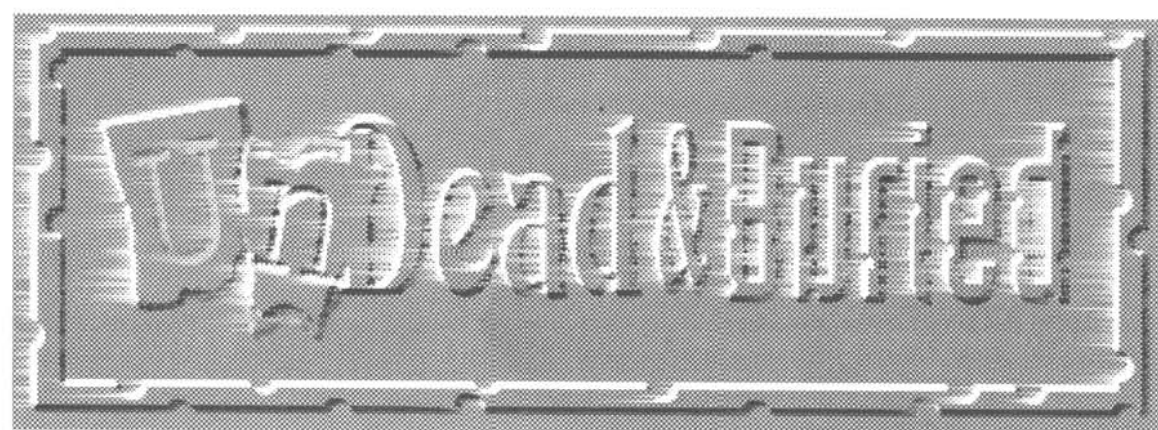


UnDead & Buried

by David J. Rust



A **Chill** Product



Undead & Buried

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A Note on Language

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply any chauvinism on our part; it takes up less space and makes for smoother reading.

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Introduction

ABOUT THE SCENARIO

Undead & Buried is a *Chill* scenario designed for six Player Characters of medium to high experience. The scenario is encounter-driven, and PCs move from encounter to encounter according to what they learn through Research, Investigation, and high levels of Perception. The Art Disciplines of Restore Willpower, Mental Shield, and Clairvoyant/Prescient Dream will be very valuable in this scenario, but they aren't necessary for game play. Role-playing is an extremely important part of this scenario.

PCs that rely on Sensing the Unknown will find that their adversaries are more than ready for them and have taken appropriate precautions.

SETTING

Sept 15th

The PCs begin this scenario eight days before the autumnal equinox. In 1991, the start-date is Sunday, September 15. For atmosphere, the CM should call attention to the moon getting fuller as the investigation proceeds. The autumnal equinox occurs on Monday, September 23, 1991.

If this scenario is to take place in another year, consult a calendar for the date of the autumnal equinox for that year. As CM, be sure to refer to the **Timeline** (see p. 63), and jot down important events as PCs progress through this scenario.

CHILL MASTER'S BACKGROUND

Several years ago, a Black Tamanous, shrouded in the shadows of St. Paul, Minn., established a dark cult of cannibals to serve its needs and desires. (For a full description of a Black Tamanous, see p. 197 of the *Chill* hardcover.) Hiding beneath a veneer of normality and unnoticed in a community of poor and lost souls, the secret cult has spread its consuming practice through a small cafeteria called Gundam's Kitchen.

Once the store has closed for the day, the Kitchen graciously gives away "extra" food to the nearby homeless shelters—food tainted with human

flesh. Then, once night has fallen, the Tamanous hunts the unknowing "cannibals" for its meals.

Gradually, the cult grew until an outsider, Dr. Kyle Roth, discovered its activities.

Dr. Roth, a retired professor, had once been a member of SAVE. After a dispute in 1987 over the Society's recruitment policies, he moved to St. Paul. Although his resentment toward SAVE ran deep, he couldn't turn his back on the fight against the Unknown. He decided to continue his work in private.

While investigating reports of missing homeless people, Dr. Roth uncovered the Tamanous' cult and found more than he had bargained for.

The cannibals captured Roth and presented him to their dark leader. "Coaxed" and Influenced by the Black Tamanous, Roth eventually broke, revealing his former membership in SAVE and his knowledge of the organization.

Roth's tale of resentment and contempt intrigued the creature and gave it an idea. Roth didn't become a meal, but he fell prey to a darker fate.

The Tamanous held Dr. Roth until the next equinox, transforming him into a Minion with Roth's knowledge of SAVE.

RECENT EVENTS

The Tamanous has taken the identity of a local businessman, Thomas Barker of Tornado Publishing.

With Tornado Publishing as a solid base of operations, the Tamanous used its disciplines to create several supernatural events that could indicate the presence of a Zombie Master. Thanks to the media, the events generated enough coverage to lend realism to the Tamanous' charade.

Last month, the Tamanous murdered Dennis K. Lead, an editor at Tornado Publishing who was getting too close to the Tamanous' link with the cannibals. Afterwards, the Tamanous took Lead's body, removed its hands and head, and then, with an anonymous phone call, told the authorities the location of the body.

False evidence planted on the body instigated and directed a police investigation: one that the

Tamanous made certain didn't turn up anything.

Later, the Minion stole Lead's body from the mortuary, completing the charade of a dawning Zombie Master.

Since then, both Tamanous and Roth-Minion have animated corpses from local cemeteries and ordered the zombies to attack isolated innocents.

Although no one believes in the walking dead, the inevitable sensational articles appeared. The papers called it "The Dead Scare."

HOW THINGS STAND

The Roth-Minion's knowledge of SAVE only covers the pre-1988 Society, so until the Tamanous can discover SAVE's current, central location and abilities, it won't strike. By kidnapping a current SAVE member and creating another Minion, however, the Tamanous could learn SAVE's secrets. SAVE would have its throat bared and defenseless. All the Tamanous needs is an active member of SAVE.

By imitating the *modus operandi* of a Lesser Zombie Master, the Black Tamanous has created a web of events to attract the Society's attention. Once the creature succeeds, it will create a new Minion alongside Dr. Roth and can begin to infiltrate SAVE.

Now, when the PCs arrive, the unsolved case will be there to draw them into the Tamanous' clutches.

And remember, the equinox is only eight days away, so the Tamanous has to have a PC at least two days prior to the equinox.

SAVE

As explained in the *Chill* hardcover (pp. 125-149), SAVE barely survived a major crisis in 1989. As a result, SAVE went underground to protect itself; therefore, the PCs can only contact SAVE at the completion of their mission.

Doubtless, the Unknown would desperately like another chance to finish SAVE for good. This scenario makes that possible.

SENSING THE UNKNOWN

In a masquerade such as this, the Sensing the Unknown Discipline can be disastrous. However, both the Tamanous and the Roth-Minion are aware of the PCs' ability and take appropriate precautions.

When the Tamanous or Roth-Minion confronts a Sensing PC, it uses its Influence Discipline. In this case, if the PC is successful in his Sensing the Unknown roll, the CM should secretly roll the Influence Check against the PC's Current WPR.

(Either creature would spend up to 25% of its Current WPR to boost its effort.) If the Influence Check is successful, read the following aloud.

You know that if there was anything from the Unknown, you would have sensed it.

If the Influence Check is unsuccessful, the creature says: "You must be mistaken" or "It's a trick . . . the Unknown is trying to turn you against me."

If a PC discovers the Unknown presence despite all the efforts of the creatures to avoid detection, go directly to **Encounter 9, The Traitor Within** (p. 35).

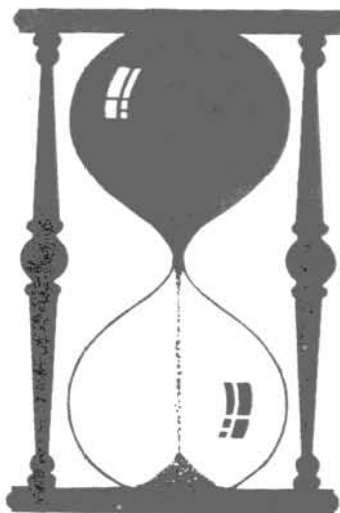
PRECAUTIONS OF THE UNKNOWN

For all its power, the Black Tamanous has one serious drawback: no matter what form it takes, it always leaves dark, smudged footprints.

This Black Tamanous, however, has the Hallucinate Discipline, which allows it to overcome this drawback temporarily (see **The Black Tamanous** on p. 6 for details).

RACING AGAINST THE CLOCK

If the PCs seem to be going too slowly for the Tamanous, it will speed things up by instructing its Roth-Minion to channel PCs toward the cemetery encounter (**Encounter 7, The Zombie Master**) and then send them away safely (**Encounter 8, False Conclusions**). However, if "Dr. Roth" suddenly starts having insights as to where to go and what to do next, wary PCs may become suspicious. The Roth-Minion will try to make any revelations seem innocuous and logical.



