” Steve McDermott

Class/Level: Pugilist 5

Abilities: Str 18 (+3) Dex 16 (+2) Con 16 (+2) Int 9 (0) Wis 13 (+1) Cha 9 (0)

Primes: Str, Dex, Con

Move: 40ft.

AC: 15

BtH: +4

Hit Dice: 5d12+10

Hit Points: 50

Class abilities:

- Animal companion (has a pet Rottweiler with uncanny loyalty; see below. His pet acts on the same initiative as he does)
- Down and dirty, (Strength; may grapple others with a successful strength check at +2; opponent’s AC=15 +Str or Dex mod +2 for large opponents. When he grapples another, he automatically inflicts 1d8 damage per round. Opponents must make a strength check at CC 26 to break free).



Tough as nails, (+2 to all constitution saving throws)

- Unarmed attack (1d8 damage)
- Deflect missiles, (Dex save CC=attack roll negates any ranged attack once per round. If he beats the attack roll by more than 5, Steve catches the projectile instead of deflecting. Works on bullets as well as thrown or archaic missiles).
- Fast movement. Steve can move 40ft. per round

Fate Points: 10(d8)

Languages: English (Native)

Attack:

Unarmed (punch or kick) 1d8

Slingshot (1d8)

Companion:

Bluto the Rottweiler (*This medium dog has vital stats HD 3d8 (16 hp) AC 15 Move 50 ft. Its primary attributes are Physical. It attacks by Bite (+6 to hit; 1d8+3 damage). Its special abilities are scent (+2 to track by scent), trip (when bites, opponent makes dexterity save or is prone and loses initiative next round), twilight vision (see as well in dim light as in daylight). He is trained to obey simple commands from Steve (attack, defend, stay, heel, come, etc.)*)

MARIE LAVEAU

Ostensibly the granddaughter of the original Voodoo Queen of New Orleans, here's what people don't know about Marie: she is, in fact, the original Marie Laveau. In order to deflect questions, she masquerades as your own granddaughter, but in truth she made a deal with the Ghedi Loa (Voodoo Spirit) Baron Samedi—also known as Death—in 1881 to remain on this world, when she became uncertain of what awaited her beyond the Pale.

Laveau's youth was restored and she will not age so long as she continues to send Death corrupted souls and send those who have returned from the netherworld screaming back to Hell. Her necromantic skills have served her well in this capacity; unfortunately, she is no longer the powerful sorceress she once was—along with her return to youth, her skills also atrophied, and she has been working for decades to build them back up. The Society has granted her the ability to both re-hone her skills and continue her work for Samedi. Unfortunately, immunity to harm did not come with the eternal youth, and she tends to be cautious because she doesn't want to get killed before she's sure she has been redeemed.

She respects Mackie very much, and genuinely likes Tennessee. Natalya in some ways seems a kindred spirit, even if her talents are innate and less magical in nature. She gives Steve his distance, since she is wise enough to know his simple mind can't grasp the power she wields. Marie has something of a rivalry with Bucky, who doesn't respect her power, and she in turn has something of a disdain for his reliance on technology.

Appearance: Dark-skinned Haitian-Creole mix, piercing black eyes, a serious expression, hauntingly attractive with angular features.

Costume Description: Ceremonial robes, shawl (scarf), short gloves

Class/Level: Arcanist (Wisdom) 5

Abilities: Str 10 (0) Dex 13 (+1) Con 16 (+2) Int 13 (+1) Wis 18 (+3) Cha 11 (0)

Primes: Dex, Con, Wis

Move: 30ft.

AC: 15

BtH: +1

Hit Dice: 5d6

Hit Points: 30

Class abilities:

- Spellcraft (wisdom; with a successful check, Marie can identify all manner of supernatural phenomena, spells being cast by other sorcerers, or call forth knowledge about matters related to occultism or arcana)
- Spells (See below; Marie must choose a certain number of spells from her repertoire to prepare each day. She can prepare any six 0-level spells; five 1st-level spells, and three 2nd-level spells. To cast a spell she has prepared, she spends MEP equal to the spell's level plus one (0-level: 1 MEP, 1st-level: 2 MEP, 2nd-level: 3 MEP), and make a

wisdom check with a CC equal to 18 plus the spell level. If she fails her intelligence check, she loses the MEP, may not cast that spell for 24 hours and suffers 1d4 points of temporary damage per level of the spell. This damage returns at 1d4 points per hour.

