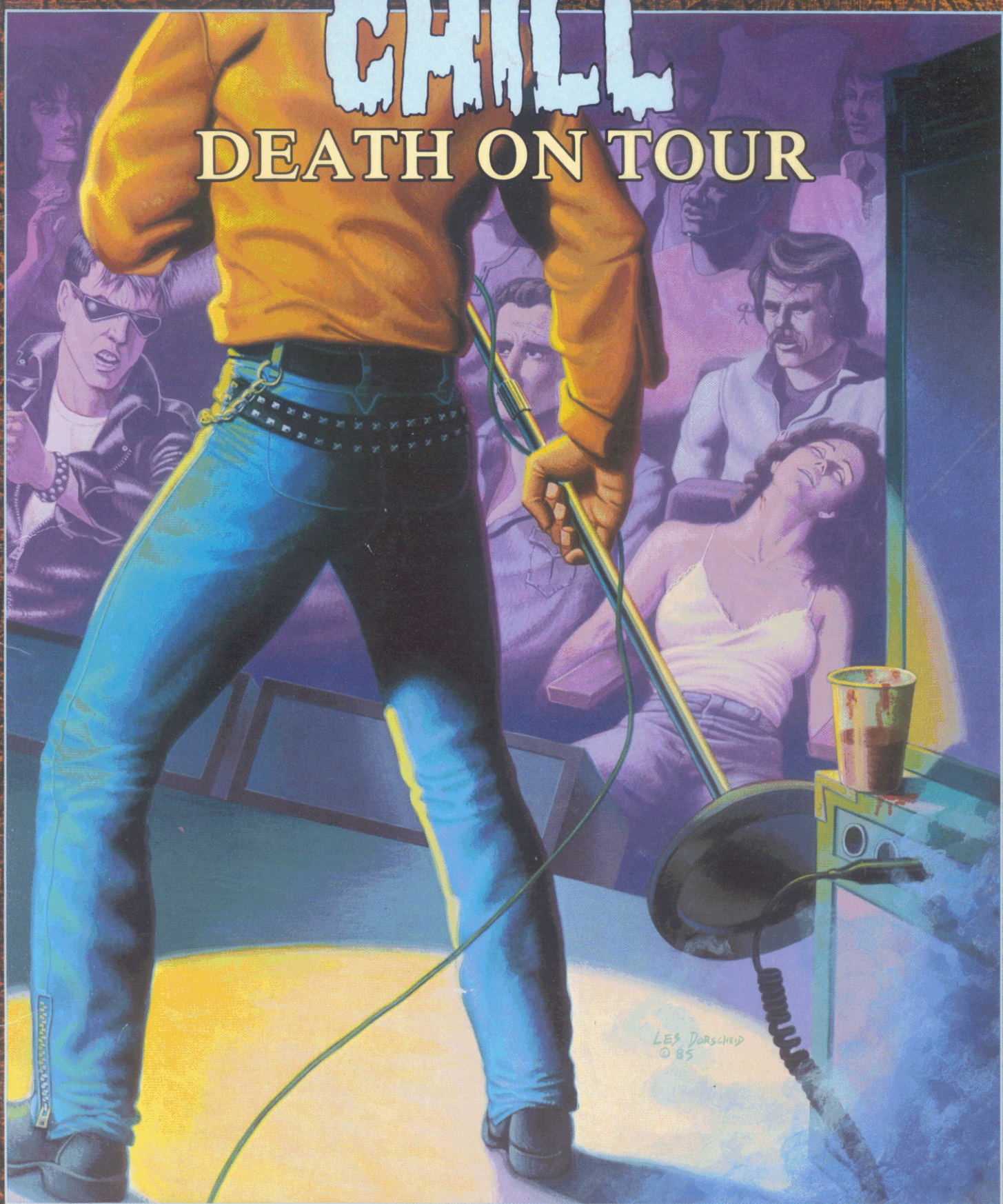


ANOTHER

ADVENTURE

CHILL DEATH ON TOUR



by Jon Brunelle

Pacesetter

CHILL™

DEATH ON TOUR



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I. Introduction

Dear Carol,

I'm real glad you're visiting this summer. There's this real cute guy named Keith I want you to meet. He's Burt's best friend, and it would be great if we could go out together and stuff.

You want to see Jackson Jammer and Van Helsing at the amphiteater? Keith says he can get tickets real easy. It'll be AWESOME! Burt thinks Jammer is the best guitarist in the world.

But don't say anything about this to my folks. Those weird concert murders and the talk about vampires have got them all worked up. Can you believe it? I'm sure some vampire is going to bite us on the neck in front of 2,000 people!

Anyway, get down here soon. It's going to be INTENSE!

XXXXX
OOOOO

Luv ya,
Vicki

P.S. You're not scared, are you?

Turn up the volume, because "Death on Tour," another horrifying CHILL™ adventure, is about to begin. If you intend to play as a character, stop reading now. The rest of this booklet is for the CHILL Master's (CM's) use only.

USING THIS SCENARIO

The *Introduction* provides all the information needed to prepare for the adventure. It includes a story summary, new Evil Way disciplines, descriptions of important nonplayer characters (NPCs), dreams for Clairvoyant/Prescient player characters (PCs), and other helpful information.

Parts II through V contain the different episodes of the adventure.

Pregenerated Characters provide ready-made characters the players may use if they wish. These can be found on the center pages of the book-

let and may be removed or photocopied and given to the players.

Maps give either the CM or the players a view of important encounter scenes.

Players Aids consist of handouts given to the players at appropriate times during the adventure.

THE STORY

The PCs must investigate the concert vampire killings. These murders always occur during performances by the rock band Van Helsing, and the victims always die of blood loss. The PCs eventually discover that the perpetrator is lead guitarist Jackson Jammer, a century-old vampire.

If the characters succeed in destroying Jammer, they discover a letter in his pocket that tells them about a Los Angeles based music agency that has booked other musician-creatures in different parts of the country—the Carnivores, a band of new wave ghouls in Cleveland, and Felicia Fey, a jazz pianist based in Las Vegas.

Finally, after eliminating all the monster talents, the envoys must face the wrath of the musicians' manager, Max Mogul, a loup du mal, the deadliest of werewolves!

SKILLS

The following skills will aid the player characters in "Death on Tour":

History
Investigation
Journalism
Legend/Lore
Medicine
Lockpicking
All combat skills

Journalism will be particularly valuable to the party. If no party member has this skill, the CM can provide an NPC who does.

All tables for use in determining Research skill results appear on p. 31.

DISCIPLINES

The following disciplines of the Art will help the characters in this adventure:

Restore Stamina
Mental Shield
Clairvoyant/Prescient Dream

Someone in the party should have the Clairvoyant/Prescient Dream discipline. The CM can provide an NPC with the discipline if necessary.

DREAMS

The dreams occur to any character using the Clairvoyant/Prescient Dream discipline of the Art. A PC using this discipline receives only one dream per week. The dreams occur in order as listed below.

Dream One

You're surrounded by coffins stacked so high that you can't see the walls of the room. As you pass among the coffins, you think only one thought, "I must buy one."

"And what style were you looking for?" say the mortician, who suddenly stands before you. "The silk-lined models are nice. No chafing."

You reply, "No, just a plain pine box is all I need." At these words, all the coffins vanish except for a simple pine box.

A music fan magazine hovers above the coffin. It flips open, and from its pages leaps a male guitarist. The man has no face. He steps into the coffin and lies down. Then a mallet and wooden stake fly out of the magazine and into your hands. You know what you must do.

After impaling the man's body with the stake, you're suddenly compelled to turn the box end for end. When you do this, it begins spinning of its own accord and moves so fast it becomes a blur.

Dream Two

You can fly. You sail down the city streets at an incredible speed, passing cars and turning at intersections. But, strangely, drivers and pedestrians don't seem to notice you.

You cross a sidewalk and turn toward a dilapidated house. Its front door bursts open and you fly through

the rooms, down the basement stairs, and into a hole in the basement floor. The hole opens into a tunnel, and its darkness frightens you, but you plunge onward against your will. Then, you see ahead a pair of eyes glowing red in the blackness. You try to stop yourself, but there's nothing you can do to keep from flying into the arms of the creature.

Dream Three

The huge pet store echoes with the cries and squawks of hundreds of animals. Many roam free, and birds fly overhead while monkeys and hamsters scurry over the floor.

The store's manager walks up and says, "I have just what you're looking for." He holds up a silver cage containing a black cat with an odd white patch at its throat. The cat gleefully plays with some catnip.

The manager says, "This pretty little thing is very temperamental, so it's important to keep her in this special cage. After all, you wouldn't want *this* to happen." He flips open the cage, and the cat hisses and leaps at you. Then, in midair, the cat changes to a sabre-tooth tiger. You fall backward under the horrible weight of the beast.

Dream Four

You're in a bookstore. Shelves filled with books tower above you. More books arranged in tall stacks rest against the walls. You want to inspect some of the titles, but a thick fog suddenly fills the room and obscures them.

You hear a low growl. Through the dense fog you can make out books falling from a nearby shelf, as if something were trying to get out from behind them. Then a powerful furry hand reaches through the opening. It gropes around, then seems to sense your presence and grabs at you with its sharp claws.

But before the hand can reach you, a book on the shelf above it opens and the pages flutter rapidly, finally stopping at a page smeared with blood. Drops of blood fall onto the groping



hand, the fur smokes and burns. An inhuman shriek comes from behind the books and the hand withdraws.

You leave the store with a sense of victory mingled with deep sorrow.

NEW EVIL WAY DISCIPLINES

Work of Art

Type: DIS	Cost: 20/Wpr/use
EWS: 125	Column: 1
Range: Touch	Area: One creation

With this discipline a creature can create a sculpture, a painting, a musical composition, or a literary work of great beauty. The creature's audience responds overwhelmingly to this beauty, even if the subject matter or style normally repels them. The artist can create works within only one of the categories just named. Though duration of creative activity varies depending on the size or complexity of the work, the creature can produce excellent material with marvelous spontaneity. For example, the creature may improvise brilliantly on a

certain musical instrument or write a perfect sonnet within minutes.

If the creature remains in the presence of its audience while they admire the work, their vulnerability to Subjection disciplines increases significantly: each member of the audience defends on one Action Table column lower than he or she would normally. No other adverse effects occur other than victims simply feel that the artist has genius.

The art work maintains its power as long as its creator lives in the Known World. If the creature is destroyed or banished to the Unknown, the work ceases to exist: paintings, sculptures, musical scores, prose, and poetry crumble to dust. Any photographs, replicas, and written descriptions of the creation fade away. Nor does any character remember its nature. He forgets lines and melodies, and pictorial images grow hazy in his mind. Though he remembers the work once existed, he no longer has any sense of what it was about.

The discipline can be used only by

creatures that can pass as human.

Slam

Type: DIS Column: 3
Cost: 1 Wpr/use Range: ¼ mile
EWS: 125 Area: 1 portal

A creature who uses this discipline can single out any portal—door, window, or gate—within 1/4 mile and cause it to slam shut. The portal holds fast; no one other than the creature can open it, no matter how much force is used. The creature breaks the hold simply by reaching out and opening the portal, just as anyone would do normally.

This discipline has one important prerequisite: the creature must have shut the portal normally sometime prior to using *Slam* on that portal for the first time.

Characters may use explosives to blast the door apart, or use a bulldozer to knock it out of the wall, but the door itself cannot be opened while the Slam is in effect.

THE SUPPORT CAST

NPCs

Jake Whitmore, S.A.V.E. Lawyer

STR	52	PER	62
DEX	36	PCN	60
AGL	50	STA	48
WPR	70		

Whitmore is a slim, healthy man of 38 with dark hair that has grayed at the temples. He dresses well and speaks intelligently and so makes a good first impression. He has worked with S.A.V.E. for five years.

Whitmore will defend the PCs in court after they're arrested and will speak on behalf of Central Headquarters.

Geralynn Gish, Reporter

STR	60	PER	66
DEX	48	PCN	68
AGL	46	STA	54
WPR	76		

Skills	Rank	Score
Journalism	Teacher	94
Investigation	Teacher	95



Gish is an attractive 27-year-old. She's fond of dressing rock-style: wrist bands, loud shoes, wild hair styles, and the like.

Gish works as a reporter for *Satisfaction Music Monthly* magazine. Her startling interviews with rock 'n' roll's biggest stars are distinguished by the secrets she worms out of her subjects. She has said, "I love to discover their *real* secrets. None of them can hold anything back from me."

Introduced to the PCs by a brother who is a S.A.V.E. envoy, Gish accompanies the party throughout the adventure. At first she's excited about discovering the Unknown at work in the music business, but she grows increasingly uneasy as the scenario unfolds. She wants her own way and sometimes throws childish tantrums. But the PCs need her assistance and must deal with her as best they can.

CREATURES

Jackson De La Croix (Jackson Jammer), Vampire

STR	40	PCN	100
DEX	135	STA	60
AGL	40	EWS	135
WPR	80	FEAR	6
PER	50	ATT	2/40%



Movement: Variable according to form of the vampire: vampires can sprint in human form without Stamina loss; can move as mist or fog 75' per round.

Disciplines: Change Self (to mist or fog), *Time Stop**

Manipulation: Yes, when in human form.

IPs: 540

*This form of *Time Stop* is automatically successful within the intended range and area with the following exceptions: the cost is 2 Wpr/round; any character wearing a silver indalo does not fall victim to it.

In 1836 Jackson Jammer was born Jackson De La Croix, a slave on the De La Croix plantation in Louisiana. As a boy he showed musical talent, and by the time he was 15 he could play virtually any stringed instrument.

In 1856 Jackson died from a vampire bite (the plantation records say snake bite) and then terrorized the plantation himself as a vampire. He continued his musical activities over the years, modifying his performing style as popular tastes changed. He now plays lead guitar for the rock group Van Helsing, and critics regard him as a fine musician.

Jammer has a unique method of claiming victims: he uses his special form of *Time Stop* during a concert, drains the blood of his victim while the audience is frozen in time, ends the discipline, then resumes playing. The result is that the victim seems to have collapsed and died from an unknown cause. How the victim's blood was drained remains a mystery.

Jammer rests in the bathtub of whatever hotel suite he's staying in at the time—he does not require a coffin or native soil. While he rests, Frankie the Golem (see blow) guards the entrance to the suite and turns away intruders.

Jammer has special qualities that distinguish him from others of his kind:

1. Unlike other vampires, Jammer can cast a reflection, and does appear on film, an important consideration, given the music video market.

2. Jammer does not die when ex-

posed to sunlight. However, his powers substantially diminish. He can't use his Evil Way disciplines during daylight.

3. Jammer must rest to regain Willpower and Stamina, but he needn't do it during the day. Very often, Jammer rests just after a performance.

While Jammer is resting, he appears dead. He doesn't breathe, there's no heartbeat, his body is cold to the touch, and his hands are neatly folded as if he's lying in state. But he can hear sounds and wakes up if a PC approaches.

4. The following offer protection against Jammer:

- A silver indalo which makes the wearer immune to Jammer's use of the Evil Way discipline *Time Stop*.

- Any religious symbol, including a cross, crucifix, Star of David, Patriarchal Cross, etc. Jammer doesn't cower and flee, but he won't come within 2½ feet of them.

- Mint, the odor of which within 2½ feet drives Jammer from the immediate area.

- Garlic, which has the same effect as mint.

- Salt, when spread in an unbroken line across a door, window, or other entry or ext. It acts as a barrier which Jammer cannot cross. If the line is broken or interrupted, Jammer can pass at the point of the break.

5. To destroy Jammer, a character must drive a wooden stake through his heart, place his body in a wooden coffin, and spin the coffin immediately, end for end, in circles. If the stake is driven through the heart and the body not placed in a coffin, or if the body is placed in a coffin which isn't spun, Jammer remains "dead" until the stake is removed or disintegrates with time. After the stake is gone, Jammer returns to his normal activities. However, if everything is done properly, he won't be able to find his way back from the Unknown and the Known World will be free of him.