Non-Player Characters

BLACK TAMANOUS

(A.K.A. THOMAS BARKER)

AGL: 65
DEX: 60
PCN: 70
PER: 30
STA: 100
STR: 150
WPR: 120
EWS: 150
ATT: 1; 105
SR: 3
WB: N/A
Fear: -30
MV: 150' (L); 15' (W)
Type: Master
Class: C but can't be wounded

Disciplines (at Master level):

200 Chill
110 Hound
133 Animation of the Dead
150 Raise Winds, Shake the Earth
140 Hallucinate*, Influence, Minion
123 Quiet
Automatic Change Self

*PCs are subject to the effects of all Tamanous track-covering hallucinations.

38 years, 5' 7", 150#, brown hair, brown eyes

The Black Tamanous is like any other Tamanous except for one thing: it can use the Hallucinate Discipline to cover its tracks.

The Tamanous can only be killed if it's captured and deprived of the flesh of cannibals for seven days and seven nights.

Remember to play this creature intelligently. It has its limits but is aware of them. It will do its utmost to hide its Unknown nature for as long as possible.

ROTH-MINION

(A.K.A. DR. KYLE ROTH)

AGL: 82
DEX: 75
PCN: 42
PER: 38
STA: 110
STR: 100
WPR: 75
EWS: 125
ATT: 2; 75
SR: 3
WB: 52
Fear: 0/-10 (if recognized)
MV: 180'
Type: Servitor
Class: C

Disciplines (Student level)

93 Animation of the Dead
81 Influence, Sleep

Skills:

Rapier/Fencing/T 121
Anthropology/M 108
English/M 108
French/S 73
History/M 108
Investigation/T 122
Legend/Lore/T 88

66 years, 5' 10", 145#, gray-black hair, brown eyes

There is nothing left of the original Dr. Roth's personality. Only Roth's memories remain.

The Roth-Minion's dialogue should enforce "his" absent-minded nature. "He" is genial and generally cheerful, although "he" seems distant and forgetful.

The Roth-Minion has the same goals and desires as the Black Tamanous, "his" creator.

When the Roth-Minion is finally revealed and attacks the party, "he" goes through a disturbing metamorphosis. "He" still resembles Dr. Roth in

appearance, but the alien nature of the Unknown becomes apparent in subtle ways—coloration, facial contours, and feel. When this happens, the Roth-Minion isn't frightening in a physical way, but in a way that reflects its alien and Unknown nature.

The Roth-Minion may be slain normally.

LEADERS OF THE CANNIBALISTIC CULT

JASON DOBBS

Owner of Gundam's Kitchen

AGL: 40
DEX: 54
PCN: 64
PER: 60
STA: 66
STR: 62
WPR: 40
WB: 32
SR: as per weapon
MV: 33'
Unskilled Melee: 25
Initiative: 4 + 1D10

Skills:

Machete/T 81
Pistol/S 69
Accounting/S 67
Cooking/T 82.

Edges/Drawbacks:

Disease Resistance: 3 levels
Extreme Phobia: fear of loss

38 years, 5'9", 180#, black hair, brown eyes

Originally, Jason inherited the cafeteria, Gundam's Kitchen, from his father and operated it in good faith. He wasn't a very dependable person, however, and his get-rich-quick plans always fell through. Finally his bills got so high that Gundam's Kitchen nearly went out of business. It was when he met the Black Tamanous that everything changed.

The creature approached him in its Thomas Barker guise and started to befriend him. By the end of the week, with heavy use of the Tamanous' Influence Discipline, Dobbs began to believe that he needed a "special solution" to his problems. The Tamanous persuaded him that there was an ancient belief that when one consumed those of his own race, one could overcome the confines of his race. Hence, his problems would be over once he indulged in Barker's practice.

Although this would have normally seemed to be ridiculous and strange, under the Influence of the

Tamanous, it appeared to be reasonable. Furthermore, once Dobbs had begun acting on the Tamanous' suggestions, the Tamanous secretly managed Dobb's affairs to make his life better.

KELLY WHINN-JEFFRIES

Manager of Gundam's Kitchen

AGL: 52
DEX: 60
PCN: 44
PER: 46
STA: 54
STR: 40
WPR: 60
WB: 23
SR: as per weapon
MV: 37'
Unskilled Melee: 23
Initiative: 5 + 1D10

Skills:

Dagger/Knife/S 61
Accounting/T 82
Acting/S 65
Cooking/T 84

Edges/Drawbacks:

Poor Hearing

35 years, 5'7", 144#, blond hair, green eyes.

Kelly Whinn-Jeffries has long been in love with Jason Dobbs. She has never told him about her feelings but has taken every step to ensure she will always be near him. She has worked for him and has taken care of his affairs for years.

When she was first introduced to the idea of cannibalism, she violently disagreed. However, under the Influence of the Black Tamanous, she slowly came around to his way of thinking.

WAYNE ERICKSON

Assistant Manager

AGL: 64
DEX: 50
PCN: 34
PER: 20
STA: 70
STR: 74
WPR: 80
WB: 36
SR: as per weapon
MV: 41'
Unskilled Melee: 34

Initiative: 6 + 1D10

Skills:

Wrestling/T 99

Dagger/Knife/T 99

Climbing/S 75

Running/S STA + 15

Edges/Drawbacks:

Courage: 4 levels

Improved Stamina Recovery

Extreme Phobia: losing status with the Tamanous

Schizophrenia (hears voices, manic/depressive)

26 years, 6'1", 184#, blond hair, hazel eyes

Wayne Erickson has always been a bit on the crazy side. For years he was a vagrant, unable to hold down a steady job. He's lazy, quiet, and schizophrenic. At times he gets verbally abusive and loud, but these outbursts are rare. Originally, he saw the Tamanous attack and devour a victim. When the creature chased and caught him, he pleaded for mercy.

The Black Tamanous granted him mercy but indoctrinated him into the cult.

Currently, Wayne is responsible for all direct contact with the Tamanous, even though he isn't the group's leader. Sometimes, he lets this go to his head and actually threatens Dobbs or Jeffries. However, none of his threats actually amounts to anything; he's more mad than truly threatening.

AVERAGE CULT MEMBER

AGL: 50

DEX: 50

PCN: 50

PER: 40

STA: 55

STR: 55

WPR: 50

WB: 27

SR: as per weapon

MV: 36'

Unskilled Melee: 26

Initiative: 5 + 1D10

Skills:

1-5 skills, 75% of them at Student Level, 25% of them at Teacher Level.

When choosing the potential members of the cannibalistic cult, the Black Tamanous chose people of average to poor background. The Tamanous was concerned that the wealthier individuals, while they

might provide more monetary power for the cult, would probably have far too many connections and associates that could blow the cult's cover.

The fear of retaliation and the lack of friends or family keep the members in line.

ANIMATED CORPSES

AGL: (15 + 2D10) or 30

DEX: (15 + 2D10) or 30

PCN: (2D10) or 15

PER: N/A

STA: (60 + 2D10) or 75

STR: (60 + 2D10) or 75

WPR: N/A

EWS: N/A

ATT: 1; (40 + 2D10) or 55

SR: 0 or as per weapon

WB: N/A

Fear: -40

MV: 45' (L); 10' (W)

Type: Servitor

Class: C

Disciplines: none

Skills: none

Characteristics: standard

JANICE TUCKER (LAWYER)

AGL: 52

DEX: 55

PCN: 43

PER: 70

STA: 64

STR: 48

WPR: 76

MV 37'

WB: 28

Sprinting: 102

Unskilled Melee: 25

Sensing the Unknown: 79

39 years, 5'11", 148#, brown hair, green eyes

Janice Tucker has been practicing law for eleven years and chasing the Unknown for six.

Janice appears only if the PCs need legal aid.

For relatively minor offenses such as harassment or trespassing, it will take 12-24 hours to get the PCs out of jail. For an offense such as breaking and entering, the time will be more like 1-2 days. For the most serious charges—manslaughter, bodysnatching or murder—Ms. Tucker can get PCs released only with a day or two to spare before the equinox.

Encounter 1

The First Night

SETUP

This encounter introduces the PCs to the Roth-Minion and establishes the atmosphere for the scenario. The PCs have just arrived in the suburbs of St. Paul near Dr. Roth's home.

As the scenario opens, the PCs are approaching Dr. Roth's home just as the sun is setting.

PLAYER INFORMATION

Read the following player background before starting the scenario.

Over the years, SAVE had endeavored to overcome threats of all types, and each of you has participated in one way or another. But, even though the human mind insists upon relegating all things into "degrees" or "levels," none of the adversaries you have opposed has been easy to defeat. Now, however, a threat—a presence—has appeared to cast a shadow over these other things you have faced, making them seem more trivial. A retired envoy has sent SAVE a brief report that requires investigation.

Dr. Kyle Roth, ex-SAVE envoy living in St. Paul, Minnesota, has sent evidence pointing to the existence of a Druj Nasu, a Lesser Zombie Master. The Chicago branch of SAVE responded quickly, and now you're all on your way to investigate the dire subject of Roth's report.