Fate Points: 10(d8)

MEP: 36

Languages/Knowledges: English, French

Attacks:

Browning 1910 (1d8 damage),

Ceremonial dagger (1d6),

Other Gear: assorted pungent herbs, fetishes, cloth bags, tarot deck, needles, spell components and book of shadows

Spells known:

(0-Level) –

- Blinding Flash: All in 10' radius make Con save or blinded for 1 round.
- Detect Magic: Detect active magical aura and strength within 50ft.
- Detect Poison: Detects poison in 1 creature or small object.
- Endure Elements: Protects from natural elements/weather
- Message: Short, whispered communication with another up to 450ft away.
- Purify Food/Drink: Purifies 5 cu. ft. of food or water
- Prestidigitation: Perform minor effects: clean, color, warm, puff of smoke, etc.

(1st-level) –

- Bless: Allies gain +1 to hit, +1 save vs. fear for 5 min.
- Command: Subject makes Cha save or obeys 1-word command for 1 round.
- Cure/Inflict Light Wounds: Touched target loses or heals 1d8 hit points.
- Detect Undead: Reveals undead within 60ft.
- Faerie Fire: all in 10ft area glow for 5 min.; +1 hit the affected; negates concealment
- Invisibility to Undead: Undead cannot see caster for 50 min
- Turn Undead: 1d6 undead make wis save or flee for 1 min

(2nd-level) –

- Aid: as Bless, but also 1d8 temporary hit points
- Armor: +4 to AC for 5 hours.
- Charm Person/Animal: Target charisma save or regards caster as trusted friend
- Consecrate: 50x50ft. area holy for 10 hrs.; undead -1 to rolls; others +1 vs undead
- Detect Traps: Reveal traps within 50ft.
- Lesser Restoration: Removes attribute damage for one attribute.



NATALYA “THE FOX” ABRAMOVA

This Russian beauty is an up-and-coming starlet in Hollywood; her face is just beginning to grace the papers and her films just beginning to give her name recognition. What would her adoring public do if they knew that she was also The Fox, a notorious cat burglar wanted for robbing several museums and jewelry merchants throughout the world? Indeed, the very saber and parrying dagger she wields were said to once belong to Nicholas I of Russia; she, of course, liberated it from the New York Metropolitan Museum while it was on temporary exhibit there. Its silver edged blade has served her well against some of the more unnatural foes she’s had to face, as have her unique talents—psychic abilities learned from a secretive group of Tibetan monks, which she also keeps well hidden from your adoring public.

So far as the Society knows, Natalya is reformed, and really, she does her best to stay on the right side of the law. It’s just that sometimes the thrill of a good burglary is too much to pass up! She gets along with Marie, and likes Steve a lot—his simple-minded ways are refreshing next to the hypocrisy of high society. She respects Mackie as leader of the group, but in many ways Mackie is representative of all Natalya dislikes about the upper class. Bucky is incredibly cute, and Natalya has resolved to one day bed him, but she finds Tennessee too gruff and uncouth for her tastes, though she deeply respects his tenacity and abilities as both a scholar and a warrior.

Appearance: Slender, athletic build, fiery red hair, crystal blue eyes, soft, round features.

Costume Description: Dark blood-red martial arts uniform, stylized fox mask, gloves, sash, cloak

Class/Level: Mentalist/Hooligan 4

Abilities: Str 10 (0) Dex 13 (+1) Con 11 (0) Int 16 (+2) Wis 13 (+1) Cha 18 (+3)

Primes: Dex, Wis, Cha

Move: 30ft.

AC: 17

BtH: +1

Hit Dice: 4d6

Hit Points: 15

Class abilities:

- Back Attack (triple damage when hitting unaware opponent from behind)
- Climb (Dex; climb sheer surfaces; CC based on surface),
- Hide, (Dex; CC=18+viewer’s HD)
- Move silently, (Dex: CC=18+opponent HD)
- Listen, (Wis: CC based on noise volume)
- Open lock, (Dex; CC based on lock complexity)
- Sneak attack, (+2 hit, +4 damage unaware opponents within 30ft.)
- Pick pockets, (Dex: CC=18+opponent HD)
- Traps, (Int; find, remove, set: CC based on individual trap)



- Meditation, (Wis; 1 hour=2 hours sleep; double natural healing; CC 18)
- Mental resistance, (+2 all mental saves)
- Psychic senses, (Wis; detect energy, general sixth sense impressions)
- Two-fisted, (Fight with light weapon in each hand at -2 each hand)
- Weapon finesse (Use dex instead of strength with light weapons in melee)