6. Jammer must claim a victim at least once every four weeks or he permanently loses 10 points of Willpower.

Felicia Fey, Bast

STR	90	PCN	90
DEX	60*	STA	100
AGL	125	EWS	125
WPR	120	FEAR	5
PER	76*	ATT	2/108%

**when in human form only*



Movement: L 225' A NA W 10'

Class: Corporeal

Type: Independent

Disciplines: *Blind, Change Self, Change Temperature, Influence, Steal Memory, Swarm* (unique form, *Teleport, Work of Art*)

Manipulation: yes, when in human form

IPS: 2000

Basts have the bodies of women and the heads of large black cats. They are intelligent, territorial hunters who regard humans in their territory as their prey. Apparently all basts are female creatures; no male bast have ever been found.

S.A.V.E. believes that these creatures were once associated with the tombs of ancient Egypt, perhaps as some type of guardian. However, in recent years they have been sighted in almost all civilized areas. Basts prefer to dwell in stylish older homes, if possible, near a tomb, mausoleum, or cemetery. They are very fond of antiques and often gather impressive collections of art and jewelry.

Most basts can *Change Self* to any form of large cat, sabre-tooth tiger, or human. In cat form, they always have a white, oval marking on or near their throats. In human form, basts appear

and act like beautiful, extremely well-dressed, stylish, vain women.

Basts attack only male victims. They often are subtle in this attack, frequently appearing to the potential victim in human form and toying with him in a flirtatious way before luring him to his destruction. A bast tends toward catlike behavior, often clinging near her intended victim, stroking his hair, or gently rubbing her head against his shoulder.

Basts stalk their prey with such remarkable silence and stealth that characters have to make a general Perception check with a -20 modifier to notice them before they attack. Basts usually attack in their large cat form, clawing and using their bite, which inflicts normal armed combat damage. In addition, any character bitten by a bast has a 15% chance to contract a form of lycanthropy and changes to some large, predatory cat just as a lycanthrope changes to wolf form.

Basts can use a unique form of *Swarm* to cause a swarm of cats (1-100 per minute); the type of cats that appear depends upon the local environment.

Basts have an aversion to water and must make a general check against their current Willpower in order to cross a body of water. They must also make a successful general check against current Willpower when presented with catnip. Failing this check means that the bast, in whatever its current form, immediately begins playing with (or in) the catnip and ignores completely whatever else is going on around it (unless, of course, it is attacked). This effect lasts for 1d10 rounds, or until disrupted by an attack.

Basts suffer Stamina loss from any form of attack but do not suffer normal wounds. They die instantly from any wound inflicted by a silver bullet or silver spear point.

When in human form, Felicia Fey is a jazz pianist working out of Las Vegas. She uses her *Work of Art* discipline to assure her professional success and to make her victims more susceptible to her *Influence* ability. Felicia can take the forms of a black

housecat, a sabre-tooth tiger, and a beautiful black-haired woman.

The Carnivores: (Zippy, Jimbo, Blade, and Ferd), Ghouls

STR	75	PCN	60
DEX	75	STA	60
AGL	75	EWS	125
WPR	50	FEAR	5
PER	45	ATT	3/60%



Movement: L 225' A NA WNA
Class: Corporeal
Type: Independent
Disciplines: Zippy—*Influence* and *Evil Eye*; Jimbo—*Influence* and *Halt*; Blade—*Influence* and *Quiet*; Ferd—*Influence* and *Enormity*.
IPs: 250 each

Zippy, Jimbo, Blade, and Ferd are young ghouls of the kind described in *Horrors from the Unknown*. They're able to pass as humans, although their appearance is not pleasant: their ears are a bit pointed and their hands have developed claw-like qualities. Together they perform as the punk rock band, the Carnivores.

The Carnivores work in Cleveland and live in an old two-story house long overdue for the wrecker's ball. The house was a bootlegger's headquarters during Prohibition, and the ghouls discovered that an underground tunnel connects it with a mortuary two blocks away, which was also involved in the bootlegging enterprise. Many months ago they *Influenced* the proprietor and he let them feed there on a regular basis. But recently Ferd impulsively killed the proprietor, so the Carnivores are now feeding on supermarket beefsteaks. Their

manager encouraged them to do this until the police investigation into the murder blows over, but they aren't happy about it.

Max Mogul, Loup du Mal

STR	90	PCN	90
DEX	30*	STA	75
AGL	90	EWS	150
WPR	90	FEAR	8
PER	80**	ATT	3/90%

*70 in human form
**in human form only



Movement: L 225' A NA WNA
Class: Corporeal
Type: Independent
Discipline: *Change Temperature*, *Invisibility*, *Hound*, *Slam*, *Steal Memory*, *Throw Voice*, *Wave of Fog*.
IPs: 2100

Max Mogul manages the creature-musicians. He hopes to infiltrate the entertainment business with even more talents from the Unknown and eventually to subvert it completely. In the meantime, he runs a book and game store in Hollywood that he uses as his headquarters. When not booking his musicians and chomping on humans, Mogul spends his time searching for and destroying copies of *The Book of the Wolf*, an old text that explains the proper method of killing a loup du mal.

Rick Coleman, Common Werewolf

STR	90	PCN	90
DEX	30*	STA	75
AGL	90	EWS	NA
WPR	60	FEAR	8
PER	60**	ATT	3/90%

*in human form
**in human form only



Movement: L 225' A NA WNA
Class: Corporeal
Type: Independent
Disciplines: NA
IPs: 800

Coleman is the manager of Max Mogul's book store. In human form he's a disgruntled looking man with short black hair who wears one earring. He and Mogul are responsible for a series of murders in Hollywood.

Frankie the Golem

STR	120	PCN	90
DEX	60	STA	105
AGL	60	EWS	NA
WPR	75	FEAR	5*
PER	30	ATT	2/75%

*only when attacking



Movement: L 60' A NA W NA
Class: Corporeal
Type: Servitor
Disciplines: NA
Manipulation: Yes
IPs: 500

Golems are artificially created men. They vary greatly in size, statistics, and manner of construction, and usually serve intelligent creatures or humans who dabble in the ways of the Unknown. Legends and stories about golems date back to medieval times.

Frankie is a well-constructed golem and looks almost human (sort of). He's seven feet tall, obviously very strong, and has a strange, smooth look about him, as though he were made of clay. He wears jeans that are too short and a Van Helsing "World's Biggest Party" T-shirt.

Frankie was a gift from Max Mogul to Jackson Jammer. Frankie's only job is to guard the entrance to Jammer's hotel suite while Jammer rests. If a character tries to enter the suite when Frankie is on duty, he attempts to pick up the intruder and throw him halfway down the hall. To see if Frankie succeeds in doing this, roll his attack normally. On a "C" result Frankie manages to grab the victim and fling him. The intruder takes unarmed combat damage when he lands (Crushing Damage).

Frankie takes full armed and unarmed combat damage from all PC attacks. If he is forced to 0 Stamina, his body collapses and changes to 280 pounds of modeling clay. However, when Frankie is attacked, he fights back fiercely, delivering full armed combat damage because of his great strength.

RUNNING "DEATH ON TOUR"

So that play goes smoothly, be sure the material in this booklet is familiar. Read it through at least once before starting and check the rule books when necessary.

Get to know the NPCs and the creatures the players meet in the adventure. A good CM knows how they'll behave in unexpected situations.

"Death on Tour" is structured a little differently than most other CHILL™ adventures. Its four short scenarios take place in Pittsburgh, Cleveland, Las Vegas, and Hollywood, respectively. Play in each setting can probably be wrapped up in a separate game session. This provides convenient points at which to break off play; it also gives player characters time to heal wounds between episodes. Encourage the players to take advantage of this healing time if they need it. Keep in mind, however, that Insight Points should not be awarded until the entire adventure is over.

★ ★ ★

Information that is to be read aloud to the players appears beneath a row of stars, like this paragraph. Any other information should only be given to the players when necessary.

☆ ☆ ☆

And remember: make the adventure scary. After all, that's the real fun of a CHILL™ game.

BEGINNING THE ADVENTURE

Let the players bring their character sheets up to date. They may have some unused Insight Points to spend before beginning this adventure. Assist players who don't have characters in developing them, or let them use the pregenerated characters in the center of this booklet.

While preparing to play, be sure to ask each PC what type of indalo he or she has, and how it is displayed. If no PC has a silver indalo, randomly pick two PCs who can receive a silver indalo from S.A.V.E. for "meritorious service" before the adventure begins.

When the players are ready, read them the following information.

★ ★ ★

You've each received a letter from Central Headquarters in Dublin. Enclosed with it is a plane ticket to Pittsburgh, Pennsylvania, and a color photograph. The photo shows a four-piece rock'n'roll band posing with

their instruments. Three of the members are white; the guitarist is black. The drummer and the bass player wear T-shirts and jeans; the guitarist is dressed in leather pants, a muscle shirt, a black hat, and a half-dozen multicolored bandanas; the vocalist wears leather pants and a vest with no shirt.

☆ ☆ ☆

Now remove Player Aid One from this booklet and give it to the players to read. When they've finished discussing its contents, move on to Part II: "Time Is On My Side."



II. Time Is On My Side

The PCs may want to conduct research into the concert deaths, Van Helsing, and Jackson Jammer before leaving for Pittsburgh. A PC with Journalism skill is the proper candidate. Research tables are on page 31.

Any journalistic research into the histories of the victims produces nothing of interest. However, roll to see how much time is invested by the PC, and improvise the facts he may be looking for: names of relatives, personal habits, etc.

1. OFF TO PITTSBURGH

★ ★ ★

Allegheny Airlines whisks the party off to the Steel City. The flight crew is attentive and the processed cheese food snack is. . . well. . . edible. Overall, the trip proceeds smoothly and without incident.

Greater Pittsburgh Airport is a busy place, but finally the party can find a courtesy bus that can accommodate them.

The driver travels down an expressway that cuts through the rolling Pennsylvania countryside. He passes a number of exits leading to suburban areas and two mall complexes. Pittsburgh's skyline is blocked by the hilly terrain.

Then the bus plunges into a tunnel through a sheer rock face. At the other end, it passes over a bridge that leads into a tangle of narrow streets, frustrated drivers, ancient stores, and modern office buildings. The driver expertly navigates this jungle and stops at the Webster Hall Hotel.

The hotel is small and not busy. After the party checks in, a bellboy leads the way to adjoining rooms. He patiently stands by the door and clears his throat repeatedly until someone tips him.

The phone operator calls with a message from GERALYNN GISH. It says, "Meet you in the coffee shop at 1:00." It's now 12:15.

★ ★ ★

2. MS. GISH

★ ★ ★

The hotel's coffee shop is just off the lobby. A sign there asks patrons to

please wait to be seated. Two minutes later the hostess charges out of the kitchen, followed by a flying plate, and walks up with menus in her hands. In a booth to one side is a woman in rocker clothing and a Cyndi Lauper haircut, reading a copy of *Satisfaction Music Monthly*. This must be Ms. Gish.

★ ★ ★

After introductions, Gish smiles politely and invites the PCs to sit with her. She's half-finished with a glass of chocolate milk and a plate of waffles over which she's poured three kinds of syrup. Once the PCs are settled, she stares at them, then asks, "Did any of you bring me presents? Geez, I got you backstage passes to the concert and an interview with Whiteout and everything. Don't forget next time, okay?"

Gish explains that they're to meet Whiteout at his Oakland apartment. "The poor guy hasn't had work since he quit Van Helsing. He drinks, too. He's living at his brother's place right here in town. I'll bet we get some meaty stuff from him."

Geralynn Gish, Reporter

STR	60	PER	66
DEX	48	PCN	68
AGL	46	STA	54
WPR	76		

Skills: Journalism, Teacher 94; Investigation, Teacher, 95.

3. INTERVIEWING WHITEOUT

After lunch, Gish is ready to see Whiteout. Read the following aloud:

★ ★ ★

The cab travels out of downtown Pittsburgh and into the Oakland district. Here several schools are crowded in among the shops and burger stands; the University of Pittsburgh's Tower of Learning dominates everything. The driver pulls up to an old house with peeling paint that sits next to a Howard Johnson's. "I hope this isn't too depressing," says Gish.

After everyone leaves the cab, the reporter rings the doorbell for several minutes. Finally stumbling footsteps can be heard from within. Something inside is kicked aside with a curse, then the latch on the door turns.

The door cracks open, revealing a gaunt, bearded, sick-looking man who appears to have just awakened. He seems to recognize Gish and throws the door open wide.

Empty beer cans and whiskey bottles cover the floor of the front room. Whiteout, however, seems to have memorized a path through this obstacle course and doesn't kick over a single empty. He clears several chairs and a couch, throwing aside comic books and a copy of *Naked Lunch*. Then he flops into a chair and props his feet on a tree trunk that serves as a coffee table. Gish sits in a folding chair.

★ ★ ★

The interview progresses quickly. Whiteout precedes his replies with a long draw of beer. He can tell the party nothing about the murders—these began after he left Van Helsing. But he seems strangely fixated on Jackson Jammer, almost to the exclusion of the other band members. He implies that the guitarist is somehow responsible for the mess Whiteout has made of his life. Gish obviously wants dirt on the band, especially on the colorful Jammer, but Whiteout is either holding back or doesn't know anything damaging.

The following facts are learned during the interview:

1. Whiteout left the band because of a personality clash with Jammer. He's frightened of the guitarist for some reason he won't specify.

2. Jammer is an extremely private person. His tour contract always specifies that he's to have his own hotel suite. He spends most of his daytime hours alone in the suite and insists on not being disturbed while he takes his daily five-hour bath beginning at noon.

3. Lately Jammer has posted a new personal bodyguard outside of his suite. This is a big brute named Frankie.

4. Jammer once made elaborate efforts to record a message backwards on Van Helsing's "Fist in Your Face" album. Whiteout doesn't remember what the message was.

5. Jammer can play banjo as well as he plays guitar. He once said that this was a family tradition and that his great-great-grandfather was well-known for his banjo playing during the 1850s. Jammer said, "He was every bit as good as I am."

After an hour, Whiteout dozes. This may alarm the characters. Let it. It's only the effect of the beer that the burned-out rocker has consumed all through the conversation. When Whiteout drops off, Gish packs her notebook and heads for the door in disgust. During the ride back to the hotel she says, "I should have known I wasn't going to get any *real secrets* out of that guy."

The interview is over at 3:00 p.m. The Van Helsing Concert begins at 7:00 p.m. Gish insists on meeting in the hotel lobby at 6:00 p.m. to make allowances for traffic on the way to the Civic Arena. The characters really don't have time to do any involved research before the concert. A knowledge check about Jammer's *present day* musical activities can be made by a character with Journalism skill, but that's about it. If a PC is stubborn about doing research tonight, tell him he must either miss the concert or attend late if he's going to accomplish anything.

Information about Jackson Jammer can be gained through knowledge or research checks. Research can be conducted at the Hillman Library near Whiteout's home. See the Research Tables on page 31.

If any character buys a copy of Van Helsing's "Fist in Your Face" album and plays it in reverse, he finds the backward message in the first cut on the second side. The message is the phrase, "Buy role-playing adventure games," and is repeated six times.

THE CONCERT

Read the following aloud when the PCs are ready to go to the concert:



★ ★ ★

Gish is waiting in the hotel lobby as planned. Her clothing is even more outrageous than before, and she wears extra bands on her wrists and a pair of handcuffs on her belt. "Okay! Ready to party?" she asks. "I've got your stage passes here. Don't get caught without them unless you want the guards to paw you." She hands each member of the party a badge with the word "PRESS" printed on it. Then she heads out to a waiting cab.

It's foggy tonight. The Civic Arena is not far from the hotel, but the weather and the heavy traffic make the ride twice as long as it should be. People in cars honk their horns and shout, "Jammer, Jammer." Pedestrians crowd the sidewalks, all heading for the arena. Eventually, the driver pulls around to a side entrance of the concert center, where two guards admit the party.