SAVE has lent your group a passenger van, and each of you receives a standard pack, \$200, and an abridged excerpt from the Manual 2B pertaining to Lesser Zombie Masters. Also, due to SAVE's current state, you will be staying with Dr. Roth.

Give **Player Aid 1** (p. 53) to the players, let them read it, then read the following aloud.

Long shadows etch their way across the manicured lawns of Roselawn Lane, a street ending in a cul-de-sac. At the far end of the street is 1324, Dr. Kyle Roth's address, which is in complete contrast to the rest of the neighborhood. The

unkempt yard and a house in need of a new coat of paint sit in the darkness of a burned-out street light.

Something unnatural seems to hang in the evening air. The late-afternoon songs of birds in nearby bushes sound strained and haunting. The house itself seems innocent enough, its two stories leaning back against the darkening sky of night, but it also appears strangely empty.

You know that Dr. Roth lives alone and that the community he chose to live in is isolated due to the nature of his work, but the impression of emptiness goes beyond these normal explanations.

Perhaps your feelings aren't unwarranted. For, if what has been hinted at is true, you may be facing the epitome of all that is lonely and grim. A Druj Nasu. A Lesser Zombie Master.

On your way here, you have had a chance to read SAVE's file on the Zombie Master and prepare for what may lie ahead.

The door to the old house slowly opens, framing an older man in the warm light from inside. He waves to you and beckons you closer.

"So, you've finally arrived," he says tiredly. "I wish I could say I'm glad to see you, but under the circumstances . . ." Dr. Roth trails off with a sad smile and ushers you into his house.

The interior of the house is much more inviting than the lonesome neighborhood outside. Crammed with exotic furniture, wall hangings, and clocks, the mementos of Roth's travels fill the room with a sense of cluttered order.

"I hope your trip was uneventful. We've had some real bad rain these last few weeks." Dr. Roth leads you upstairs through a large sun room and down a corridor to a narrow hallway. "Your rooms are here. I hope you don't mind sleeping two to a room. Feel free to make yourselves comfortable. You can wash up while I prepare dinner. Then we'll talk. Dinner will be in about 15 minutes."

If the PCs have any questions about the investigation, Dr. Roth replies:

"Please, let's save the questions until we eat. For now, feel free to walk around the place. I don't get very many guests here."

Dr. Roth leaves you to unpack as he heads back downstairs to the kitchen.

CM INFORMATION

Show the PCs the maps of the first and second floors (**Player Aid 2**). They should decide who is sleeping in which room.

If the PCs start to explore the house, go to **The House**, following. After 15 minutes of game time (CM discretion), go to **Dinner**, on p. 11.

If the PCs stay in their rooms until dinner, go to **DINNER**, on p. 11.

THE HOUSE

As the PCs roam around the house, read them the appropriate descriptions that follow.

As you look around the house, you notice that even a few non-dusty items have fallen into disuse; some clocks have been allowed to run down, and several wastebaskets are overflowing with papers. It's obvious that for all his mind and skill as a professor, Dr. Roth is a poor housekeeper.

Living Room: *The living room is old-fashioned and cluttered with antique furniture. An English roll-top desk stands next to a Swiss grandfather clock, each old and worn. The somber hues of the walls and carpeting reflect his taste for hardwood chairs and tables. In all, the area is sedate and quiet.*

Library: *The library is well-stocked with papers and books from around the world in several different languages. Four shelves reach from floor to ceiling and from wall to wall, filled with information. It must have taken Dr. Roth his whole lifetime to collect these works. Books range in topic from Roman occultism, written in Latin, to papers on psychology and philosophy. While most of the sources are in English, several are in Latin, French, and German.*

Kitchen: *Unwashed pots and pans fill the sink, and a few cookbooks lie on a counter in disarray. The kitchen is noticeably brighter than the rest of the house, with pale blue linoleum tiles and light green wallpaper. The air holds the aromatic smell of herbs and spices, which Dr. Roth seems to have in abundance.*

If the PCs enter the kitchen while Roth is still preparing dinner, read the following aloud.

Dr. Roth is here, preparing for supper. He smiles wanly and returns to his cooking.

Dining Room: *The dining room is set up for many guests, with a long oak table running down its center. On the walls hang old paintings of Irish castles and landscapes. The fireplace shows no evidence of having been used for years and is black with soot. A small, dusty chandelier hangs over the table in the middle of the room.*

Laundry Room: *Piles of clothes, some folded and others heaped, clutter the workbench in Roth's laundry room. Besides the clothing, the only other objects here are a long folding table, a washer, a dryer, and a large sink.*

Garage: *The smells of old paint and gasoline fill the air here. The garage is empty except for a few garbage cans, some overstocked shelves, an old washer, a freezer, and a push lawn mower. The windows are dusty, and a single bulb lights the area.*

Roth's car is gone and has been since he was captured. After he had driven to the area of the cult and was captured, the car was towed away. If a PC asks about the absence of a car, Dr. Roth replies: *"It's in the shop. However, I've been learning a lot about our bus lines."*

PCs may decide to check Roth's story, but the Roth-Minion will try to keep the PCs too busy to do so. If they do check, they'll have to go to the records room at the local police station. Go to **Police Station**, in Encounter 3 on p. 17.

If a PC wishes to open the freezer, go to **The Freezer**, below.

Basement: *The basement door, located beneath the stairs leading to the upper story (in the entry area), is locked.*

If asked about the locked basement door, Dr. Roth says:

"The basement? Oh, that's where I do all my research. You'll see it soon enough, after dinner."

Roth keeps the basement door key in his front pants pocket.

THE FREEZER

When a PC opens the freezer, read the following aloud.

The freezer is filled with numerous packages of meat wrapped in white paper. Each parcel is clearly marked in blue ink, describing the type of meat within—beef blade, pot roast, and ground hamburger are only a few.

The Roth-Minion has stocked about 20 pounds of human meat for the PCs' meals at the bottom of the freezer. It's all ground and indistinguishable from the normal packaged ground beef.

If a PC randomly pulls a package of meat out of the freezer, he's 25% likely to grab human meat.

If a PC opens such a package, consult the appropriate listing below.

Non-skilled PC. Player rolls a Specific PCN Check for his character. An H result or higher indicates that the meat looks spoiled.

PC has Familiarity (Cooking, Meats, etc.) Skill. Player rolls a Specific Skill Check for his character, with the following results.

L result	<i>The meat is from a lean, sinewy animal.</i>
M result	<i>The previous result, and: The meat is from a warm-blooded mammal.</i>
H result	<i>The previous results, and: The meat is exotic.</i>
C result	<i>The previous results, and: You've experienced numerous types of meat, but you've never seen this type before.</i>

PC has Trivia Skill. (See p. 50 of the *Chill Companion* for details.) Ask the player for his character's Trivia Skill Level and read the appropriate information listed after that level below.

Student	<i>The meat is from a lean, sinewy animal.</i>
Teacher	<i>The meat is from a warm-blooded mammal.</i>
Master	<i>The meat is exotic. You've never seen its likes.</i>

DINNER

After 15 minutes of game time, read the following aloud.

Somewhere in the house, a clock gongs seven, and at the same time, you hear Dr. Roth call: "Everyone to the dining room, please. Dinner is served."

As you seat yourself at the dining room table, you notice that Dr. Roth seems both nervous and sad as he adds the final touches to the table.

As soon as everyone is accounted for, Dr. Roth says: "Well, let's eat. I hope everyone likes stuffed peppers, Cajun-style." Dr. Roth pauses in silence and then starts dishing up food.

As soon as everyone has food and drink, Dr. Roth holds his glass of milk in the air and says: "Here's to a quick and painless investigation. May SAVE gain revenge for those who have given their all for the Society. Anyway, enough luck-wishing. Now, please enjoy your meal while I tell you a little bit about myself."

"I left SAVE over disagreements with those in charge. I couldn't stay any longer in such surroundings where young, talented envoys were being hopelessly slaughtered by the Unknown. The reasons were obvious: SAVE provided too little training and relied mostly on the natural gifts of new members. It was that as much as anything that got people killed."

"Although every new envoy understands and accepts the risks involved, I thought . . . think that organized training—for long periods—should be required of new members."

"Eventually, after my suggestions were turned down as being too costly and time consuming, I left SAVE. That was in 1987."

"Of course, I kept on in my investigations. I've seen Loup Garou, Ghosts, and Voodoo cults in the Mid- and Southwest and helped to rid the area of as many "Unknown influences" as I could."

I finally uncovered something far worse than any of these, however."

"My initial investigation only proved what I probably should have known earlier: no individual can stand alone against the Unknown. So, I swallowed my pride and called SAVE. And now," he says, spreading his hands, "you're here."

"So, after we're finished with dinner, I suggest we get started."

The highly spiced stuffed peppers are both hot and exotic-tasting. "Don't even think of asking me for the recipe," Dr. Roth says. "A Cajun friend I saved from a voodoo cult a few years back gave it to me for services rendered."



The dinner that the Roth-Minion serves is laced with human meat. By consuming this repast, PCs make themselves targets for the Black Tamanous.