Fate Points: 8(d8)

Languages: Russian (native), English, Street Lingo, German, Spanish,

Attacks:

Saber (1d6+2 damage, silver edged),
Main gauche (1d6+2 damage silver edged),
(2) TT Tokarev pistols (1d10 damage),

Other Gear: knapsack, grappling hook, cord/rope, lock picks, glass cutters

Psionics:

- Obfuscation (Cha; CC=18+observer’s HD: Remain unseen or unrecognizable/indescribable)
- Combat Awareness (Int; CC=18+opponent’s HD: use Int bonus in addition to Dex bonus in combat, including for AC; make Int save vs. Hooligan attempting to back stab)

“MADDIE” MEDUSA BLACK

Maddie Black is a private detective in New Orleans, and a new member of the Brotherhood of William St. John (AA p. 175). She is close friends with Marie Laveau, Tennessee O'Malley, Mackie Gleeson, and Natalya Abramova after a too-close encounter with the Yig-Worshipping Order of the Dragon and their mysterious leader, Dr. Serpent.

Maddie is, in fact, a direct descendant of the original Medusa, and has inherited some of the ancient Gorgon's powers through her family line. These she uses in her nightly quest to punish evil, though she goes to great lengths not to petrify people, as she views it as the worst kind of torture, and she's not fond of torture.

Maddie is a serious type and can be abrasive and harsh at times. She does, however, have a big heart and has a very hard time looking the other way when there is someone in need. She knows, however, that sometimes doing the right thing means walking on the wrong side of the law, and when she sets her sights on a goal, she is single-minded in her pursuit of the ends which often puts her in danger of those ends justifying her means.

Appearance: Attractive young Stella with golden hair, piercing blue eyes and a smile that could melt a Jake's heart. That is, until she focuses that gaze on you. Then it's all writhing snakes for hair, serpentine eyes, and horrific scaly skin.

Costume Description: Blouse and Slacks, Scarf, Trench Coat, Fedora, Gloves

Class/Level: Powered 5 / Gumshoe 2*

Abilities: Str 10 (0) Dex 16 (+2) Con 13 (+1) Int 13 (+1) Wis 16 (+2) Cha 13 (+1)

Primes: Dex, Cha, Int

Move: 30ft.

AC: 16

BtH: +5

Hit Dice: 5d8

Hit Points: 27

Class Abilities (Powered +5):

- Powers (See below) (Maddie must make a wisdom check to activate her powers; the CC is indicated in each power. Failure means the power fizzles. A roll of natural “1” could mean some sort of backlash at the GM's discretion.)
- Iron Will, (+2 wisdom saves, +1 to all wisdom checks involving perception or willpower, including her powers)
- Overwhelming Personality, (+2 charisma saves, charm person as spell: Cha CC=12+target's HD)

Class Abilities (Gumshoe +2):

- Climb (Dex; climb sheer surfaces; CC based on surface),
- Cat and Mouse,
- Hide, (Dex; CC=18+viewer's HD)
- Move silently, (Dex; CC=18+opponent HD)
- Take 'em Down, (+2 to hit and damage against criminals and thugs)



- Precision Shot

Fate Points: 4d8

Languages: English (native) Greek, Spanish, French, Creole

Attacks:

Colt 1911 (1d12),
Bowie Knife (1d6)

Other Gear: Handcuffs, Notebook and Pen, Camera, Fifth of Bourbon

Powers:

Petrify (CC 27; victim makes Con save or turns to stone. If fail by more than 5, transformation instant. If fail less than 5, Hold Person and save again next round. If they fail on the next round, they turn to stone. Maddie can choose to let victims go during Hold stage; if she does they slowly recover in 15 minutes.)

Command (CC 21; Target obeys a one word directive for 1 round unless they make a charisma save).

Charm Person or Animal (CC 21; target makes charisma save or regards Maddie as a trusted friend and ally for 5 hours)

Emotion (CC 24: All intelligent living creatures within 25' make charisma save or affected by powerful emotion of Maddie's choice: despair (-2 saves, checks, attacks and damage), fear (flee or cower in terror), hate (compelled to violence; +2 saves checks, attacks and damage) or rage (blind fury and wrath; +2 to strength and con scores; +1 save vs. fear; -1 AC). It lasts as long as Maddie concentrates.)

*Unlike other characters, Maddie doesn't add her full level to all rolls. When using her powered abilities, Maddie adds the full +5; when using Gumshoe abilities, Maddie adds +2.

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