Inside, one of the production staff leads the way to the area designated for backstage visitors. From here there is a clear view of the stage and a large part of the audience. It's a madhouse

as the stage crew dash back and forth to make final preparations. Some of them shriek orders at others, who either ignore them or shriek back. Onstage, electricians are putting the final touches to set-up for the Silver Flash Band, tonight's opening act.

The arena's seats are almost filled but people continue to pour in. Rhythmic clapping starts in several places, and shouts for the show to begin rise above the din. A dozen people in the balcony hold up a long banner that says "Jammer" in red letters. At least a dozen police are visible, and many more are rumored to be elsewhere in the aisles.

Then the lights dim, and a voice on the P.A. welcomes the cheering audience to Van Helsing's World's Biggest Party Tour. In the darkness the Silver Flash Band takes up their instruments. And suddenly, the show is on.

The Flash Band's playing doesn't appear to impress Gish. She makes a few notes while leaning against the wall, a bored look on her face. The audience likes it though and responds

with increased cheering and applause.

☆ ☆ ☆

Use the Civic Arena Map.

Pause here and ask the players if they want to take any special action while the Flash Band plays. If any character leaves the visitors' area a crew member quickly leads him back.

After 45 minutes have passed, the members of Van Helsing appear in the opposite wing, ready to enter the stage. The Silver Flash Band wraps up and exits to a big response from the audience.

5. JAMMER SOLOS

★ ★ ★

Stage hands quickly remove the Flash Band's equipment and set up Van Helsing's. Then, accompanied by a deafening roar from the audience, Van Helsing walks on stage. The band members wave to the crowd and acknowledge their cheers, except for Jackson Jammer who ignores the fans screaming his name and fine tunes his guitar. At one point he suddenly lets loose with a short, fast lick that intensifies the screams. But he never smiles; he only stares blankly at nothing in particular.

The band starts out in high gear with "Moviola," one of their big hits, and Jammer shines with one of his famous solos. Each song blends into the next, and the high-energy music continues for almost an hour. The audience goes crazy. Even the jaded Gish responds, jumping enthusiastically while trying to take notes at the same time.

☆ ☆ ☆

As the PCs watch, Jammer breaks off playing and uses *Time Stop*. Every NPC in the arena, including Gish, is affected as if with a "C" result on the discipline's result table (page 17, *Horrors of the Unknown*). Any PC fortunate enough to be wearing a silver indalo is unaffected.

If all PCs totally succumb to *Time Stop* (a "C" result), then Jammer succeeds in murdering a woman in the second row of seats. When the

discipline ends, the party is aware only that Jammer broke off playing for a moment, but the band's music seemed to continue uninterrupted. Some scrambling occurs at the front of the audience. Van Helsing stops playing when police make their way to Jammer's victim. The show halts here and the band leaves by the wing opposite the party.

Anyone trying to break into Van Helsing's dressing room at this time must tangle with 4 armed guards and 3 production crew members (all with uniform abilities scores of 50) and Frankie the Golem. Since the envoys will fail to stop Jammer tonight and he's unaware of danger, tomorrow night's concert goes on as scheduled. The PCs can have another crack at Jammer then.

If, on the other hand, any PC is aware of what's happening during *Time Stop*, he sees Jammer put his guitar down and gracefully leap off the stage into the audience. The PC must move onstage to see the vampire attack the woman. No matter how fast the PC moves, Jammer becomes aware of him before the PC is able to prevent the murder. But Jammer says to the PC, "You're going to be very sorry." Then he dissolves into a mist that moves swiftly over the heads of the audience and out into the lobby.

Jammer knows that it's foolish to waste Willpower trying to sustain the discipline while fighting the PC. He will attack the PC at a more opportune moment. The PC must now make a fear check on Column 6 of the Action Table. If the PC doesn't flee or leave the stage of his own will after Jammer exits, the music begins again. The woman jammer attacked screams as blood pours from her wound. People in the audience point at the PC. Some of them believe Jammer's disappearance is a theatrical stunt and applaud it. The band's playing falls apart as the other musicians realize Jammer is gone.

Any PC on stage is hustled out of the arena by the stage crew. His visitor's pass is taken, and he's told to keep out. He can wait for the rest of the party or meet them at the hotel. Of course, if the PC gets off the stage

before *Time Stop* ends, no one bothers him.

The rest of the PCs are on their own. They're ignored by the stage crew, who are occupied with the chaos resulting from Jammer's disappearance. They and Gish, who is now curious, are not bothered if they explore the backstage area. However, if they try to enter Van Helsing's dressing room, they must get past the 4 armed guards and 3 crew members (uniform abilities scores of 50) and Frankie the Golem.

In the meantime, Jammer has blended into the foggy night by becoming fog himself. He follows any PC who interrupted his kill, whether the PC is alone or with the party.

Jackson De La Croix (Jackson Jammer), Vampire

STR	40	PCN	100
DEX	135	STA	60
AGL	40	EWS	135
WPR	80	FEAR	6
PER	50	ATT	2/40%

Movement: Variable according to form; can sprint in human form without Stamina loss; can move as mist or fog 75' per round.

Disciplines: Change Self (to mist or fog), *Time Stop*.*

IPS: 540

6. JAMMER'S REVENGE

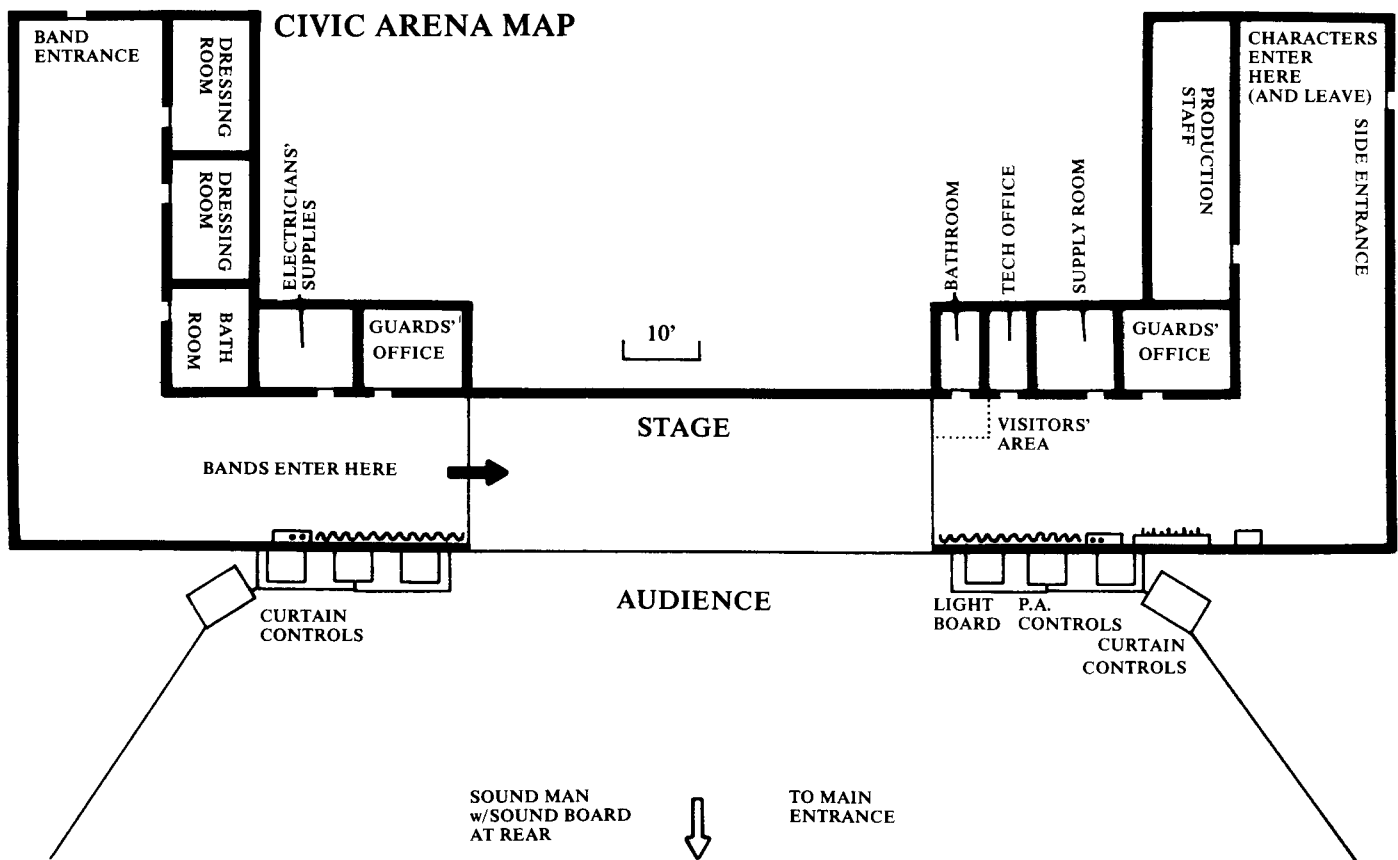
Gish follows the party back to their hotel rooms, talking constantly about the incident, no matter what the outcome: "Too weird! You guys know what's going on, don't you? C'mon, 'fess up; I'll get it out of you eventually anyway."

If any PC who bothered Jammer enters any of the rooms reserved for the party, read the following to that player:

★ ★ ★

The room is suddenly chilly, as if from a draft, and a fine mist pours in through the window. The mist quickly takes the shape of a lean, long-fingered, dark-complected man.

☆ ☆ ☆



Fear checks on Column 6 of the Action Table are required by all who witness this, including any character who interrupted Jammer at the arena (since this is the first time he's been attacked by the vampire). If Gish is in the room, she freezes in terror and doesn't move until the encounter is over.

Roll for initiative. On his move, Jammer attempts to use *Time Stop* and to drain the blood of only the offending PC. Any envoy wearing a silver indalo is unaffected by the disciplines.

If anyone pulls out a religious symbol of any kind, Jammer doesn't flee but won't come within 2½ feet of that PC. If anyone produces garlic or mint, the vampire cries, "I'll be back, suckers," then changes back into mist and leaves through the window.

Of course, if the PCs have blocked all entryways into their rooms with religious symbols, garlic, mint, or salt, Jammer can't enter. In this case he clings to the outside of the window like a spider and shouts, "You think you're bad! You'll find out who's

baddest!" Then he lets go and vanishes.

7. PREPARING THE COUNTERATTACK

If Gish is present at Encounter 6, she stands stunned for a minute after it's over, then grins and says, "Cool-o! Jammer's a vampire! This will get me the Pulitzer Prize! I'll have my own TV show! We've gotta get into his hotel room and off him, don't we? Geez!" If she isn't present, she's still aware that something strange is going on and shows up later with dozens of questions.

In either case, Gish offers to help the PCs get into Jammer's hotel suite at the Pittsburgh Hilton if they agree to take her along. She informs them that Van Helsing is scheduled to perform tomorrow night and that the band will leave the Hilton late in the afternoon following that concert.

The players may want to devote the day after the first concert to research. Consult the research tables on Jammer when necessary.

A PC who has had Prescient Dream One might feel the need to buy a coffin. A quick look in the Yellow Pages produces the names of the Smight Brothers Funeral Home. They will sell a simple pine coffin with no questions and deliver it for a small surcharge.

As soon as Gish hears any PC mention the need to buy a coffin and get it into Jammer's suite, she says, "I've got a great idea. We load the coffin with beer on ice, see? Then we carry it in, and if anyone bothers us, I tell him it's a gift for Van Helsing from my magazine. Terrific plan, huh?" Gish throws a fit if the PCs dismiss her plan, but if they're still unconvinced of its merit after a couple of minutes of tantrum, she falls silent and goes along with whatever they decide is best.

After doing research and taking into account the hours Jammer is in his rooms, the PCs may attempt to visit him on the second day after the concert incident. But this may vary according to how successful the research is and the final plan they

develop. Whatever happens in this respect, keep in mind three things that won't change:

1. If the PCs interrupted Jammer's murder attempt, the second concert is cancelled.

2. Jammer rests in his room at the Hilton from 12:00 p.m. to 5:00 p.m. during the two days following the first concert.

3. The other members of Van Helsing are not present if the PCs try to break into Jammer's suite. They're out working at a local studio.

8. DANCING WITH THE BIG BOYS

The following players' text assumes that the PCs are trying to get a coffin full of cold beer into the Hilton. The players, of course, may have come up with a different plan, so adjust this episode to suite the situation.

★ ★ ★

The Smight Brothers' hearse pulls up to the Hilton. The driver wears a dour look as he helps remove the coffin. He

says nothing, although he clearly disapproves of the entire business. Once in the hotel, Gish leads the way to the elevators. But before she reaches one of the cars, a desk clerk stops her. "What's this about?" he asks.

Gish is quick to reply: "Don't you know who I am? I 'spose not. Look, I'm Geralynn Gish from *Satisfaction Music Monthly*. This here is beer, see?" She opens the coffin lid. "And it's a gift from our mag to Van Helsing. Got it?"

"Well, this really can't be. . . ."

"Look, bucko. You can do one of two things. You can make a stink here and I can get evil and write ugly things about you in the mag. Or you can accept this little present from us and disappear." Gish slips a large bill to the clerk. He looks confused but pockets the money and walks away without another word.

"I'm so wonderful," Gish says. "What would you do without me?"

After the coffin is loaded into the elevator, Gish presses 22. A few seconds later the doors open at the twenty-second floor. On the wall a

sign pointing to the left reads, "Presidential Suite." "That's the place," says Gish.

The wide hall leads to two sets of opposing doors. Next to them stands a muscular man at least seven feet tall. He wears jeans that are too short for him and a Van Helsing "World's Biggest Party" T-shirt. The sunlight coming through the window behind him casts an eerie halo around his body and obscures his face in shadow.

"Uh-oh," says Gish.

☆ ☆ ☆

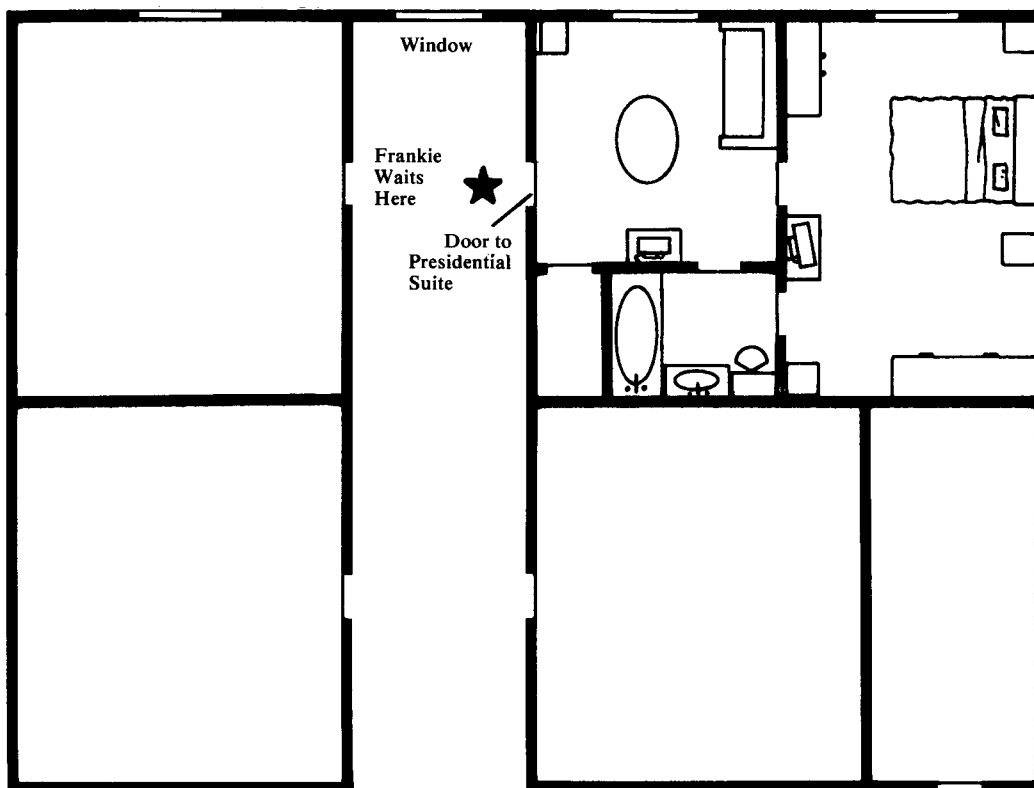
Use the Presidential Suite Map.