After the PCs are finished with their meal, read the following aloud.

"Let's retire to the living room, and I'll tell you what I know about your new mission."

"Some weeks ago, I noticed newspaper and television reports about zombie sightings and attacks. At first, the police treated the matter as a group of kids in costumes attacking people late at night. However, as the attacks continued and the first deaths occurred, I began investigating."

"I collected articles dealing with the sightings and had telephone interviews with the few witnesses I could contact. Only after some deeper research did I discover what I believe to be the cause of the attacks."

"Some weeks before all of the zombie sightings began, the decapitated and hand-less body of a Mr.

Dennis Lead was found in a ditch several miles out of town. Only his wallet made it possible to identify him. I was out of town at the time and missed the media circus that followed. What made matters worse was a couple of days later, the Lead corpse was stolen from the mortuary. When I read about this, my worst suspicions started to congeal. It was obvious what I was dealing with, a Zombie Master."

The clock chimes eight, and Dr. Roth continues.

"That's when I decided that the situation was bigger than I could handle and decided to phone SAVE. Since then, I've gathered all the information I could on such short notice: newspaper articles, police reports, coroner's report . . ."

"But only a few hours ago, as I was preparing for your arrival, I noticed a figure standing down the road watching me as I went into my house. I felt as if the Unknown was near and watching. I pretended not to notice and started to go inside. However, as I glanced in its direction again, it had disappeared."

Dr. Roth pauses and takes a sip from his water glass. "I fear that I'm being watched, and my investigation may have already alerted the Unknown to our presence."

"Enough talk. Let's go down to my work room and go through evidence."

The Roth-Minion's last tale about the Unknown observer is a lie, but it's designed to get PCs thinking about the threat from outside as opposed to any suspicions rising from within.

If the PCs decide not to examine Roth's evidence, read the following aloud, then go to **Resting**, on p. 15.

Dr. Roth says: "If we aren't to look through the evidence tonight, I'm going to get some sleep for our early-morning start of this mission. Sleep well, and again, make yourselves at home."

If the PCs decide to examine Dr. Roth's evidence, go to **Encounter 2, Dr. Roth's Evidence** (p. 13).

TROUBLESHOOTING

If a PC attempts Sensing the Unknown, go back to **Sensing the Unknown** on p. 5.

If the attempt succeeds despite the Minion's efforts, read the following aloud.

You sense a potent and shadowy evil lurking over your entire group. You feel as if something is watching, but from no specific place. The feeling is almost overwhelming.

Encounter 2

Dr. Roth's Evidence

SETUP

This encounter begins when the PCs follow Dr. Roth into his basement to examine his research.

Here the PCs can examine the evidence Dr. Roth has collected. Remember, all of the reports and news clippings are authentic. The events they depict, however, were fabricated by the Black Tamanous.

The purpose of this encounter is for the Roth-Minion to direct the PCs to the sewer maintenance station (**Encounter 6, Piercing the Tomb**) by providing them with false clues.

PLAYER INFORMATION

Dr. Roth takes you to the main entry hall of his home and around to a small door beneath the stairs. Removing a key from his pocket, he unlocks the narrow door to reveal a dusty, wooden staircase winding down into the basement shadows.

"I've been keeping all of my work down here. With the things I'm used to dealing with, I don't want any burglars stealing my notes and mementos." Dr. Roth pulls the cord of a single light bulb above the top stair and starts his descent.

The air smells of damp wood and old furniture as you descend the creaking staircase. An old mousetrap sits at the bottom, its bait long gone and the trap sprung. The area beyond is smothered in concealing shadows. Dr. Roth enters the dark room and turns on a light, filling the basement with overlapping shadows.

The room is wide and built on a bare, cement slab. Several large tables, covered with objects arranged in some semblance of order, line the walls. Mementos from past investigations line the numerous shelves above the tables, and some framed news clippings and the old SAVE indalo hang prominently on the wall. Although Dr. Roth may have left SAVE, it's clear that he is proud of his work with the Society.

He directs you to a box in the center of one of the tables. "This is all of the information concerning the

zombies I have," he says. "You should find it both fascinating and frightening." He then reaches in the box and takes out some news clippings and a file folder marked 'Police Report.'

Give the players **Player Aids 3 & 4** (pp. 55 & 56 and 57).

CM INFORMATION

The Roth-Minion has set out newspaper articles from the past months that include the stories of zombie attacks and other related occurrences.

PCs may use their Investigation Skill to research the materials. Any successful result yields the information that has been planted by the Black Tamanous. However, these pieces of evidence may also have inconsistencies or other elements that give the envoys hints of the Tamanous' true plans.

NEWSPAPER CLIPPINGS

As the players read the newspaper clippings, read the following aloud.

Dr. Roth has clipped several articles from local newspapers, each one describing zombie attacks. Each article describes a late-night encounter in some isolated area with few other people about. In almost every encounter, the zombies are said to have come out of the shadows of an alley or darkened yard. In one report, a victim describes seeing a headless corpse standing in the shadows watching while the zombies attacked a small group of people.

The reporters' views are as skeptical as you would expect, with the only support for the witnesses' stories being in a tabloid, the Weekend Reporter. All of the respectable papers blame the attacks on gang members in Halloween masks. No one credits the Unknown.

The results of a Specific Investigation Check are as follows.

L result	No additional information.
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- M result** *Although the stories are sensationalized, only seven people were injured, and of them, only three were killed. Thankfully, this isn't quite as severe as it could have been.*
- H result** *The previous result, and: By comparing the article information with Roth's city map on the wall, you can see that each attack has occurred within a rough ten-square-block area.*
- C result** *The previous results, and: All bodies of the zombie attacks have been accounted for.*

POLICE REPORT ON DENNIS H. LEAD

A small slip of paper planted in the police report gives the address of an abandoned store next to Gundam's Kitchen. The paper has been put here to give PCs the impression that they've found a new clue that was "probably misplaced when the report was compiled."

As the PCs examine **Player Aid 4**, read the following aloud.

Dr. Roth has managed to secure the original police report on the death of Dennis Lead. It tells how the body was found six miles out of town after an anonymous phone call informed police where it was.

Lead's head and hands had been violently torn off, and if it weren't for his wallet, the identification of the body would have been nearly impossible. The report also mentions that three days later, the body disappeared from the morgue, although investigators found no signs of forced entry. The doors looked as if they had been opened from the inside.

Now, have the player whose character is holding the report make a General PCN Check with a +10% modifier. If the player is successful with his roll, read the following aloud.

As you scan the report, a small slip of paper becomes dislodged from the binding and drifts lazily to the table. On it is a single line of text, an address: 7533 Grand Ave.

If the PCs don't find the slip of paper, the Roth-Minion makes sure they find the plant. Read the following aloud.

Dr. Roth picks up the police report and pages through it, mumbling to himself all the time. As he thumbs through the file one last time, you notice a small slip of paper float from the folder. Dr. Roth, lost in his thoughts, apparently doesn't see the paper fall. On it is a single line of text, an address: 7533 Grand Ave.

If the PCs want to go to the address on the slip of paper, go to **Encounter 5, The Address** (p. 22).

If it's between the hours of 9 a.m. and 6 p.m. and the PCs wish to do outside research, go to **Encounter 3, Outside Information** (p. 16).

If it's later than 6 p.m. or earlier than 9 a.m. and the PCs wish to retire for the evening or wish to do outside research at a place that is closed, go directly to **Resting**, on p. 15.

SEARCHING THE BASEMENT

If a PC decides to scan the basement (i.e. just looking around), have the player of that character



make a Specific PCN Check. A C result means the character finds the diary.

If the PC is searching the basement, an H result or higher on a Specific Investigation Check means the character finds the diary.

If a PC finds the diary, go to **The Diary**, below.

THE DIARY

Read the following aloud.

As you move around the basement, you notice an old, bound book behind a workbench leg against the wall. It appears to have fallen behind the table and to have gotten wedged there. On the binding you can read the words: 'Personal Journal.'

If a PC finds the diary while Dr. Roth is in the room, continue by reading the following text aloud.

As you pick up the journal, you notice that the entries are written in Latin.

"Thank you for finding my journal," Dr. Roth says, "it's been lost for months. What a relief. With my memory as bad as it is, there have been quite a few times that I wished I'd had it! Well, that's one less thing I have to worry about.

"Now, let's get back to the investigation."

Translation of each diary entry requires an L result or higher on a Specific Language (Latin) Check and takes at least a half hour.

Note that only the last three diary entries have any bearing on this scenario. Therefore, when one of the last three entries is translated, give the appropriate entry to the player from **Player Aid 6** (p. 58).

If a PC translates the diary and confronts Roth about its contents, read the following aloud.

Dr. Roth smiles. "Yes, that was an investigation I was involved in some months ago. I never did discover what was happening." He trails off sadly.

"It was one of my few failures. As a matter of fact, that mission is one of the reasons I called SAVE. . . . I'm getting old, and my failure to discover the cause of the disappearances only highlights that fact." Dr. Roth sits down in a dusty chair and sighs. "Some day, you'll understand what it's like to have a failing memory and be unable to do things you were once able to do. . . ."

"Dr. Roth" asks for his diary back if the PCs don't return it voluntarily.

If the PCs act as if they don't believe him, "Dr. Roth" uses his Influence Discipline to back

up his story (see **Precautions of the Unknown**, on p. 5).

When the PCs decide to check outside sources—for research into the Roth-Minion's evidence, the human meat, or the diary—go to **Encounter 3, Outside Information** (p. 16).

RESTING

This event can occur at any time after 6 p.m. Even though it's early, the Roth-Minion can Influence the characters to "rest or break for the evening and start fresh tomorrow."

Only the library and the police station are open after 6 p.m., so research at government agencies or most other businesses isn't possible during this time.

Read the following aloud if the Roth-Minion Influences the PCs.

"The day has been long and tiresome," Dr. Roth says wearily. "I think I'll go to bed and read myself to sleep. Even though it's early, if we retire now, we can get an early start tomorrow.

"I think, too, that the Unknown is still lurking about, trying to influence us at all times. May we be alert at all times!"

That night, the Roth-Minion pauses outside each room and uses his Sleep Discipline to ensure the visiting envoys stay put for the night. In addition, the Roth-Minion spends up to 10 EW points per room to ensure that the PCs sleep. (See p. 167 of the *Chill* hardcover for details.)

TROUBLESHOOTING

If a PC succeeds in a Clairvoyant/Prescient Dream attempt, give the player whose character has this discipline **Player Aid 5** (p. 57) and read the following, to yourself, for the dream's interpretation.

The dreams begin on an evening when the moon is in its first quarter, such as the night the PCs arrive. The "creatures" hinted at are to let the PCs know, in due time, that they are on a false quest. When the scene changes, it's a full moon, the last night of the scenario. The zombie PC with the knee-high mud represents the Tamanous using the guise of a PC. That zombie also leads the pack, which represents the Tamanous' being in charge of the zombies.

Any accusations or voiced suspicions about Roth's behavior during this encounter prompt the Minion to use its Influence Discipline (see **Precautions of the Unknown** on p. 5). Roll a Current WPR Check secretly for the PC's defense.

Encounter 3

Outside Information

SETUP

The PCs have decided that they need to do outside research. This encounter lasts as long as the PCs maintain this research without a break, probably one day.

The PCs' use of outside sources makes the Roth-Minion nervous. They could, after all, discover the same clues that originally led Dr. Roth to the cannibals. However, to maintain the feeling of freedom for the PCs, the Roth-Minion allows them to do some research.

Depending on the PCs' plan of action, you, as CM, may have to ad lib part of this encounter.

After this encounter, go to **Encounter 4, The Undead Assault** (p. 20).

PLAYER INFORMATION

Although Dr. Roth's compiled information is complete, you've decided to check a few other sources on your own. As you have learned by working with SAVE, "Theories may enlighten, but knowledge can save your life."

CM INFORMATION

The Roth-Minion insists on joining the PCs. If they split up, the Roth-Minion goes with the largest group. The Roth-Minion tries to direct the PCs away from news articles that are more than five months old. (This was the time when the original homeless disappearances were occurring and reported in the papers.)

PCs may attempt several methods of gathering information. These are: Government Offices, the Library, Interviews, the Police Station, Visiting the Crime Scene, and Deep Research. However, keep in mind that everything can't be done in one day. Assign realistic limits on how much each individual can accomplish. If the players complain that their characters don't have enough time before offices close, remind them that when you're dealing with the Unknown, there's never enough time.

Once the PCs have finished their research and have reached a secluded area (such as Roth's house, walking home after talking at a bar, etc.), go to **Encounter 4, The Undead Assault** (p. 20).

THE LAW

The police station is open 24 hours a day, but the department's records room (location of the report pertaining to Dr. Roth's abandoned car) is only open from 9 a.m. to 6 p.m.

The authorities tend to be highly skeptical about matters of the Unknown, but there are a few situations that may gain attention by authorities. If the PCs expose Gundam's Kitchen—with ample evidence—as a base of a cannibalistic cult, the police step in. In this case, the CM should make a Specific Investigation Check for police investigators, with an M result or higher revealing the cannibals.

If the cannibals are revealed, it's unlikely that the police will believe there is any connection with Tornado Publishing or its president, Thomas Barker. There are obvious connections, but the Black Tamanous uses its Influence Discipline on police investigators.

If a PC seems too dangerous to the Black Tamanous or the proprietors of Gundam's Kitchen (CM discretion), police arrest the PC on an appropriate charge (see **Janice Tucker**, on p. 8 for details).

If PCs try to make accusations after being arrested, the police regard any reports of cannibalism or "real" zombies with good humor and try to get the incarcerated PC transferred to a mental health facility. All of this could mean jail time for PCs, who have very little time to spare.

INFORMATION SOURCES

Government offices are open from 9 a.m. to 6 p.m. This category of research encompasses every type of investigation that would require public records or information sources. Types of offices include the Hall of Records and the library. PCs may follow any lead they wish, but they can find only information that would logically be available at their specific location.

For example, while a PC could find street maps at the Hall of Records or the library, he could find specific building plans only at the Hall of Records.

Consider the following information available as long as the CM deems it relevant to the source and meaningful to the PC. For example, finding out that Tornado Publishing has purchased Gundam's Kitchen would be irrelevant if the PCs have no idea that either establishment is significant. In such cases, make a note on what the PC has discovered, but don't reveal the information until it is relevant at a later point in the scenario.

Results for a Specific Investigation Check are as follows.

POLICE STATION

Subject: Dennis Lead

L result *The Lead case hasn't been solved, and Mr. Lead's body is still missing. The investigation has come to a halt due to a lack of information.*

M result *The previous result, and: A memorial service was held for Dennis Lead at the Rain-Reservoir Cemetery, but no body was interred.*

H result *The previous results, and: Dennis Lead was the vice president of a successful printing company, Tornado Publishing. His death was greeted with sorrow by company president, Thomas Barker, who spoke briefly during the memorial service.*

C result *The previous results, and: You find a report that says Dennis Lead was outspoken at a recent union meeting about the sudden growth of Tornado Publishing. He said that the workers should be concerned about rapid-growth and should watch their jobs. The union has paid little attention.*

Subject: Local Business News (Tornado Publishing, Gundam's Kitchen, etc.)

L result *Tornado Publishing has been a successful publishing company for several years. Its biggest gains started in 1989 under Thomas Barker's policies.*

M result *The previous result, and: Publishing everything from magazines to reference books, Tornado Publishing has risen to be one of the area's biggest success stories.*

H result *The previous results, and: Gundam's Kitchen, a small landmark in the historic*

community of Grand Street, has recently been suffering from economic hard times. Lack of business in the 1988 fiscal year severely handicapped the floundering restaurant. Owner, Jason Dobbs, was quoted as saying: "In these times, setbacks like these are to be expected. We'll pull through."

C result *The previous results, and: Tornado Publishing recently purchased Gundam's Kitchen (Winter, 1990) and has been funding it for the past two years. The publishing company's owner stated that the cafe's historic community presence was the reason for the purchase.*

PUBLIC LIBRARY

Subject: General Local Information

L result *No additional information.*

M result *The zombie attacks have been almost exclusively within the more run-down areas of St. Paul in a ten-square-block area.*

H result *The previous result, and: The area of the zombie attacks includes three cemeteries: The Dale Ramsey Cemetery, the Elmhurst Cemetery, and the Rain-Reservoir Cemetery.*

C result *The previous results, and: A strange occurrence hit the papers about five or six months ago. There were numerous missing-person reports during a three-month period. The missing people were almost exclusively the poor or homeless. The disappearances went unsolved but tapered off about five months ago.*

If a PC uncovers the information under the C result, give the player of that character **Player Aid 7** (p. 59).

If a PC wants to uncover more information about the homeless, the Roth-Minion (if present) tries to dissuade him, saying:

"That's old news. It has nothing to do with our present investigation."

If a PC decides to compare the areas of homeless disappearances with the areas of zombie attacks, he finds that the two are only a few blocks apart. If Roth is present when a PC makes this connection, he tries to Influence the PC to make him believe it's just a coincidence.

HALL OF RECORDS

If a PC wants to pick up building plans of Gundam's Kitchen or Tornado Publishing, the Hall of Records can provide them (taking about an hour). These are general floor plans of each (as of the last zoned construction or remodeling). The plans don't show any secret doors or small internal features, however. In this case, give the player of the investigative PC **Player Aid 8** (p. 61) and **Player Aid 10** (p. 62).

While a character is examining the maps, a Specific PCN Check that generates an H result or higher shows that Gundam's Kitchen was built over an older site. By checking the plans for that older site (an hour wait), the PC can gain a rough map of the Sewer Maintenance Station (**Player Aid 9**, p. 61).

INTERVIEWS

Any PC may attempt to interview Dennis Lead's parents, zombie-attack witnesses, employees of Tornado Publishing or the Morgue, or any individual that the PC thinks may have information.