If the PCs don't buy Gish's idea and simply try to carry in an empty coffin, the desk clerk stops them. But in this case the PCs are completely on their own to explain their actions. The clerk is tougher and can't be persuaded to let them go upstairs unless he's bribed with at least \$100. There is no entrance that will get the PCs into the hotel without encountering the desk clerk.

The guard is Frankie the Golem.



JAMMER'S SUITE ENTRANCE/HILTON



← TO ELEVATORS

5'

Jammer has told him that absolutely no one but a Van Helsing member is to come near the door. If any PC comes within 5 feet, Frankie attempts to grab the PC by his belt and collar and pitch him headlong down the hall. Frankie is successful if he gets a "C" result on his dice roll, and the victim takes Crushing Damage on the Unarmed Combat Results key.

If anyone tries to harm Frankie, he returns the attack and delivers full armed combat damage. Fear checks aren't required unless Frankie moves to grab or attack a PC.

The only way to eliminate Frankie is to beat on him until he's reduced to 0 Stamina. He can be wounded, but since he isn't a living creature, he does not bleed. However, he still suffers continual Stamina drain from Heavy and Critical wounds. When Frankie is forced to 0 Stamina, he collapses into 280 pounds of modeling clay. Gish reacts to this by saying, "Great. We've been fighting a giant Gumby."

Frankie the Golem

STR	120	PCN	90
DEX	60	STA	105
AGL	60	EWS	NA
WPR	75	FEAR	5*
PER	30	ATT	2/75%

* only when attacking

Movement: L 60' A NA W NA
Disciplines: NA
IPS: 500

9. JAMMING JAMMER

After getting Frankie out of the way, the party must break into Jammer's room. Someone with Lockpicking skill can handle it. Cruder methods can be used, but they'll make a lot of noise. Treat the door as if it has 100 Stamina points.

Once the party has gained entry to the room, read the following to the player whose character enters first.

★ ★ ★

Jackson Jammer stands at the other end of the room and fixes you with an evil stare. He holds a dagger in his hands; other daggers are tucked under his belt. He raises the weapon and prepares to throw it.

☆ ☆ ☆

The sounds of the party scuffling with Frankie and breaking in alerted Jammer, and he's now prepared to defend himself with 12 daggers. Remember, his Evil Way disciplines do not work by day.

Roll for initiative (fear and surprise checks aren't necessary). On his move, Jammer tries to throw 4 daggers in one round at the first PC to enter the room. He continues throwing daggers until only one remains or he's forced into melee, after which he defends himself with the knife as a melee weapon. After the first dagger is thrown Gish flees.

To destroy Jammer, the PCs must subdue him, drive a stake through his

heart, place him in the coffin, and spin the coffin end for end. When this is done, Jammer disintegrates into a fine powder. If Jammer is staked but not put in a coffin, or if the coffin isn't spun, he is immobilized only until the stake is removed—and it *will* be removed when the police arrive.

Before the stake is driven home, Jammer's last words are, "Man, can't a man get no privacy?"

If the correct method of destroying Jammer is carried out, after his body disintegrates an envelope can be seen sticking out of his crumpled clothing (no Perception check needed). If the PCs read the letter inside, hand the players Player Aid Two.

The PCs have only a short time to read the letter. The noise they've made has drawn the attention of the hotel management. As soon as the PCs have finished, two armed guards (uniform ability scores of 50) enter the room and train revolvers on them.

Make surprise checks for the PCs (if a PC has kept watch in the hall, the guards are seen coming from 50 feet away and the party isn't surprised). The guards don't listen to explanations and attempt to hold the PCs until the police arrive. If the PCs have not escaped by then, they are arrested for burglary, firearms violations (if they carry guns), and—if Jammer has only been staked—murder. The murder charge is changed to attempted murder when the coroner removes the stake, because Jammer will revive. If the PCs are arrested, they have no other option than to call S.A.V.E. for a lawyer.

During the PCs' stay at Allegheny County Jail, Jake Whitmore, the S.A.V.E. lawyer, continually encourages them. Whether or not Jammer has been destroyed, assault charges are eventually dropped when Jammer doesn't appear in court. S.A.V.E. covers the damages to the hotel and gets remaining charges against the PCs dropped. They are free people within two weeks.

If Jammer survives the PCs' attack, he continues touring with Van Helsing. S.A.V.E. orders the PCs to go after him again during his three nights of concerts in Cleveland. The

situations the PCs encounter there are similar to those in Pittsburgh, except that 3 armed guards (uniform ability scores of 50) have taken Frankie's job, and Jammer is ready for them this time. Gish won't be able to get them into the Cleveland concerts, but she can help them find where Jammer is staying in the city.

If the PCs have succeeded in destroying Jammer *and* evading arrest, S.A.V.E. contacts them by mail after they file their report and gives them the assignment described in Encounter 10, which should then be adjusted to eliminate Whitmore.

Jackson De La Croix (Jackson Jammer), Vampire

STR	40	PCN	100
DEX	135	STA	60
AGL	40	EWS	135
WPR	80	FEAR	6
PER	50	ATT	2/40%

Movement: Vampires can sprint in human form without Stamina loss; can move as mist or fog 75' per round.

Disciplines: Change Self (to mist or fog), *Time Stop* (special form).
IPs: 540

10. CLEANING UP

If Jammer is still alive, Whitmore now explains that S.A.V.E. wants the envoys to pursue and destroy the vampire and tells them about the Cleveland concerts. But if the PCs' attack on Jammer was a success, Whitmore invites them to his room at the Webster Hall Hotel:

★ ★ ★

Whitmore makes sure you're comfortable then begins speaking about the letter you found on Jammer's remains.

"S.A.V.E. is disturbed by the implications of this letter. It could mean that what we've long feared is beginning: creatures from the Unknown forming a national organization. So, we want you to follow up on the names in the letter and eliminate any

creatures you come across. If you act now, you might stop this thing before it gets bigger.

"You're to fly to Cleveland and stay there until you've settled things with the Carnivores. From there you'll go to Las Vegas to look up Felicia Fey, and then finally to Hollywood to finish up with Max Mogul. Here are your plane tickets and hotel reservations." Whitmore tosses an envelope on the table.

"One more thing: we want Gera-lynn Gish to go with you. She has a lot of contacts in the music industry and might be a big help. She expects you to call her in her room within the hour.

"You'll find your belongings in the same hotel rooms you had before your arrest—S.A.V.E. paid your bills while you were in jail. Oh, yeah, and you'll be happy to see these. . ." Whitmore pulls up a large suitcase. From it he removes weapons to replace the ones the police confiscated. Even your specialty weapons are here.

★ ★ ★

Whitmore excuses himself so that he can prepare to leave town. The characters are free to organize their trip and contact Gish.

The reporter is excited about the mission: "Boy, this is gonna be a great story. The magazine has given me free rein to follow up. Wow. Monster bands with real monsters!"

Jake Whitmore, S.A.V.E. Lawyer

STR	52	PER	62
DEX	36	PCN	60
AGL	50	STA	48
WPR	70		



Franklin Tidymen

BASIC STATISTICS			
Strength	58	Perception	72
Dexterity	66	Willpower	68
Agility	56	Luck	58
Personality	62	Stamina	60
		Unskilled melee:	57
		Sense Unknown:	14

SKILLS		
Name	Rank	Score
Art Criticism	Master	125
Antiques	Teacher	90
History	Student	85
Revolver	Student	81

WOUNDS	
Scratch	<input type="checkbox"/>
Light	<input type="checkbox"/>
Medium	<input type="checkbox"/>
Heavy	<input type="checkbox"/>
Critical	<input type="checkbox"/>



Veronica Ruiz

BASIC STATISTICS			
Strength	50	Perception	64
Dexterity	60	Willpower	68
Agility	58	Luck	66
Personality	68	Stamina	62
		Unskilled melee:	54
		Sense Unknown:	12

SKILLS		
Name	Rank	Score
Journalism	Master	121
Contemporary	Teacher	96
Language: Spanish	Student	75
Automatic Pistol		

WOUNDS	
Scratch	<input type="checkbox"/>
Light	<input type="checkbox"/>
Medium	<input type="checkbox"/>
Heavy	<input type="checkbox"/>
Critical	<input type="checkbox"/>

DISCIPLINES	
Restore Stamina	Base Chance 57



Greg Summers

BASIC STATISTICS			
Strength	52	Perception	56
Dexterity	74	Willpower	62
Agility	64	Luck	62
Personality	54	Stamina	74
		Unskilled melee:	58
		Sense Unknown:	11

SKILLS		
Name	Rank	Score
Photography	Student	80
Long-distance Running	Student	89
Automatic Pistol	Teacher	104

WOUNDS	
Scratch	<input type="checkbox"/>
Light	<input type="checkbox"/>
Medium	<input type="checkbox"/>
Heavy	<input type="checkbox"/>
Critical	<input type="checkbox"/>



Gabriel Buendia

BASIC STATISTICS			
Strength	56	Perception	72
Dexterity	58	Willpower	66
Agility	54	Luck	70
Personality	68	Stamina	50
		Unskilled melee:	55
		Sense Unknown:	14

SKILLS		
Name	Rank	Score
Medicine	Master	124
Contemporary	Student	84
Language: French	Teacher	85
Dagger (Melee)		

WOUNDS	
Scratch	<input type="checkbox"/>
Light	<input type="checkbox"/>
Medium	<input type="checkbox"/>
Heavy	<input type="checkbox"/>
Critical	<input type="checkbox"/>

DISCIPLINES	
Clairvoyant/Prescient Dream	Base Chance 70

PERSONAL DATA

Weapon: Automatic Pistol
Age 25 Ht. 5'9" Wt. 165
Hair: Black Eyes: Blue
Nationality: American

As a keyboard player for the fusion band T ofu, Summers is a respected and busy professional musician. He's been the subject of articles in both jazz and rock magazines and was voted Best Keyboard Artist in Downbeat's 1983 Music Poll
Summers is well-informed about the music industry. He knows all there is to know about Van Helsing and the musical activities of Jackson Janner after 1960.

PERSONAL DATA

Weapon: Dagger
Age 53 Ht. 5'8" Wt. 170
Hair: White Eyes: Black
Nationality: Argentinian—French

Buendia was a busy physician in Argentina until political differences with the Peron regime resulted in his exile from his native land. At that time, he had stumbled upon evidence that the Unknown was at work at the highest level of his country's government. Buendia now lives and works in France.

PERSONAL DATA

Weapon: Revolver
Age 34 Ht. 5'7" Wt. 150
Hair: Black Eyes: Brown
Nationality: American

"Tidyman—oh, he's the one who did the giant pizza in Rockefeller Plaza." Such a remark is frequent when artists socialize. Franklin Tidyman is known (or notorious) for sculpting oversized likenesses of commonplace objects to be displayed in busy public places. Other such works by the artist include a 20-foot thermometer in Philadelphia's Market Square and a one-story spanner wrench in Chicago's Loop. When not busy with a commission, Tidyman relaxes by studying medieval painting.

PERSONAL DATA

Weapon: .45 Automatic Pistol
Age 25 Ht. 5'5" Wt. 110
Hair: Black Eyes: Black
Nationality: American

Ruiz is a reporter for a major network TV news program. Her coverage of political developments in Latin America is broadcast nationally five nights a week. S.A.V.E. uses her primarily as a source of information and asks her to travel only when there's a break in her busy work schedule.



Milan Tandra

BASIC STATISTICS	
Strength	56
Dexterity	58
Agility	44
Personality	62
Perception	64
Willpower	80
Luck	72
Stamina	60
Unskilled melee: 50	
Sense Unknown: 12	

SKILLS	
Name	Rank
Ancient Languages	Teacher
Contemporary	
Language: English	Master
Rapier	Teacher
WOUNDS	
Scratch	<input type="checkbox"/>
Light	<input type="checkbox"/>
Medium	<input type="checkbox"/>
Heavy	<input type="checkbox"/>
Critical	<input type="checkbox"/>
DISCIPLINES	
Mental Shield	Base Chance
	68



Jeanette Everson

BASIC STATISTICS	
Strength	62
Dexterity	66
Agility	56
Personality	56
Perception	76
Willpower	70
Luck	66
Stamina	64
Unskilled melee: 56	
Sense Unknown: 15	

SKILLS	
Name	Rank
Investigation	Teacher
Lockpicking	Teacher
Automatic Pistol	Master
Marital Arts	Student
WOUNDS	
Scratch	<input type="checkbox"/>
Light	<input type="checkbox"/>
Medium	<input type="checkbox"/>
Heavy	<input type="checkbox"/>
Critical	<input type="checkbox"/>



Vanessa Steadmann

BASIC STATISTICS	
Strength	60
Dexterity	68
Agility	48
Personality	58
Perception	72
Willpower	70
Luck	52
Stamina	60
Unskilled melee: 54	
Sense Unknown: 14	

SKILLS	
Name	Rank
History	Master
Anthropology/	
Archaeology	Teacher
Legend/Lore	Teacher
Revolver	Student
WOUNDS	
Scratch	<input type="checkbox"/>
Light	<input type="checkbox"/>
Medium	<input type="checkbox"/>
Heavy	<input type="checkbox"/>
Critical	<input type="checkbox"/>



Suzi Takagi

BASIC STATISTICS	
Strength	64
Dexterity	60
Agility	60
Personality	74
Perception	68
Willpower	68
Luck	48
Stamina	64
Unskilled melee: 62	
Sense Unknown: 13	

SKILLS	
Name	Rank
Biology	Master
Geography/	
Cartography	Teacher
Revolver	Teacher
WOUNDS	
Scratch	<input type="checkbox"/>
Light	<input type="checkbox"/>
Medium	<input type="checkbox"/>
Heavy	<input type="checkbox"/>
Critical	<input type="checkbox"/>

DISCIPLINES	
Restore Willpower	Base Chance
	66

PERSONAL DATA

Weapon: Automatic Pistol
Age 36 Ht. 5'9" Wt. 150
Hair: Blond Eyes: Blue
Nationality: American

Everson worked ten years for the New York City Police Department before resigning and becoming a private detective. A missing person investigation led her to an urban werewolf; soon after this she joined S.A.V.E. Everson has never failed to solve a case during her five years of self-employment.

PERSONAL DATA

Weapon: Revolver
Age 28 Ht. 5'8" Wt. 135
Hair: Black Eyes: Black
Nationality: Japanese

A renowned zoologist, Suzi Takagi specializes in exotic wildlife and has discovered three new species. Less well-known is the evidence she's uncovered proving the existence of the Himalayan yeti. This research, of course, is what prompted S.A.V.E. to recruit her.

PERSONAL DATA

Weapon: Rapier
Age 46 Ht. 5'5" Wt. 140
Hair: Brown Eyes: Brown
Nationality: Czech—Canadian

T andera is another S.A.V.E. envoy who lives in exile from his place of birth. He was hailed as Czechoslovakia's most promising young poet during the famous Prague Spring. He left to live in Canada when Russia stifled his country's liberalized artistic and political atmosphere. His many works, rich in pride of homeland, are widely read in several translations.

A talented fencing student, T andera prefers his rapier to firearms.