The availability of a particular individual is equal to the interviewing PC's LCK Score. If an individual isn't in, the PC may again attempt contact with that individual in four hours (game time).

LEAD FAMILY

If the PCs talk to the Leads over the phone, read the following aloud.

A tired woman's voice answers the phone, the sound of classical music plays distantly in the background. Her soft voice sounds worn and sad. "Hello, Lead household."

Once the PCs have explained why they've called, Mrs. Lead's reaction depends on what the PCs have said. The only time Mrs. Lead can meet with PCs, if she agrees to at all, is the next afternoon. She's only 10% likely to answer questions over the phone.

If the PCs try to pass themselves off as reporters or police investigators, read the following aloud.

"I've already talked to the police, but I guess I can answer a few questions. I'm not really feeling very well at the moment, so why don't you come over sometime tomorrow afternoon. Now, if you don't mind, I've got a lot of work to do this afternoon."

When the PCs question Mrs. Lead, she proves to be a difficult interview. She constantly pauses to

reminisce about her son and often goes off on tangents. If the PCs ask about her son in general, read the following aloud.

"My Dennis was such a good boy, you know. He never gave anyone trouble. He worked so hard and went to his job every day—he was vice president of his company, you know. Oh, Dennis was so kind, he would never hurt anyone. I don't know why these . . . monsters . . . attacked him, but . . . but . . ." Mrs. Lead falters and starts to cry. "I . . . I want to see . . . see the murderers punished!"

After about five minutes, Mrs. Lead gradually regains her composure and continues.

"There's no reason why someone would want to kill my Dennis. He always looked out for other people, you see." Mrs. Lead pauses to stifle her tears, "I remember once he was so concerned about the employees' not getting their fair share of the profit-sharing program that he stood up for them to his boss. That's how caring he was."

Mrs. Lead starts to cry again, "I . . . I really don't think I'm ready for any of this. Maybe you should go." Mrs. Lead rises and shows you out. She breaks down to the point that she couldn't answer any more questions if she tried.

If contacted, Tornado Publishing offers a prepared statement (see **Riding the Tornado, Encounter 12**, on p. 41), but little else. Treat company officials as Not Interested and Hostile for terms of NPC reactions.

ZOMBIE-ATTACK WITNESSES

These witnesses are difficult to contact (General LCK Check with a -15% modifier), but they can provide clues to the nature of the Unknown in the area.

Interrogation results:

L result No additional information.

M result *"There were several people nearby who watched as the attack commenced. Although I called for help, the people watching didn't do a thing. When the zombies stopped attacking, the people who had been watching* had vanished."*

H result The previous result, and: *"I don't know why they attacked us, but it seemed so real. They said nothing and even smelled like the dead. It was almost as if they'd been lying in a swamp or sewer just to smell bad."*

C result The previous results, and: *"I kinda wonder if one of the attackers worked for a construction company or hardware store. I told police that just before the attack, I spotted some small pools of tar or black paint** smeared on the ground where the zombies had been. It was like someone had smeared tar on the sidewalk."*

*The people watching the attack were the ring-leaders of the cult. They were present to ensure that everything went all right. However, Dobbs, Whinn-Jeffries, and Erickson (see NPCs, pp. 7 & 8) were only present a few times.

**These are the tracks of the Tamanous. If the PCs investigate the site, they may sense the past presence of the Unknown, but the footprints are long since washed away.

For Interrogation, use an Opposed Check (PER vs. PER) as with a Request, but with a resistance bonus of +1/4 WPR for the target of the interrogation if he is Opposed to the interrogator.

All other organizations or individuals are of no help to the PC's investigation.

ZOMBIE-ATTACK SITES

The player of a character with the Investigation Skill may make a Specific Investigation Skill Check to examine the area, with the following results.

L result *The attack seems to have occurred exactly as reported in the papers.*

M result *The previous result, and: In several places, you find trace deposits of dirt, mold, mud-encrusted threads, and other remnants of the grave.*

H result *The previous results, and: By following the small traces of zombie activity, you can trace the path the creatures took. Although it's nearly invisible due to normal street debris and filth, the trail definitely leads to a nearby manhole cover.*

C result *The previous results, and: The trail in the sewer is impossible to follow.*

HUMAN MEAT

Examining the human meat requires a small chemical set-up and a few pieces of lab equipment.

The examining character's player should make a Specific Forensics Check with an H result or higher. This process takes a minimum of one hour.

DEEP RESEARCH

This type of research is the most dangerous to the plans of the Tamanous. If a PC decides to research either the supernatural or normal history of the city, he may discover a portion of the Tamanous' plot. PCs may discover this information by checking occult book stores, supernatural accounts, or anything else that may reveal the supernatural past of the area.

Generally, if a PC wants to try something that doesn't fit into one of the other research categories (such as Legend/Lore), resolve the effort using this type of research. The CM should decide what information the PC gets, but it should never be too specific.

L/M results No additional information.

H result *About six months ago, a rise in missing persons reports were filed by homeless shelters and community care centers. Regular patrons stopped showing up, and a rash of these disappearances seemed to plague the run-down areas of St. Paul. The mystery was never solved, but the disappearances stopped about four months ago*.*

C result *The previous results, and: You notice on a newspaper map of the homeless disappearance sites that the general area covered almost exactly matches the Zombie attacks.*

*If the investigating PC wishes to search for more information about the disappearances, have him make a General Research Check. A successful result means he has located several news articles about the missing homeless. Give the player of the investigating character **Player Aid 7** (p. 59).

TROUBLESHOOTING

The specific information revealed by outside research is at the discretion of the CM.

During this encounter, players may put together enough information to figure out that their characters are being deceived. If the Roth-Minion learns of the suspicion, it attempts to move the PCs to Encounter Four before the suspicions can be voiced.

Encounter 4

The Undead Assault

SETUP

Since the PCs are digging where they shouldn't and may discover too much information, the Roth-Minion and Tamanous have planned some incentive to force the PCs to act more directly. Using their Animate Dead Disciplines, the two creatures execute an assault on the PCs to drive home the urgency of the "Zombie Master" situation. The attack comes innocently enough, after the PCs have returned to Dr. Roth's house.

PLAYER INFORMATION

Darkness has filled the sky once again as the hours of the Unknown begin to tick slowly toward dawn. Fragments of clouds drift over the city-scape, obscuring all but a few of the distant stars. Almost no wind blows, and the autumn air is unnaturally cool. Something is different about this night.

Where shadows have often been a passive danger in the past (hiding the creatures of the Unknown), they now seem to be an active threat. Active and ominous. You can almost feel a malevolent intelligence hiding in the darkness outdoors.

Have each player make a General PCN Check for his character. If any check is successful, read the following aloud.

As you get out of the van and start toward Dr. Roth's house, you see a large, dark object detach itself from the nearby trees and begin to approach you. As it moves closer, you can see that the mass is actually several man-sized beings, moving in slow-staggered steps . . . the unnatural feeling of the Unknown grows stronger. A little farther away, another shadow appears. And then another.

The light of the near-full moon scatters pale light over the shambling forms. Four of them.

Then a half-dozen.

Then more . . . at least ten.

The anemic moonlight etches the contours of their appearance in a dark relief. The figures are

rotted and decayed. Old and moldering limbs move tirelessly in their march toward your place of safety. Some carry clubs or sticks . . . some knives or rusted piped. The zombies emerge from the shadows around you and keep moving forward. But far behind them all, a tall, emaciated figure stands with the bearing of command. From this distance it's difficult to discern any features . . . except that it has no head.

The march of the dead presses on. . .

CM INFORMATION

The Roth-Minion has warned the Black Tamanous that the PCs may be uncontrollable and have been using outside research. The Tamanous secretly animated 15 corpses from the Rain-Reservoir Cemetery and ordered them to file into the nearby sewer access. Then, as night fell, the undead were concealed in the sewers near Roth's home.

The Roth-Minion animates some of the concealed corpses, while the Tamanous handles the rest. As the assault progresses, read the following aloud.

The zombies are eerily silent; in fact no sounds can be heard anywhere near the house or yard. It's as if some force has descended upon the area, dampening all sound.

The Tamanous is using its Quiet Discipline and maintains it for the entire combat. The headless being standing in the background is the animated body of Dennis Lead, animated to appear like a Zombie Master.

Under no circumstances will the Tamanous allow a PC to get close to the corpse. Rather, the headless cadaver escapes into the sewers before anyone can get near.

During the battle, the Tamanous moves around the house, Shape Changed to look like a zombie. It reacts like a zombie if attacked but looks for an opportunity to kidnap and replace one PC without being noticed.

If the situation does present itself, the Tamanous attempts to use its Sleep Discipline on a PC and hide the body until after the battle. Then it imitates the



captured PC and waits until everyone is asleep. At this time the Tamanous takes the unconscious PC to the Blood Pit (**Encounter 6**, Area 9, p. 29), to be held until the equinox.

The zombie attack continues until either eight zombies are destroyed, a PC is kidnapped, or the authorities are called. In the last case, the police arrive in about six minutes and the Tamanous orders all Animated Dead back into the sewers.