PERSONAL DATA

Weapon: Revolver
Age 48 Ht. 5'6" Wt. 165
Hair: Black Eyes: Green
Nationality: British

With two standard texts and a best-seller to her name, Vanessa Steadmann's reputation as a fine World War II historian was secure—until recently. While researching Hitler's fascination with the occult she became convinced of the existence of the Unknown. S.A.V.E. approached her when her new beliefs aroused hostility in academic circles.

III. The Heart Of Rock 'N' Roll

This part of the adventure begins after the PCs have completed their flight and as they drive into Cleveland.

1. CHECKING IN

★ ★ ★

"Lots of new music coming out of this burg," says Gish, as the cab winds through Cleveland toward the hotel.

In the lobby, Gish looks around and says, "Don't you guys ever get to stay at a nice hotel? This place reminds me of the Y.M.C.A."

It's really not that bad; the hotel is small, clean, and well-maintained. But it offers food for thought. S.A.V.E. envoys must stay in budget places while vampires can afford the Hilton.

As in Pittsburgh, the rooms are adjoining. Gish has her own room across the hall. "I'm gonna call my sun-god boyfriend in New York," she says. "Knock when you're ready to go to The Pit to see the Carnivores."

It's now 1:00 p.m.

☆ ☆ ☆

The PCs can easily get the phone number of The Pit from the bedside directory. The Pit's answering machine tells them that the Carnivores are playing tonight and tomorrow night at 8:00 p.m.

A PC with Journalism skill can run down news stories about the mortuary incident mentioned in Max Mogul's letter. He or she can do this at the Philbert Library six blocks away. The phone directory or the desk clerk can provide the address. Since this is a recent news item, the PC need only make a general check to find the information. If his roll is good, he discovers the following:

Steven Goldstein, owner of the Goldstein mortuary, was found dead by the custodian on the morning of March 2nd. Police say that the 48-year-old man was killed by a large, vicious animal. How the beast got into the mortuary remains a mystery. The place was still locked when the custodian opened it in the morning and discovered the body.

2. THE PIT

Read this to the players when the PCs have completed research and other preparations:

★ ★ ★

At 7:00 p.m. Gish knocks at the door. "Well, are we gonna hear some sounds?"

It's a little tougher to get a cab in Cleveland than in many other cities, but one shows up before long. The driver goes to an especially gloomy section of the city. Night has fallen, and scattered street lamps pierce the darkness at wide intervals. Muggers would have an easy time here. So would other things.

The driver stops at an old warehouse with THE PIT painted in white letters above its door. Loud music comes from inside.

In the entrance hall a man and a woman in punk-style outfits greet customers. They take \$3.00 from each person and stamp the backs of customer's hands with a skull and crossbones. Gish heads down a flight of stairs toward the music, and the woman at the admission stand sneers, "Tourists."

The large, dark room is packed with young dancers. Dim lamps in the ceiling and at the bar along the opposite wall shed what little light exists. A small stage to the right of the bar is loaded with instruments but no musicians. The customers are dancing to records played by the man in the glass booth to the left. A number of tables with chairs line the walls. One of these tables looks empty and available.

☆ ☆ ☆

If the PCs sit at the table, after a couple of minutes a waitress comes to ask for their order. Gish asks for a margarita and gets a nasty look.

After 20 minutes pass, figures can be seen moving on the stage. Some of the dancers whistle and cheer.

3. MODERN DANCE

★ ★ ★

The musicians adjust their instruments. It's a four-piece band: guitar,

bass, keyboard, and drums. Someone in the audience shouts, "Blade! Look jaded!" Then the D.J. announces, "Okay, boys and girls. It's the Carnivores!"

There's applause as the lights hit the stage to reveal the musicians' faces: each has white fangs that protrude over purple lips and green scaled skin! Everyone must *know* that they're creatures! Then the fact that they're wearing rubber masks becomes evident. The song the band breaks into explains the gag. The song is about how they wish "Outer Limits" reruns were still broadcast on Channel 36.

The music is hard and fast, and everyone in the room is dancing. The Carnivores are unquestionably a popular band.

☆ ☆ ☆

After the first song, the musicians remove the masks. They're a little on the creepy side, but otherwise appear normal. They play continually, hard and fast and loud, for 45 minutes. This gives the PCs lots of time to think about a plan of action.

In the meantime, a tall leather-clad fellow asks Gish to dance. She accepts and disappears into the crowd.

Allow the players some time to discuss the situation, then continue reading aloud:

★ ★ ★

The music stops abruptly and the guitarist grabs the microphone: "We're gonna teach you a new dance tonight. It's called the bash!" Immediately the music starts again and the band sings:

*Kick your partner in his shin.
You know he wants his face pushed in.
Knee her so she's doubled up,
Then bash her with a coffee cup!
B-B-B-Bash, Bash; B-B-B-Bash, Bash (etc.)*

The song causes mass hysteria. At least half of the dancers are actually hurting each other as they follow the lyrics word for word. Some who apparently have heard the song before have brought along coffee cups and wield them with glee. One nearby

woman is knocked to the floor by a quart-size gift mug, but she gets up and continues dancing as if nothing happened.

Then a familiar voice shrieks. Gish bursts through the crowd, holding a chair above her head like a weapon. She chases her dance partner around the room, overturning two tables in the process, then knocks the man head-first into a garbage can. She walks back to the table, red with fury, and yells, "That jerk *kicked* me! This club's gonna get a lousy write-up in my column. Let's get out of here!"

☆☆☆

The Carnivores have built up a small following, and they've *Influenced* most of the fans who see them regularly. These poor souls do anything the band says, and the ghouls play this song occasionally to entertain themselves.

Nothing happens to the PCs at The Pit tonight unless they provoke the ghouls. In that case, the ghouls command their *Influenced* fans to defend them. See Encounter 5 for details.

Someone with Investigation skill can find out where the band lives by asking around in the club (a "C" result is needed). Alternately the PCs can wait until closing time and follow them home in a cab. Gish is impatient about staying in The Pit any longer, but she can be brought around.

***The Carnivores:* Zippy, Jimbo, Blade, and Ferd; Ghouls**

STR	75	PCN	60
DEX	75	STA	60
AGL	75	EWS	125
WPR	50	FEAR	5
PER	45	ATT	3/60%

Movement: L 225' **A NA W NA**
Disciplines: Zippy—Influence and Evil Eye; Jimbo—Influence and Halt; Blade—Influence and Quiet; Ferd—Influence and Enormity.
IPs: 250 each.

4. A SECOND NIGHT AT THE PIT

If the characters wish to see the Carnivores at The Pit on a second night, read the description below. By this

time, the ghouls have been given a description of the PCs by Mogul (who obtained it from Van Helsing's production staff).

☆☆☆

Most of the same crowd is here, and all of them are dancing to the hard and fast beat of the Carnivores. Lots of empty tables are available.

But before you can find seats, the music stops abruptly. The Carnivores all point you and yell, "Get 'em!" Some of the dancers push their way through the crowd and head in your direction. They have disturbing blank looks on their faces. One of them, an ugly fellow with a Mohawk, flips open a switchblade knife. The hostile punks outnumber you by more than two to one.

Gish mutters, "Oh, crapes," and runs back up the stairs.

☆☆☆

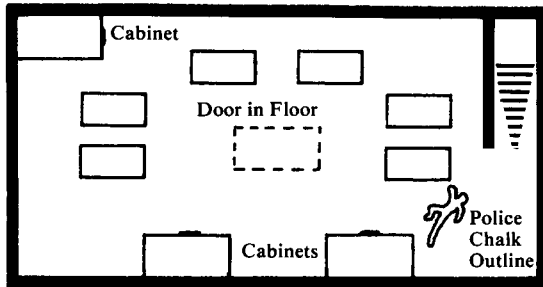
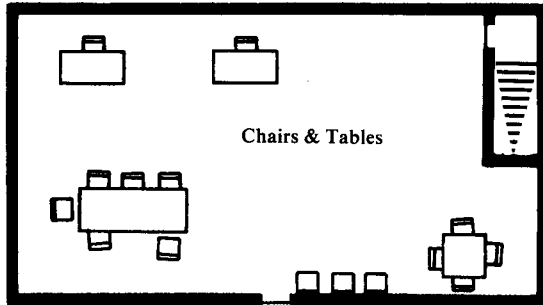
Twenty *Influenced* rock fiends close in on the party. Each has uniform ability scores of 50. They all deliver unarmed combat damage except, of



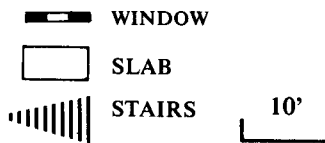
CARNIVORES' HOUSE

MORGUE

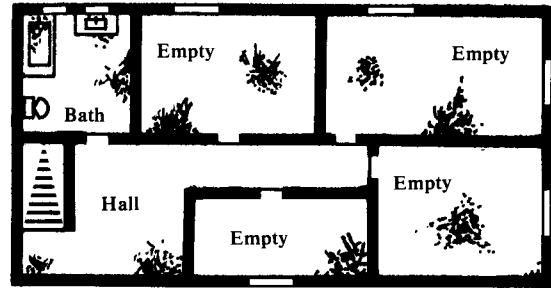
Upstairs



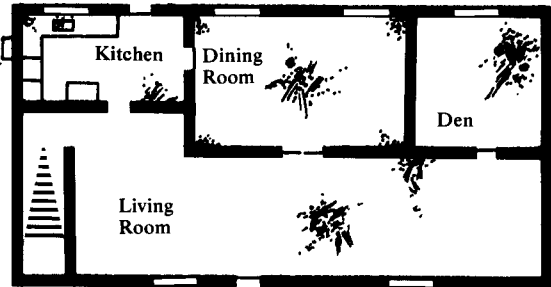
Downtstairs



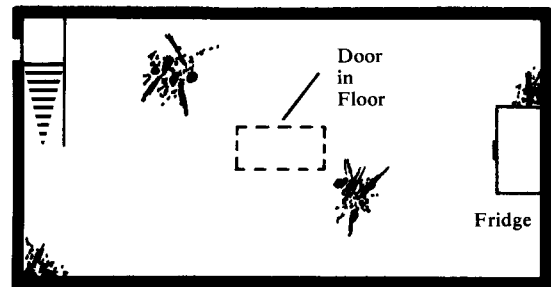
Basement Door



2nd Floor



1st Floor



course, for the fellow with the switchblade.

The PCs have one round during which to decide on a course of action. It takes this long for the demented dancers to push through those in the crowd who aren't *Influenced*. If the PCs leave The Pit now, they get away unharmed; but if they hold their ground, roll for initiative and conduct combat normally. The *Influenced* NPCs fight to the death or until the envoys leave the club.

5. THE GHOUL FAMILY AT HOME

Read the following material to the players if they've discovered where the Carnivores live and are preparing to enter the house:

★ ★ ★

This old two-story house should have been condemned long ago: it looks like it could collapse at any second. Most of the paint has peeled off and every window is broken. The lawn sprouts crabgrass and dandelions.

The walkway is cracked. It's difficult to believe that anyone would live here. In fact, there's no sign of activity inside.

★ ★ ★

Use the Carnivores' House Map.

Anyone who has had Prescient Dream Two recognizes this house as the one in the dream.

The characters can enter through any of the windows or doors marked on the map. No passerby is going to notify the police about the break-in; after all, the place looks abandoned. If the PCs are entering at night, be sure to emphasize the atmosphere that darkness lends the setting.

When any character is completely inside the house at any location, read his player this:

★ ★ ★

The room is really a mess: broken furniture lies overturned, the wallpaper is stained and peeling, and garbage is scattered on the floor. Everything is silent.

Then from out of the next room

slithers an enormous snake. A monster with a body over 2 feet thick! It glides quickly and effortlessly forward.

★ ★ ★

When a PC enters the building, two things happen: he triggers a programmed *Quiet* that makes him unable to communicate verbally, and he's attacked by the Carnivores' pet boa constrictor, on which they've used *Enormity* to make it three times its normal size. These things occur no matter what part of the house is entered.

Resolve fear checks, then surprise checks, then initiative. Remember that *Quiet* silences all sounds of melee and gunfire, so if the party has split up, those outside may not know what's happening inside.

If the Carnivores aren't performing at The Pit (8:00 p.m. until midnight the first two nights the PCs are in Cleveland), they enter the battle with the boa 5 rounds after combat begins. They snarl and draw their lips back like wolves to bare sharp teeth. Their eyes glow a bright, bloody red.

Resolve fear checks, then surprise checks, then initiative. The ghouls use their Evil Way disciplines first, but melee enthusiastically when forced into it—after all, they’re hungry!

The Carnivores take full damage from any kind of weapon. When they’re destroyed they dissolve, leaving outlines of their bodies on the floor. The *Quiet* and the *Enormity* disciplines end when the ghouls are finished off.

Enormous Boa Constrictor

STR	40	PCN	60
DEX	NA	STA	30
AGL	60	EWS	NA
WPR	15	FEAR	5
PER	NA	ATT	1/40%

* *armed combat damage*

Movement: L 90’ A NA W NA

Disciplines: NA

IPs: 50

The Carnivores: Zippy, Jimbo, Blade, and Ferd; Ghouls

STR	75	PCN	60
DEX	75	STA	60
AGL	75	EWS	125
WPR	50	FEAR	5
PER	45	ATT	3/60%

Movement: L 225’ A NA W NA

Disciplines: Zippy—*Influenced* and *Evil Eye*; Jimbo—*Influence* and *Halt*; Blade—*Influence* and *Quiet*; Ferd—*Influence* and *Enormity*.

IPs: 250 each

6. DON’T LOOK IN THE BASEMENT

Aside from the basement, exploring the house produces nothing interesting: garbage, dust, broken furniture, and an old acoustic guitar. None of the light switches work. Be sure to roll dice during the search to keep up the tension.

Any character who’s had Prescient Dream Two will probably want to look in the basement. Read the information below to the players if they do this:

★ ★ ★

The basement door opens easily, revealing a dark stairwell. Like the others in the house, the light switch doesn’t work.

☆ ☆ ☆

The stairs creak as you descend. All that your flashlights can pick out are bare walls and motes of dust. But at the bottom of the stairs is a tall rectangular box sitting against the far wall. It looks like a refrigerator. Otherwise, the room appears empty.

If the PCs open the refrigerator, they find it completely filled with raw steaks. The steaks have been feeding the Carnivores for the past month while they wait for the mortuary to reopen.

If the PCs search the rest of the room, have each make a general Perception check. Anyone who passes his check notices the faint outline of a door in the floor. If the PCs open this door, they find a shaft cut into the earth and lined with brick. A rusted iron ladder is set in the wall. Ten feet below, a tunnel begins and heads in a northerly direction. Gish shudders and exclaims, “Nope! I ain’t going down there!”

This is the bootleggers’ tunnel that connects the Carnivores’ home with the mortuary. Gish eventually can be persuaded to enter, especially if she realizes she’ll be left alone.

7. THE TUNNEL AND THE MORTUARY

Continue reading when the PCs enter the tunnel:

★ ★ ★

A flashlight beam reveals nothing but blackness up ahead. The tunnel walls are damp, and a strong earth smell makes breathing unpleasant.

After a distance of approximately a city block, a noise can be heard. Drip—drip—drip. The noise comes from up ahead, but the light doesn’t reveal what’s causing it.

☆ ☆ ☆

Use the Morgue Map.

The noise grows louder as the PCs

get closer. A crack in the roof lets in water that is slowly dripping into a small puddle at their feet. The puddle looks harmless.

Give the players a chance to figure out how they want to proceed, and roll dice to make them think the puddle is something serious.

When the PCs pass the puddle, the air gets more difficult to breathe, and the walls seem about to close in. Ahead is another iron ladder. It leads up 10 feet and stops at a closed trapdoor. If the PCs open the door and enter the mortuary, they find a dark, quiet room filled with large slabs. Cabinets and metal tables sit against the walls. On the floor to the right is the chalk outline of a man, the kind that police draw around the bodies of murder victims.

If the PCs did any research because of Mogul’s letter, they’ll soon be aware that they’re at the scene of the recently publicized murder. Consult the map as they explore. They find nothing in the building to shed light on what occurred there.

A character with History skill may wish to do research on the mortuary and the Carnivores’ home. On a “C” result, he or she discovers that both of these places were involved in a bootlegging operation during the 1920’s. If no such research is conducted, allow the players to draw their own conclusions about why an old tunnel connects the buildings.

IV. Kitten On The Keys

This chapter opens with the characters driving into Las Vegas where they will search out Felicia Fey. Tell the players that their reservations at the Stardust Hotel are confirmed and that they had no problems with the flight.

1. WELCOME TO LAS VEGAS

★ ★ ★

Driving into Las Vegas by day is much like visiting a fair grounds at noon. The huge dark neon signs towering above the streets are sleeping carnival rides that don't come to life until night falls. The big glitzy city is alive, though, with lots of cabs and limousines that pull up to the various casinos and clubs.

The cab stops at the entrance of the Stardust Hotel and Casino. For a change, it seems, S.A.V.E. has gone to some expense in renting rooms for their envoys. Gish isn't happy, though. "This city gives me the creeps," she says. "I think Las Vegas would be better as a prison, you know? Then we could keep Barry Manilow, Barbara Streisand, and Neil Diamond here forever. Hey, that's pretty good. I think I'll write it down." She takes out a notebook and scribbles. A bellhop leads the PCs through the hotel lobby and past the casino rooms. Already the place is active with tourists pulling handles on slot machines or losing their paychecks at blackjack. Ringing, buzzing, and a single shout of joy fill the air.

The bellhop does not stop at the elevators, but takes a rear exit into a sort of courtyard. The bellhop loads the luggage onto an electric cart and waits for a tip. Then the driver of the cart asks the party to hop aboard. A second cart is ready to accommodate anyone left over. He drives past dozens of small guest rooms crammed together like cells in a beehive then stops before one section with units stacked three stories high. "You folks are at the top," he says, handing over the keys in exchange for a tip.

During the climb up the stairs, a middle-aged couple passes. The husband grumbles, "Humph. These are

like army barracks. Great way to start a vacation."

Welcome to las Vegas.

★ ★ ★

The rooms each accommodate two PCs. There are as many rooms reserved for the party as needed. There are no doors that connect them directly.

If the PCs call Caesar's Palace to find out about Felicia Fey, they're told that she begins playing at 7:00 p.m. in the Y-Go-By Lounge.

In the meantime, the PCs are encouraged to gamble practically everywhere they go. Every bar has slot machines, and keno can be played from the restaurant tables. If the PCs wish to play, feel free to improvise any gambling game they're interested in, because any game imaginable is played at all of the casinos. A PC with Gambling skill might make a profit.

A PC with Journalism skill may want to learn if any unusual deaths have occurred recently in Las Vegas. There was one such death, and the incident received national coverage. The PC needs to pass only a general check on knowledge or research to discover this information: Three weeks ago, the body of a man was found lying in an alley near Caesar's Palace. The victim had been clawed and bitten to death by housecats.

2. FELICIA FEY

Read the following to the players when the PCs go to see Felicia Fey:

★ ★ ★

Las Vegas comes to life as the sun sets. The signs are alight and the sky dances with electricity. Caesar's Palace, one of the more impressive casinos on the strip, is just up ahead.

Inside, Caesar's is in full swing. There's some serious gambling going on here. Several blackjack tables require a \$500 minimum bet and there is a gambler at one such table who's covering three positions at once.

The Y-Go-By Lounge is a spacious room filled with small round cocktail tables. The room is nearly packed with tourists on cushioned chairs.

Apparently Felicia Fey has a good reputation.

A headwaiter leads the party to a recently vacated table near the piano. A dozen customers—all men—sit close by. None of them speaks; they just quietly sip their drinks.

Then a tall, beautiful woman with long black hair approaches the piano. Most of the customers burst into applause; the men at the piano are absolutely ecstatic. The woman sits at the keyboard and prepares to play, but before she starts, one of the nearby men—a handsome fellow—leans over and whispers in her ear. She nods, then the man gets up and leaves the room.

"I hope she doesn't play jazz," says Gish. "I don't like jazz."

As soon as the man leaves, Felicia does begin playing melodic free-form jazz in the manner of Keith Jarrett, something unusual to hear in a lounge like this. But the audience loves it. In fact, a strange thing happens: everyone in the room stops talking while she plays. The music has a hypnotic quality. Even Gish is enthralled.

After playing for about 10 minutes, the pianist speaks to another man sitting near her. The man walks over to the bar and returns shortly with a mixed drink which he sets before Felicia. A minute later Felicia finishes her first piece to a big round of applause. The room is now filled to capacity, and people stand three-deep at the lounge's entrance.

Felicia smiles graciously and picks up her drink. Then her eyes widen as she looks at it more closely. She turns to the man who brought it and shrieks, "You fool! You know I won't drink this!" She throws the contents of the glass into his startled face. "Leave!" she yells, and the man gets up and, looking as if he's about to cry, goes out.

Immediately Felicia begins playing again, cutting short the shocked remarks from the audience. Then she speaks briefly to another of the men near the piano. She doesn't take her eyes off him as he walks to the bar, orders a drink, pays for it, and walks back. Many of the crowd look expectant. He places the drink before her.

She eyes it as she plays—it's a cream drink—then, seemingly satisfied, she turns all of her attention to her music.

☆ ☆ ☆

The handsome guy who leaves early is Max Mogul, Felicia's manager. He's just identified the PCs for her. He's also put *Hound* on one of the PCs (CM's choice) so he can keep track of the party's movements.

If the PCs are sitting near the piano, have each of them make a general Perception check. Anyone passing the check notices a ten-sided die fall from Mogul's pocket. (Instead of just telling the players this, toss one of your dice in front of them.)

Anyone following Mogul out of the lounge sees him hop into a cab. If he follows, he sees Mogul going to the airport and boarding a plane for Los Angeles.

As she plays, Felicia is using her *Work of Art* discipline. In spite of its hypnotic quality, the PCs still have control over themselves and can leave if they wish. But if a PC tries to talk to her while she plays, she attempts to *Influence* him. Any PC with Art Criticism skill knows immediately that it's unlikely any little-known musician, no matter how good, could have such an overwhelming effect on an audience. This is especially true in Las Vegas where most of the guests favor more traditional music.

Felicia's outburst over the drinks is due to the fact that a bast can't stand water, not even in a mixed drink. But the second drink, made with cream, is just fine.

Felicia plays until 10:00 p.m., when she takes a half-hour break, and continues until 1:00 a.m. During her break she sits at the piano and flirts with her *Influenced* fans.

If any PC approaches the bast at any time, even while she performs, she asks the PC to get her a drink. If approached during her break, she begins playing again before asking the favor. In this way she attempts to *Influence* the PC. The victim defends on the action Table column to the left of the column showing his current Willpower. If the *Influence* attack succeeds, Felicia gives stronger com-

mands and repeats the discipline until she achieves at least an "M" result on the PC or until she runs low on Willpower. When she gets the result she wants, she thinks she can depend on the *Influenced* PC to sabotage any plan of attack the other PCs put into action against her. Make sure that the player whose character is *Influenced* understands the degree of Felicia's control and that he plays accordingly.

If anyone gives catnip to Felicia, she stops what she's doing—even her music—and lays with the stuff for 1d10 rounds. After this, she gets up, walks out of the lounge, and *Teleports* home.

The PCs probably know that Felicia is bad news from the start. If the players are smart, they also know that it's a bad idea to attack her in Caesar's. But if they're foolish enough to do it, 2 bouncers and 3 armed guards (each with uniform ability scores of 50) show up in 1d10 rounds. The bouncers wield backjacks and the guards carry revolvers. The PCs are arrested on assault charges and jailed. If Felicia is killed at Caesar's, the PCs are charged with murder.

Any PC with Investigation skill can discover Felicia's home address if he or she gets an "H" result or better. Anyone looking for her address in the phone book finds it immediately.

Felicia Fey, Bast

STR	90	PCN	90
DEX	60*	STA	100
AGL	125	EWS	125
WPR	120	FEAR	5
PER	76*	ATT	2/108%

* *When in human form only*

Movement: L 225' A NA W 10'
Disciplines: *Blind*, *Change Self*, *Change Temperature*, *Influence*, *Steal Memory*, *Swarm* (unique form), *Teleport*, *Work of Art*

Manipulation: Yes, when in human form

IPs: 2000

3. PACK ATTACK

When the PCs leave Caesar's Palace, Felicia *Teleports* from the lounge and changes to her housecat form. From the rear entrance at Caesar's, she

telepathically calls her 20 *Influenced* cat friends, who all arrive within 2 minutes. Walking from Caesar's to the Stardust Hotel takes 10 minutes, so any PCs walking are certain to encounter the cat pack. If the PCs take a cab, the cats leap on top of the cab and in through an open window. The driver flees. If the players say that they're checking the area around Caesar's, tell them that they see cats running from alleys and doorways and forming a pack that follows the party.

When all 20 cats have joined Felicia, read the following aloud:

★ ★ ★

Suddenly the whines and howls of cats seem to be coming from all around. A pack of about 20 housecats is approaching from the rear. They hiss, spit, and arch their backs. Then, as if on command, they break into a run and attack! Passersby scream in surprise and fear.

☆ ☆ ☆

Fear checks are made on Column 5 of the Action Table. Roll for initiative and conduct combat normally. There are several things to remember when running this encounter:

1. Felicia doesn't attack the party herself but remains at a distance during melee.

2. The cats attack no females.

3. The use of firearms draws police to the scene within 1d10 minutes. If the PCs are present when they arrive, they're arrested on firearms charges and jailed overnight (S.A.V.E. will post bond). The PCs don't get their weapons backs after the arrest.

4. If the PCs flee and take refuge inside any building, the cats give up and go away.

20 Common Housecats

STR	15	PCN	60
DEX	NA	STA	15
AGL	60	EWS	NA
WPR	30	FEAR	5
PER	NA	ATT	2/38%*

* *light wound is maximum damage*
Movement: L 225' A NA W NA
IPs: 0

4. ON THE TRACK OF THE CAT

Read the information below when the PCs go to Felicia Fey's home:

★ ★ ★

Felicia lives on the outskirts of the city. The houses here are older but well-maintained and have generous amounts of space between them. People here must value their privacy: there's no one in sight on the street where the cab stops in front of a two-story home with a manicured lawn.

☆ ☆ ☆

The PCs can detect no activity in the house by observing it from the outside, and there's no response to ringing the doorbell. They must break in to enter. Lockpicking is best, although less subtle means can be used without attracting attention.

5. IN THE CATHOUSE

Use the Map of Felicia's House. The key follows:

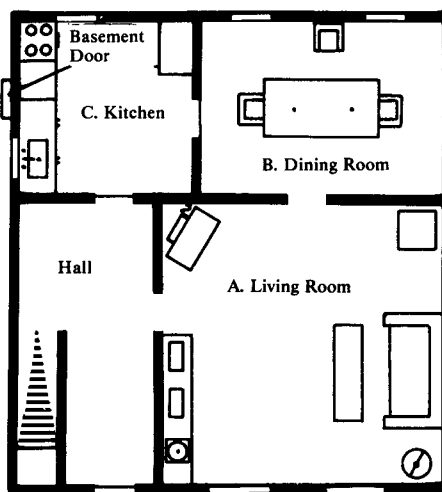
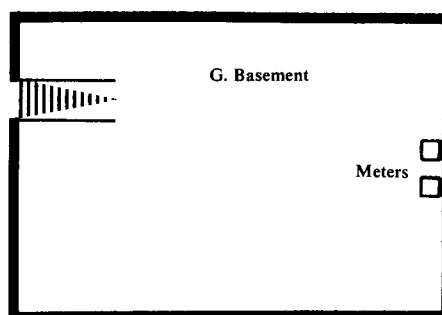
★ ★ ★

Inside everything is dark and quiet. Nothing indicates that Felicia is home.

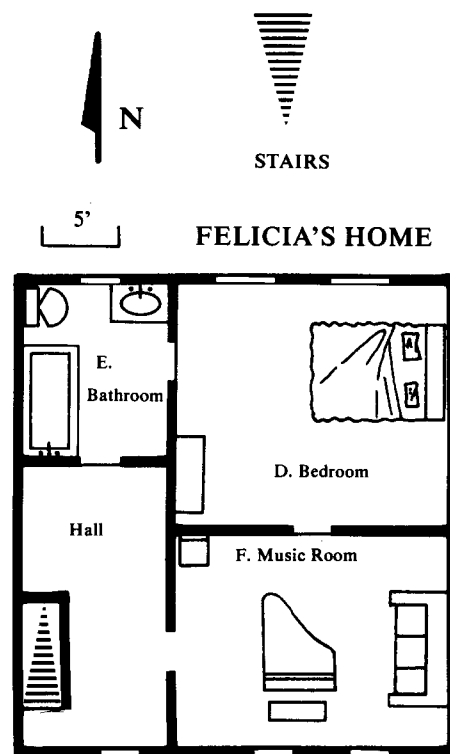
Then there's a hissing sound—and another—then several at once. Cats begin slowly crawling out from under furniture and peeking out from behind objects on tables. More and more appear. It doesn't seem possible that so many animals could have been hiding in this room. They all stare and growl. Their tails point up and their fur stands out.

☆ ☆ ☆

Every door and window into this house has been prepared with a programmed *Swarm*. 1-100 (30 minimum) cats appear on the scene when the discipline is triggered. Resolve fear checks on Column 5 of the Action Table. The *Swarm* lasts for 1d10 minutes. The cats crawl over the PCs, howling and spitting, and cling to their clothes with their claws. These cats inflict no wounds or Stamina loss. They only pounce, cling for a



1st Floor



FELICIA'S HOME

few seconds, then jump off and hide.

After the discipline ends, the cats can't be found of course. Moving furniture reveals only bare walls and floor.

If the PCs enter the house at night, Felicia Fey is not present until after 2:30 a.m. But anytime between 2:30 a.m. and 7:00 p.m., Felicia is home and attacks 2 rounds before the *Swarm* ends. If the PCs encounter Felicia on her own turf, go to Encounter 6.

Key to the house:

A. Living Room: The room is filled with expensive furniture. Modern paintings and lithographs hang on the walls. A character with Art Criticism skill knows, without rolling a skill check, that the three old paintings are quality works of the photo-realist school and that the two lithographs are by the Spanish artist Joan Miro.

B. Dining Room: Again, the furniture is expensive. A glass-fronted cabinet filled with stoneware and silver sits against the east wall. In the northwest corner is a small, well-stocked liquor cabinet.

C. Kitchen: This room contains

an electric stove, a stainless steel sink, and a refrigerator full of milk in gallon jugs. There are no cooking utensils, and the water is not turned on.

Tacked to a small bulletin board is a piece of Max Mogul's personalized stationery. A note on it says.

"I appreciate your efforts to locate *The Book of the Wolf*. I'll be out to see you this week.—Max"

The letter isn't dated.

D. Bedroom: A brass bed rests against the north wall. An oak dresser stands to the left of the bed. A closet full of expensive clothing is directly across from the bed. If the characters go through the dresser drawers, they'll find jewelry with a total value of \$1000.

E. Bathroom: The water isn't turned on in this room either.

F. Music Room: This room contains a Baldwin baby grand piano, a JVC phonograph and tape deck complex, and a large collection of jazz and classical music recordings.

G. Basement: The basement is

empty except for the water and electric meters. The main water valve has been turned off.

If the PCs read Mogul's note attached to the bulletin board in the kitchen, any PC with History skill knows that S.A.V.E. Central owns a copy of *The Book of the Wolf*. He knows that it's an old British text describing various werewolves and the means of destroying them, but he isn't familiar with the details. If the PC notifies Dublin headquarters, S.A.V.E. sends a photocopy of the book to the Stardust Hotel. It arrives in 7 days. See page 31 for Research results.