ZOMBIES (15 PRESENT)

AGL: (15 + 2D10) or 30
 DEX: (15 + 2D10) or 30
 PCN: (2D10) or 15
 PER: N/A
 STA: (60 + 2D10) or 75
 STR: (60 + 2D10) or 75
 WPR: N/A
 EWS: N/A
 ATT: 1; (40 + 2D10) or 55
 SR: 0 or as per weapon
 WB: N/A
 Fear: -40

MV: 45' (L); 10' (W)

Type: Servitor

Class: C

Disciplines: None

TROUBLESHOOTING

The PCs should have a sense of foreboding during this encounter. This should give them the impetus to stop the "Zombie Master" . . . fast. If the players don't arrive at this conclusion, Dr. Roth suggests that they hurry, especially as it is obvious that the Zombie Master knows about them.

If the PCs still want to do outside research, go to **Encounter 3, Outside Information** (p. 16), but the Roth-Minion tries to Influence PCs to other courses of action. More research doesn't cause another zombie attack, but it may cause the Roth-Minion to reveal itself by using its disciplines. If this happens, go to **Encounter 9, The Traitor Within** (p. 35), with the additional action that the Black Tamanous arrives to blatantly kidnap one PC during the fight.

Encounter 5

The Address

SETUP

This encounter covers all information pertaining to 7533 Grand Avenue and the surrounding area. It's extremely important that the CM familiarize himself with it before game play.

If the PCs come here during the night, go to **After Dark**, below, otherwise, read the following aloud.

PLAYER INFORMATION

The daylight of downtown St. Paul offers little comfort from the terrors of the Unknown. The streets are in a poor state of repair, with large potholes down the center and rubbish strewn along the gutter. Vagrants sit along the sidewalks, watching absently as the world passes them by with only furtive glances. The air is humid and warm, offering no relief as you walk along the boarded-up storefront of 7533 Grand Avenue.

It looks like the store was once a clothing distributor and tailor's shop. Now, dusty and sealed, its only inhabitants seem to be rodents and insects. A large, new padlock seals the store and prevents entry.

Next door to the empty building is a local cafeteria, Gundam's Kitchen. Several young children are playing in the empty lot next to the restaurant. They stop to watch you as you examine the block.

The homeless shelter is nearby and has a large sign on the front door: "Temporarily Closed."

AFTER DARK

The quiet streets of St. Paul seem to be listening to your every breath as you approach the address found in the Dennis Lead police report.

Sandwiched between a closed shelter (the Damon-Pryor Center) and a café called Gundam's Kitchen is 7533 Grand Avenue, boarded up and padlocked.

CM INFORMATION

If the PCs want to check out the surrounding area, go to **The Surrounding Area**, below.

If the PCs wish to "gain entrance" to 7533 Grand Avenue, go to **Inside 7533**, on p. 25.

If the PCs want to question any of the locals, go to **People on the Street**, on p. 26.

If the PCs want to enter Gundam's Kitchen, go to **The Kitchen**, on p. 24.

THE SURROUNDING AREA

When the PCs want to check out the surrounding area, give them **Player Aid 11** (p. 62) and read the appropriate description of the area being checked-out.

ACE DISCOUNT LIQUORS

Local winos and punks frequent this liquor store. With all the destitute-looking people hanging out in front of this store, the place looks like the "designated local vagrant hang-out."

Although not dangerous, 1D5 vagrants accost anyone walking past here.

If the PCs enter, read the following aloud.

The floor is filthy—footprints and rodent droppings are everywhere—and looks like it's never been cleaned. The place smells of cheap wine and cigarettes.

Most of the liquor here is of the cheaper variety—Mad Dog 20/20 and Thunderbird are the top sellers.

If the PCs ask anyone here anything, read the following aloud.

"I don't know nothin'! You got the wrong man!"

There is no information to be gained here.

BEV'S LAUNDRY

This single-story, concrete building houses 20 washers and dryers. The place is clean and well-lit,

and steel accordion gates protect the large windows and glass door.

The sign on the door says: "Open from 7 a.m. to 12, midnight."

Two women are here, reading magazines and watching their laundry. When you enter, they glance in your direction and then go back to reading and watching.

If the PCs ask either of the women anything, the only information to be gained is given below. If the PCs ask a question not covered below, the questioned individual responds, "I don't know anything about that, but . . .", and continues the sentence with one of the following statements.

The Damon-Pryor Center was once a godsend for this area, but 'cause they don't have much money the place has to shut down quite a bit so the bums hang around here and mooch off of us. We barely get by on what we make; we can't be supporting every Tom, Dick, and Harry on the street, and we're always put upon by those beggars.

Gundam's Kitchen is good for the area. It donates food to the D.P. Center. If it wasn't for the Kitchen, the Center would be permanently closed.

If the renovations of the Craftwood Lofts catches on, this whole area will become Yuppitized. And when the Yuppies move in, the prices will go up, and we'll all be forced to leave.

CRAFTWOOD LOFTS

This three-story, newly renovated factory building is this area's first attempt at urban renewal. The "for rent" sign out front boasts of spacious 1- and 2-bedroom apartments and an underground parking garage.

There is no one here to talk to.

DAMON-PRYOR CENTER

This small, two-story shelter provides food and beds for the area's 20 or so homeless people.

A sign on the front door states: "Everyone

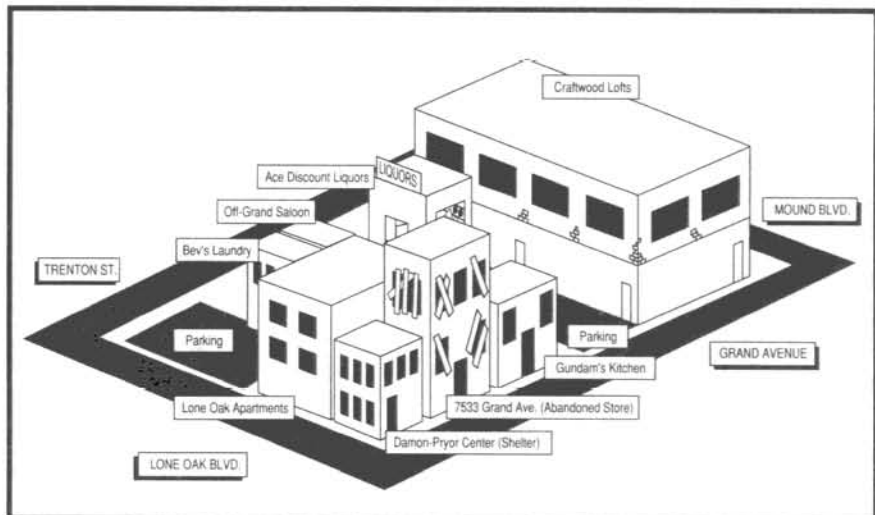
welcome!" Another, newer sign states: "Closed due to lack of funding. Re-opening in October."

The D.P. Center serves nutritious meals and warm sleeping spaces for anyone down on his luck. Unfortunately, due to budgetary problems, the center lacks staff and supplies and is now closed.

There is no one around to talk to.

GUNDAM'S KITCHEN

The outside of this small, one-story café is clean and inviting.



A sign on the front door reads: "Open daily from 6:30 a.m. to 8 p.m." Another sign reads: "Dishwasher needed, inquire within."

Gundam's daily schedule is as follows:

6:00 a.m.: Kelly W-J. (Wednesday - Sunday) and Wayne E (Monday - Friday) open the café.

6:15 a.m.: morning crew comes on (2 cooks and 1 dishwasher).

6:30 a.m.: Gundam's is officially open.

10:30 a.m.: Jason Dobbs comes in.

4:00 p.m.: Evening shift rotates in.

8:00 p.m.: Gundam's closes. Evening crew cleans-up.

9:00 p.m.: Evening crew goes home.

If the PCs want to enter Gundam's Kitchen, go to **The Kitchen** (p. 24).

LONE OAK APARTMENTS

This three-story brick building is for sale. It could use a sandblasting but otherwise appears in good condition.

There is no one here to talk to.

OFF-GRAND SALOON

This single-story building has a giant neon martini glass beckoning passers-by.

The sign on the front door states: "Open 7 days a week. Noon - 2 a.m."

The patrons of this saloon are ethnically mixed blue-collar workers who show up after work to "wind down." Anyone "without an attitude" (the rich, Yuppies, racists, etc.) is welcome. The patrons usually come in for a rushed, half-hour lunch, from noon to 12:30 p.m., and return about 3:30 p.m.

If the PCs enter and ask anyone any questions, aside from directions or the time of day, read the following, or something similar, aloud.

"I just come here to get away from the old lady and kick back with the boys. If I wanted to be pestered with questions, I'd go home."

There is nothing here to help the PCs.

7533 GRAND AVENUE

This aged and weather-worn building looks as if it has been abandoned for years. Its windows are boarded, and each of its two doors, one facing Grand Ave. and one facing a parking lot in back, is secured by a new padlock. An old, faded sign above the entrance proclaims: 'Hale's Clothiers.'