6. DEATH BY OVERBITE

★ ★ ★

The snarl of a much bigger cat echoes through the house. The sound of padding feet, like that of some beast seeking prey, comes from the next room. Then it walks in: a sabre-tooth tiger, growling and licking its long fangs! And it's getting ready to pounce!

☆ ☆ ☆

Fear checks are resolved on Column 5 of the Action Table, then initiative can be rolled and combat conducted. If Felicia attacks while *Swarm* is in effect, the PCs have a -40 modifier on all of their actions for 2 rounds. After 2 rounds, the *Swarm* ends and the PCs can fight normally.

Felicia gets two attacks per round, but only one of these is a claw or bite attack. She attempts to *Blind* the character she chews on (see page 7 of *Horrors from the Unknown* for the cure). She also uses *Teleport* in between her melee attacks to confuse the party, appearing in a new position to leap on them from behind, if possible.

If Felicia has just come home from her job at Caesar's Palace, she has already used 60 points of Willpower during her performance.

Felicia Fey dies instantly from any wound inflicted by a silver bullet or a silver spear point. When she dies, her body changes to its humn form, then to a housecat's, then to a cat-headed woman's, then back to a tiger's. The cycle occurs three times before the

body fades to nothingness.

After the battle is over, Gish's response is, "I've always hated cats."

Felicia Fey, Bast

STR	90	PCN	90
DEX	60*	STA	100
AGL	125	EWS	125
WPR	120	FEAR	5
PER	76*	ATT	2/108%

* when in human form only

Movement: L 225' A NA W 10'
Disciplines: *Blind*, Change Self, *Change Temperature*, *Influence*, *Steal Memory*, *Swarm* (unique form), *Teleport*, Work of Art.

Manipulation: Yes, when in human form.

IPS: 2000

7. FIRST BLOOD

The PCs will probably stay in Las Vegas for another week to heal and to wait for *The Book of the Wolf*. This encounter happens on the last night in





the room of the PC whom Mogul nailed with *Hound*. If a PC is keeping watch in this room, have him make a general Perception check. If he passes, he notices wisps of fog crawling across the floor. If the check is failed, he doesn't notice the fog until a light cloud has filled the room. If all the PCs in the room are asleep, they awaken to find heavy fog. Then read the following:

★ ★ ★

"Wake up. Wake up, music fans. I'm here to entertain you." The sinister, guttural voice comes from the bedside radio. The fog that fills the room has dampened everyone's hair and the bedsheets. Outside, other guests talk excitedly: "Where's this stuff coming from? It covers the whole strip!"

"Nervous, are you?" says the voice in the radio. But the radio is turned off.

☆ ☆ ☆

The voice belongs to Max Mogul. He tracked the PC with *Hound*, then became invisible and walked in with the PC when he entered his room. He's been waiting for him to fall asleep so he could make this flashy entrance.

The invisible Mogul is now stand-

ing next to the radio and is using *Throw Voice*. A PC who uses Sense Unknown successfully is drawn to the radio because Mogul is standing next to it—in other words, the PC gets a "positive" from the radio and nothing else.

If the PCs stay in the room, the fog thickens. The voice on the radio says, "Don't worry friends. I'm not going to kill you. You wouldn't learn anything from that, would you? No. I have something else quite memorable prepared." Then the fog parts like a curtain and out of it steps Mogul in his werewolf form.

Fear checks are made on Column 8 of the Action Table, then surprise checks are rolled. If Gish is in the room, she gapes and for once no sound comes out of her mouth except, "Urk."

Roll for initiative. Mogul attempts to bite one PC (not Gish), inflicting minimal damage. If he succeeds, he becomes invisible again and appears to step into the fog and disappear.

Mogul cannot be wounded by any weapon, although he takes Stamina loss from all successful attacks.

If the PCs gain initiative and flee, Mogul leaves immediately, believing he's frightened them and that they won't pursue him.

If the PCs do anything that draws a crowd, such as shooting or running outside and shouting warnings, Mogul stops attacking when hotel management or police show up (management in 1d10÷2 minutes; police in 1d10+10 minutes). He then turns invisible and leaves the area. See the Direct Action Chart on page 47 of the *Campaign Book* to resolve the situation.

The fog, which by now has spread throughout the area, dissipates in 3d10 minutes. If anyone has been bitten by the werewolf, be sure he's aware there's no cure for lycanthropy.

Max Mogul, Loup du Mal

STR	90	PCN	90
DEX	30*	STA	75
AGL	90	EWS	150
WPR	90	FEAR	8
PER	80**	ATT	3/90%

* 70 in human form

** in human form only

Movement: L 225' A NA W NA
Disciplines: *Change Temperature*,
Invisibility, *Hound*, *Slam*, *Steal*
Memroy, *Throw Voice*, *Wave of*
Fog.
IPs: 2100

V. The Werewolf Of Starville

This final chapter of "Death on Tour" opens as the PCs enter Hollywood.

1. TINSEL

★ ★ ★

At first glance, Los Angeles seems to be made mostly of freeways and only a few scattered buildings. Ribbons of concrete wind away in all directions, and the houses built into the hillside appear inaccessible by car. Finally, the cab turns onto an exit ramp and moves into downtown Hollywood.

On Hollywood Boulevard advertising for the latest movie and record releases is as large as some buildings and some of its hangs directly above the street. Young people, and older people trying to appear young, walk the sidewalks. Others loiter on street corners with no apparent purpose. Several policemen are busy writing out traffic tickets to jay-walkers.

The cab rolls past Grauman's Chinese Theater, turns right, then turns again onto Franklin Avenue. The driver pulls up before the Regal Arms Hotel.

☆ ☆ ☆

The Regal Arms is of the same quality as the other places the PCs have stayed in this adventure. They're led to large rooms on the third floor that lie across the hall from one another. Allow the PCs time to settle into their surroundings. If they want to do research on recent Hollywood deaths, see page 31. The players will probably piece together certain clues: the bookstore in Prescient Dream Four, the ten-sided die dropped by Mogul, the role-playing game message on Jammer's album. A quick runthrough of the Los Angeles Yellow Pages reveals that there's only one local book store that features role-playing games. This is the Angry Red Planet Book Store at 6970 Hollywood Boulevard: "Science Fiction and Fantasy—Rare Editions—Complete line of Role-Playing Adventure Games".

2. THE BOOK STORE BY DAY

Read the following to the players if the PCs visit the Angry Red Planet Book Store by day:

★ ★ ★

The Angry Red Planet Book Store takes up the entire first floor of a two-story corner building. Inside, new paperbacks are neatly arranged alphabetically in six racks forming seven aisles. Comic books and fan magazines cover the walls, and older paperbacks wrapped in clear plastic lie next to them. A stairway leading to the floor below has a sign above it reading, "Games Downtstairs". About a dozen customers are browsing. Behind the sales counter sits a young dark-haired man wearing jeans, a black T-shirt, and an earring. He reads a copy of *Best Ghost Stories* by Le Fanu.

☆ ☆ ☆

Use the Bookstore Map.

Anyone who has had Prescient Dream Four recognizes this as the bookstore in the dream.

The room downstairs is half the size of the upper room. The selection of games is less than complete, but there's enough to keep any gamer browsing for an hour. The cashier in this room is a young blond woman who listens to a small radio. She is not a creature of any kind and doesn't register anything on Sense Unknown. She has no knowledge of the werewolves' activities.

The man behind the counter upstairs is Rick Coleman, the manager of the store. If a PC successfully Senses Unknown in Rick's presence, the character finds that Rick is definitely not just an average ghost story fan. Such an attempt prompts Rick to ask, "Are you just going to stare at me, or are you going to buy something?"

Coleman recognizes the PCs from Mogul's description unless they've disguised themselves. He won't attack the PCs in front of the customers, however, unless attacked first. He can't be baited into attacking by simply flashing a silver weapon at

him; he'll just say, "Nice. But I got a better one in Nam."

Rick Coleman, Common Werewolf

STR	90	PCN	90
DEX	30*	STA	75
AGL	90	EWS	NA
WPR	60	FEAR	8
PER	60**	ATT	3/90%

* 66 in human form

** in human form only

Movement: L 225' A NA W NA

Disciplines: NA

IPs: 800

3. BREAKING IN AT NIGHT

The envoys will probably attempt to break into the Angry Red Planet Book Store at night, a good time for killing werewolves without publicity. Coleman and Mogul are expecting them to do just that. Remember that Mogul can track the party with *Hound*, so if the PCs have not gone after the werewolves within two nights after arriving in Hollywood, the creatures visit them.

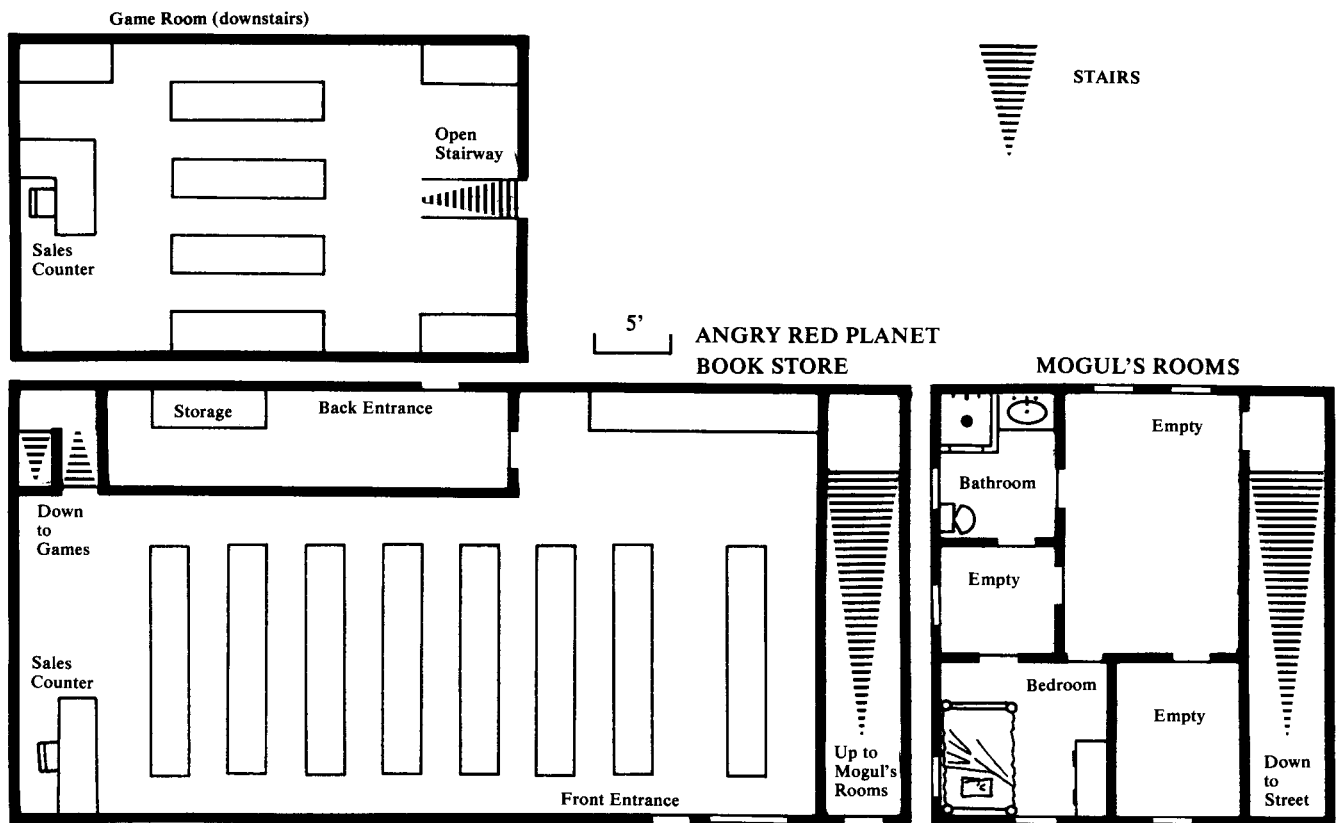
Read the following aloud when the PCs visit the bookstore at night:

★ ★ ★

The street lamps on Hollywood Boulevard shed fitful light on the closed stores and coffee shops. The bookstore building is dark also. A few people walk slowly along the street and they don't appear to be law-abiding types.

☆ ☆ ☆

Consult the Bookstore Map. A character with Lockpicking skill who passes his check can open any of the three doors without drawing attention. If Lockpicking fails or is not used, the back door can be broken open without trouble. However, attempting to break open either of the two front doors automatically draws the attention of a plain-clothes policeman across the street. After the cop radios headquarters, a squad car arrives within five minutes with two more officers. The three of them, each with uniform ability scores of



50, attempt to arrest the envoys and Gish for burglary. Consult the Direct Action Chart on page 47 of the CHILL™ Campaign Book to resolve the situation.

While the characters are breaking in, Gish is understandably nervous. She says such things as, "I don't know, you guys. Are you sure we have to do this? Why don't we just get breakfast somewhere?"

4. THE DARK UPSTAIRS

If the characters explore Mogul's rooms upstairs, the stairway is dark. Their flashlights pick out a door at the top and an empty light socket above it. This door isn't locked and opens easily.

Ask the players to make general Perception checks. Those who pass their checks notice that there's no dust in the room and that the walls are clean.

Consult the map. All of the rooms are as empty as the first except for the bedroom. Here the PCs find a simple wooden bed, a small desk holding a

typewriter and Max Mogul's personalized stationery, a portable tape player with earphones, 10 tape cassettes, two books, a chair, and a closet containing a modest wardrobe.

The books are bilingual editions of Baudelaire's *Flowers of Evil* and Lautreamont's *Maldoror*. The cassettes are variously marked, "Carnivores," "Fey," and "Van Helsing," and are recordings of those artists.

5. THE STORE BY NIGHT

If the PCs enter the story by either the front or rear entrance they find the store dark. Gish is unhappy and wants to go home. "Let's go home," she says. "I want waffles."

It's important to be aware of two possible occurrences: If one of the PCs was bitten earlier by Mogul, then read aloud the information below marked "A." But if all the PCs escaped unhurt from Mogul's attacks, read the material below marked "B."

★ ★ ★
A

A snarl comes from out of the darkness, and from behind the sofa a werewolf rises to its full height. It bares its teeth and they glisten as the creature grins evilly and prepares to pounce.

B

Suddenly Gish screams. There's a werewolf biting her on the shoulder! Then the creature snarls and tosses her aside like a used TV Guide. It rears back and prepares to pounce on its next victim.

☆ ☆ ☆

The werewolf is Rick Coleman, but the players might think it's Mogul. Resolve fear checks, then surprise checks, then initiative. Conduct combat normally.

Coleman dies instantly if wounded by a silver bullet. His body returns to its human form at the moment of death, which should startle the players if they thought he was Mogul.

If Gish was bitten, she's shaken at first then becomes unusually calm.

She says, "You're in trouble when you're bitten by one of these things, aren't you?"

Rick Coleman, Common Werewolf

STR	90	PCN	90
DEX	30*	STA	75
AGL	90	EWS	NA
WPR	60	FEAR	8
PER	60**	ATT	3/90%

* 66 in human form

** in human form only

Movement: L 225' A NA W NA

Disciplines: NA

IPs: 800

6. SHOWDOWN IN THE GAME ROOM

Give the PCs time to move around the game room. Read them the following when they try to Sense Unknown, or if they search for more than a minute.

★ ★ ★

In the dark, this is a weird place. Dragons, soldiers, and time travelers stare from box lids. Strange shadows loom out of the corners. Then a voice rasps from behind the sales counter, "You miserable slugs. You've destroyed all of my brilliant companions." Then the voice suddenly comes from the opposite end of the room: "You're the monsters. You have art." Now it jumps to the right behind some shelves: "But you'll not stop *me*. When I'm through with you, there'll be nothing left but Gaines Burger." Now the voice comes from the stairs: "By the way, I'm over here."

The werewolf pops into view! He stretches out his arms to attack and lets out a scream.

The door at the top of the stairs slams shut.

☆ ☆ ☆

Mogul was invisible in this room all along, and used *Throw Voice*. If any PC is using Sense Unknown while Mogul speaks and passes his check, tell him that there's something he

can't see on the stairs. Each character attempting this can have two tries during Mogul's speech.

Fear checks must be resolved on Column 8 of the Action Table, then initiative can be rolled. Surprise is not an element in this encounter.

Anyone who flees up the stairs finds that the door won't open: Mogul has used *Slam* on it.

Mogul can't be wounded, but if his Stamina becomes dangerously low, he turns invisible and refrains from fighting until he can recover.

There's only one way of destroying Mogul: a character must sacrifice him- or herself so that the rest may live, and Mogul must come in contact with the martyr's blood. One way the PC can accomplish this is by interposing his or her body between the werewolf and another PC Mogul is attacking. The self-sacrificing character is critically wounded in this act and his or her blood automatically splashes Mogul. The werewolf smolders and writhes in pain and finally collapses in a smoking ball of fur. The martyr may, of course, come up with a different method of getting the job done.

The natural choice for a martyr is a PC already bitten by Mogul. Since the player knows that his PC is already lost, he should be willing to sacrifice him. After all, it's a very colorful way to retire a character.

If the players were careful earlier and no one was bitten, then Gish has been bitten (see Encounter 5). If Gish must be used, she impulsively sacrifices herself by ripping any dressing from her wound and jumping into Mogul's arms. As she does this, she shouts, "Don't WANNA be a werewolf!" The loup du mal instinctively bites her and thereby seals his fate.

Max Mogul, Loup du Mal

STR	90	PCN	90
DEX	30*	STA	75
AGL	90	EWS	150
WPR	90	FEAR	8
PER	80**	ATT	3/90%

* 70 in human form

** in human form only

Movement: L 225' A NA W NA

Disciplines: *Change Temperature*, *Invisibility*, *Hound*, *Slam*, *Steal Memory*, *Throw Voice*, *Wave of Fog*.

IPs: 2100

7. WRAPPING UP THE MISSION

If Gish is killed, it's best to leave her body in the store. That way, the police will list her as another victim of the Hollywood serial murderer. If she lives, an article describing the events of this adventure appears in *Satisfaction Music Monthly*. The article is widely misinterpreted as satire, and Gish begins a new career as a TV gossip reporter.

Coleman's body disappears. Only a vague silhouette remains.

After the PCs file the report, S.A.V.E. Central expresses its regrets about any character killed during the mission and congratulates the survivors.

The PCs are informed that Van Helsing has broken up due to Jammer's disappearance. Within three years, all of Van Helsing's albums are selling for \$2.98 in the cut-out binds of record stores everywhere.

Research Tables

VAN HELSING

Journalism. Using Journalism skill to find out more about Van Helsing can be done with either knowledge or research checks or both (see page 17 of the CHILL™ *Campaign Book*):

L = Limited Success. The character using the skill discovers that Van Helsing is a popular band with five gold albums, three of which have gone platinum.

M = Moderate Success. The character using the skill discovers the information in the “L” result and also that the band boasts twelve Top Ten songs, seven of which are first place winners.

H = High Success. The characters using the skill discovers the information in the “L” and “M” results and also the names of the band members. The names are Eddie Lee Rott, vocalist; Jackson Jammer, guitarist; Eddie Van Helsing, bass player; and Mickey Van Helsing, drummer.

C = Complete Success. The characters using the skill discovers the information in the “L,” “M,” and “H” results and also that Jackson Jammer is responsible for most of the band’s popularity. Jammer is considered one of the best guitarists in the world.

JACKSON JAMMER

Journalism. If a character with Journalism skill wishes to find out about Jackson Jammer’s *present-day* musical activities, use the following table. Either a knowledge check or a research check can be made.

L = Limited Success. The character knows or discovers that critics regard Jackson Jammer not only as one of the greatest living guitarists, but as one of the greatest that ever lived. Research time is 1d10 hours.

M = Moderate Success. The character knows or discovers the information in the “L” result and also that during the 1970’s Jammer was not as popular as he is now. At that time he worked mainly as a guest musician for various bands. Research time is 1d10 hours.

H = High Success. The character knows or discovers the information in the “L” and “M” results and also that Jammer first became nationally known during the 1960’s as the guitarist for Revival, a Louisiana Bayou group. Research time is 1d10÷2 hours.

C = Complete Success. The character knows or discovers the information in the “L,” “M,” and “H” results and also that many have remarked on how well Jammer has aged over the past 20 years. Research time is 1d10÷2 hours.

Use the following table if a character with Journalism skill wishes to look into new files for information about Jackson Jammer before 1960 or about vampire-type deaths during that time. This information can be gained by a research check only.

L = Limited Success. The character discovers that a black guitarist named Jackson De La Croix played for a group called Little Antoine and the Ambassadors in 1959. Several females died near the high school and military bases where the band played. Research time is 8 hours.

M = Moderate Success. The character discovers the information in the “L” result and also that during the early 1950’s a Chicano guitarist named Joaquin de la Cruz was popular in the Rio Grande Valley. At that time there were stories circulating of a mysterious plague in the area that killed migrant workers. Research time is 8 hours.

H = High Success. The character discovers the information in the “L” and “M” results and also that in 1949 a female fan sneaked into the dressing room of black guitarist Jackson D.L. Croix. While she was taken away by guards, she suddenly died. Police found later that all blood had been drained from her body. Research time is 6 hours.

C = Complete Success. The character discovers the information in the “L,” “M,” and “H” results and also that scattered information exists about New Orleans-based black musicians named Jackson De La Croix, Jackson St. Croix, Jackson Jabber, Jabbo Jackson, or Happy Jackson.

They’re described as men who play guitar, bass, or banjo. There’s no sure indication that these musicians are the same person. There are several reports of vampire-style killings occurring at that time in New Orleans, but the information is sketchy. Research time is 3 hours.

History: Smart players will note a story about Jackson Jammer’s great-great-grandfather told to them by Whiteout. If a character with History skill wishes to find out about vampire-type activity in New Orleans during the 1850’s, use the following table. This information can be gained by a research check only.

L = Limited Success. The character discovers that, late in 1856, deaths from anemia occurred at the Delacroix cotton plantation. Among those taken ill were slaves, members of the owner’s family, and a large number of overseers. Research time is 8 hours.

M = Moderate Success. The character discovers the information in the “L” result and also that to ward off the evil, the slaves hung mint, garlic, crosses, and mandrake roots on their doors. They also spread a line of salt across every entryway or window into their homes. The slaves were not afraid of the evil during daylight.

H = High Success. The character discovers the information in the “L” and “M” results and also that the deaths began after an aborted funeral for a slave named Jackson. Jackson’s body was accidentally spilled from its coffin while being carried to the burial site. This happened while the pallbearers spun the coffin at a road intersection, in keeping with slave custom. Spinning was supposed to keep the spirit of the deceased from finding its way back to its earthly grave.

C = Complete Success. The character discovers the information in the “L,” “M,” and “H” results and also that the slaves blamed the killings on the spirit of the recently dead Jackson.

Legend/Lore. A character with Legend/Lore skill can apply it to information from the History results

table above. Be sure to give out results from the Legend/Lore table only if they concern information that's already been obtained during the History check.

L = Limited Success. The character knows that the slave Jackson is the modern-day vampire Jackson Jammer.

M = Moderate Success. The character knows the information in the "L" result and also that crosses, mint, and garlic are effective in warding off Jammer. Nor can Jammer cross doorways or windowsills with an unbroken line of salt spread before them. Mandrake root is useless as a weapon against the vampire.

H = High Success. The character knows the information in the "L" and "M" results and also that Jammer can't use his Evil Way disciplines by day.

C = Complete Success. The character knows the information in the "L," "M," and "H" results and also that placing Jammer in a coffin and spinning it is an important part of the procedure that will destroy him. Jammer doesn't need to rest in a coffin and probably doesn't keep one with him.

THE BOOK OF THE WOLF

This small book contains the information about werewolves in *Horrors from the Unknown*. Tell the players that the book is written in 17th-century English, and that you'll summarize its contents for them. Then read aloud the material about werewolves on page 24 of *Horrors of the Unknown*, skipping over game mechanics.

Legend/Lore. A character with Legend/Lore skill may wish to apply his or her talent to the information you've just read. Here's the skill check result table.

L = Limited Success. The character knows that the book's description of the three types of werewolf is correct.

M = Moderate Success. The character knows the material in the "L" result, and also that it's true that



anyone who's bitten by any kind of werewolf and lives is doomed to become a lycanthrope. There is no cure for the affliction.

H = High Success. The character knows the material in the "L" and "M" results and also that it's true that of the three, the only type of werewolf with Evil Way disciplines is the *loup du mal*.

C = Complete Success. The character knows the material in the "L," "M," and "H" results and also that it's true that the only way to destroy a *loup du mal* is by having it come in contact with martyr's blood.

THE HOLLYWOOD KILLINGS

Journalism: A character with Journalism skill might want to do some research about recent unexplained deaths. He can acquire the following information through either a knowledge check or a research check:

L = Limited Success. The character knows or discovers that 6 unsolved but identical killings have occurred in Los Angeles within the past month. The victims apparently were attacked by large animals. Research time is 1d10 hours.

M = Moderate Success. The character knows or discovers the material in the "L" result and also that all the killings occurred within Hollywood. Research time is 1d10 hours.

H = High Success. The character knows or discovers the material in the "L" and "M" results and also that experts examining the victims' wounds believe the attacking creature to be some kind of wolf. Research time is 1d10÷2 hours.

C = Complete Success. The character knows or discovers the material in the "L," "M," and "H" results and also that two of the killings occurred at exactly the same time in areas far apart. Research time is 1d10÷2 hours.

PLAYER AID ONE

S.A.V.E. CENTRAL HEADQUARTERS

Fellow Envoys:

We think it's time that S.A.V.E. investigates the concert vampire killings. You, we've decided, are the members of the organization best qualified to tackle the case. You've probably heard something about the murders in the news, but I'll fill you in on the details just to make sure you're completely informed.

The rock band Van Helsing, already a popular group, got some added publicity on January 18th of this year. During this performance at Nassau County Coliseum, audience member Jane Dill suddenly collapsed. When she didn't regain consciousness, paramedics were called in. Dill was found to be drained of blood. When two punctures were found on her neck, the media dubbed this a "vampire killing."

As you know, it didn't end there. Five more identical deaths occurred in four different cities, each at a Van Helsing concert. None of the victims had enough blood left to fill a bottle cap. All witnesses claimed they saw no attack. The authorities are baffled.

Unfortunately, the killings have increased the band's drawing power. The entire tour is officially sold out, and scalper's prices begin at \$500. At the recent Philadelphia concert, some crazy kids cheered when word spread that someone in the audience had just died. So we have a very unusual vampire who not only kills at will, but who has sparked an ugly trend. Who knows where it could lead if we don't stop it?

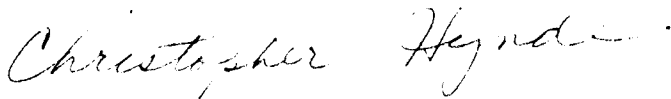
We have no evidence that members of Van Helsing are directly involved. They've publicly expressed their regret. But there must be some link, if only an innocent one.

We're arranged for you to meet Geralynn Gish in Pittsburgh. Gish writes for *Satisfaction Music Monthly* and is the sister of one of our members. She knows nothing of S.A.V.E.'s existence, only that her brother has "goofy friends who chase ghosts." Gish is following the Van Helsing tour and, at her brother's insistence, has agreed to get you backstage during the concert at Pittsburgh's Civic Arena. She'll also let you sit in on her interview with Jimmy Whiteout, a former vocalist with the band.

Rooms are reserved for you at Pittsburgh's Webster Hall Hotel. I have enclosed round-trip plane tickets and a recent photo of the band.

One more thing: be careful how you conduct yourselves on this case. If you're arrested for waving guns around in public, the killings will go on while our lawyers fight to get you out of jail.

Good luck.



Christopher Hynde
S.A.V.E. Central

PLAYER AID TWO

MAX MOGUL MUSIC ENTERPRISES
P.O. Box 871
Hollywood, CA 90028

Jackson —

Just a note to let you know that I've booked Felicia Fey into Caesar's Palace in Vegas. With her (ahem) unique talent, she'll be a national name within a year.

The Carnivores are still working at the Pit in Cleveland. Those lads are a problem. No doubt you've heard about the mortuary incident. They won't tour, either. What's a manager to do?

On the other hand, you, my boy, are going straight to the top. Rock and roll will be changed forever when your tour is over. Then we can really expand our little enterprise. Once we have the music industry under control, we can try getting into television. Vampire comedians! Werewolf news anchors! Hey, I'm serious. I think we can do this.

One more thing: don't spread the dead fan routine too thin. Lighten up. Drop it for the next couple of tour stops and we'll see how the public reacts. Trust me, it'll be better that way.

A handwritten signature in black ink, appearing to read "Max", with a stylized, cursive script.

DEATH ON TOUR

by Jon Brunelle

Dear Carol,

I'm real glad you're visiting this summer. There's this cute guy named Keith I want you to meet. He's Burt's best friend and it would be great if we could go out together and stuff.

Want to see Jackson Jammer and Van Helsing at the amphitheater? Keith says he can get tickets easy. It'll be **AWESOME!** Burt thinks Jammer is the best guitarist in the world.

But remember not to say anything to my folks. Those weird concert murders have got them all worked up. Like, I'm so sure some vampire is going to bite us on the necks in front of 2,000 people.

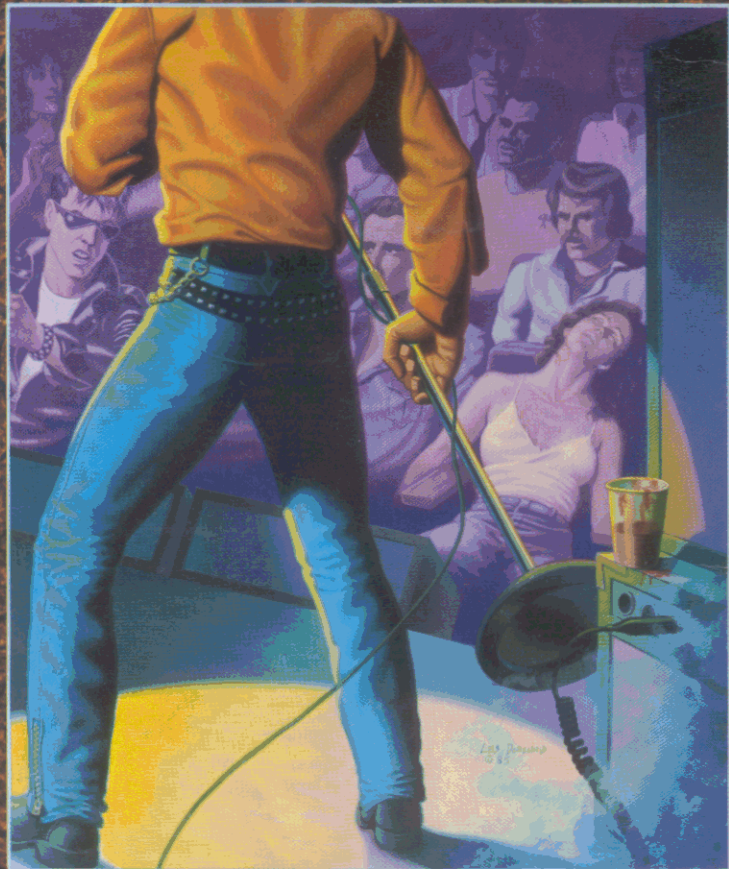
Anyway, get down here soon. It's going to be **INTENSE!**

XXXXXXXXXX
OOOOOOOOO

Luv ya,

Vicki

P.S. You're not scared, are you?



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