If the PCs wish to enter 7533 Grand Ave., go to **Inside 7533**, on p. 25.

THE HITCHEN

This crowded café is clean but looks worse for wear. Its vinyl-covered booth seats and chairs look as if they are covered in their original 1950s upholstery.

A sign near the door reads: "Please seat yourself."

You notice a large booth and a table for six are vacant, as well as a couple of booths for four.

If the PCs seat themselves, read the following aloud.

A harried waitress—Renee, according to her badge—brings over water for each of you and says, "I'll be right back to take your orders." She then scurries away before you can say anything. About 3 minutes later she comes back and asks, "Have you decided what you want?"

Gundam's Kitchen is busy during the day. Therefore, if the PCs don't wish to order but have come just to ask questions, read the following aloud.

*"Are you just going to talk, or are you going to order something? You know, if you eat, I'll **have** to talk to you—it's in the waitress' handbook!" She winks at you and smiles.*

All of the staff are cannibals but will answer any questions about the neighborhood (see below). All other questions elicit the following response.

"With a shrug, the employee says, "I don't know, I just work here."

(Opposed PER Check):

Failure *"I don't have time to chat. Please forgive me, but duty calls."*

L result *"Oh, the area's always had troubles of one sort or another. You get muggings, theft, break-ins . . . you should see our insurance bill each month! My boss screams every time he sees the insurance bill!"*

M result The previous result, and: *"Things have gotten worse around here the past few years. Like those people attacked down on Sloan St. last week . . . that was terrible. Sometimes I wish we could move somewhere safe, but then we'd be deserting our neighbors."*

H/C result The two previous results, and: *With the Craftwood Lofts for sale, we'll soon be forced to spruce this place up, or we'll have to move. Either way I'll probably lose my job, but that's the breaks.*

If PCs ask to see the manager or owner, read the following aloud.

The employee goes to a door marked "Employees Only," knocks on the door, and goes through it. In a couple of minutes, the door opens and the employee and a blond woman in her 30s come over to you.

"The owner, Mr. Jason Dobbs, isn't here right now. However, I'm Kelly Whinn-Jeffries, manager. How may I help you?"

If the PCs ask about the food donations to the shelter, read the following aloud.

"It was the least we could do for the less-fortunate people who live around here. Individually, we can only help a few people at a time, but by having the Kitchen support the local shelter, we can help anyone who comes in."

If the PCs ask about Jason Dobbs or the Kitchen's history, read the following aloud.

"Jason inherited the Kitchen from his father. The Dobbs never had much money, but they always treated those less-fortunate with kindness and friendship. As Jason puts it, 'Now I'm in a position to offer others what my family couldn't offer so long ago. I think my father would be proud of what Gundam's Kitchen has become.'"

If the PCs confront the management about the cannibalistic cult, read the following aloud.

"I don't know anything about cannibals . . . especially cannibals around here. I thought cannibals lived on islands."

If the PCs accuse the management of belonging to a cannibalistic cult, read the following aloud.

"What do we look like, a bunch of human-eating monsters? You're crazy! I'm not going to be talked to like I was Ed Gein! Leave here, now, or I'll call the police!"

At this point, the cafeteria staff calls the police and tells them that the PCs are accusing the staff of cannibalism. The police arrive in four minutes.

If the PCs are still around when the police come, they must agree to leave and never return or be taken to jail. (Go to **The Law**, on p. 16, do what it says, and return here when finished.)

If the PCs promise not to come back but are caught at the Kitchen later on, the police arrest them. (Go to **The Law**, on p. 16, do what it says, and return here when finished.)

If asked about 7533 Grand Ave., any employee responds as follows.

"Oh, that old place? It's been closed down for years. I don't know who owns it. It stays empty. Sometimes you can hear kids in there playing or some wandering vagrant tryin' to find a place to sleep. Overall, it's pretty quiet, though."

INSIDE 7533

To gain entrance, the PCs must make a Specific Lockpick Check; an L result or higher opens the door. However, there is a 5% chance (cumulative each 10 minutes) that a passing police cruiser notices the unlocked lock.

If the PCs break in at night and alert any guards before finding the secret door to the sewer station, the cannibals call the police and get the PCs arrested for trespassing.

When the PCs enter the clothing store, read the following aloud.

Dust hangs in the air and covers every available surface. Partitions still stand in the old clothing store, and several mannequins lie broken and scattered about the floor. An old counter runs along one wall, and the windows are boarded up from the inside. Only a few disturbed patches of floor dust indicate that anyone has been here in years. Some furniture appears to have been moved recently. The disruption is probably the result of the police investigation, but if so, they didn't look around very much before leaving.

The disturbed dust on the floor and moved furniture are the left-overs from the brief investigation by police about a month ago. If the PCs search the place, they should make a Specific PCN Check every 15 minutes (game time) and consult the following for results.

L result *You find some clothing that has probably been here since the store first opened.*

M result *You find an old invoice or outdated business form.*

H result* *You discover—in a corner of the room, wedged in a crack in the floor‡—an old amulet, an expensive gold-leaf locket with an inscription saying "Eternal Love, Lia Cutte (1940-1986)."*

C result *The PC finds an item of minor value (CM discretion). Whether it is a ring, personal item, or a few coins, the total value of the items does not exceed \$5.*

*If the PCs roll the H result a second time or more, the result is:

H result *You find a piece of costume jewelry.*

‡A successful General PCN Check reveals the crack to be the trap door that leads down to the sewer station.

If the PCs open the trap door, go to **Encounter 6, Piercing the Tomb**.

The amulet was taken off the body of Lia Cutter at the Rain-Reservoir Cemetery in the Cutter Mausoleum. The Tamanous planted it here for the PCs to find.

If the PCs don't find the amulet, the Roth-Minion stumbles over it and brings it and the trap door to everyone's attention.

PCs should be able to discover the resting place of Lia Cutter by checking obituaries for 1986. They can get this information from a library.

PEOPLE ON THE STREET

This section contains all of the information available from the locals.

CHILDREN

Most of the children are playing ball. Any that are sitting out will provide information to the PCs.

If the PCs approach the children, read the following aloud.

One of the children, a young girl, looks at you excitedly and says: "You wanna come 'n play wit us? Th' shelter's closed today an' we ain' got no one t' come out wit us." She's holding a basketball and looking at you hopefully.

The children gladly tell the PCs about the disappearances of the homeless, but they don't know any more than has been reported in the newspapers (see **Encounter 3, Outside Information**, pp. 16-19).

If a PC asks about anything strange in the area, make a Specific Request Check (PC's PER, with a +25% modifier for the children's Very Friendly attitude, vs. the children's PER of 65).

L result *One of the children smiles as you ask them about the area, "Yeah, this issa great place," she says, "We gots our own playground [the vacant lot] an' th' folks at th' restaurant an' shelter help us out."*

M result *The previous result, and: "That place's haunted! Why I seen ghosts there at night—a creepin' an' crawlin' behind th' windows. Why I even seen some go behind th' store inna man-cover. Onna coupla nights, I seen ghosts walkaroun' th' back o' th' store an' go in. But I ainna fraid: my daddy's so big he can beatup any ol' ghost."*

H result *The previous results, and: Another child approaches and looks seriously at you. "I seen some ghost 'n monsters, too." He seems shy, but continues, "Sometimes when I've gone t' th' store for my mother, I seen nasty ol' eyes starin' out from the boards an*

windows." The other children tell similar stories, saying that ghosts are living there that look like mannequins and come out at night to hunt kids.

C result *The previous results, and: One child clears his throat to get your attention. "Some kids get caught by 'em, too. Now, we're too smart, o' course, but if you go out early enough, you can see black blotches in the lot some mornings—an' that's all that's left o' some kid what didn' get away fast enough."*

If the PCs check, no children have disappeared, so the child's claim seems unfounded.

OTHER LOCALS

Other people around the block don't trust strangers and won't answer any suspicious questions unless bribed (CM discretion).

Have the player of the questioning PC make a Specific PER Check, with the following results.

L result *"The Lone Oak Apartments went up for sale due to the area's deterioration."*

M result *The previous result, and: "The Off-Grand Saloon has been doing good business since it opened in 1948. It's clientele consists of transients, barflies, and the downtrodden."*

H result *The previous results, and: "The Center, was closed due to lack of funding. And, a while back, a lot of homeless people turned up missing. I think that frightened a lot of the homeless away."*

C result *The previous results, and: "Gundam's Kitchen has been a godsend for the poor. The Kitchen supplied the Center with food and helped keep it open awhile."*

TROUBLESHOOTING

The major thing to remember is that the PCs need to find the amulet and the trap door in order to advance to **Encounters 6 & 7**.

If the PCs haven't had **Encounter 4, The Undead Assault**, find a convenient time for them to fight the zombies. It could occur when they return to Roth's house or whenever they are alone in a desolate place. When a convenient time presents itself, return to **Encounter 4, The Undead Assault**, p. 20.

Encounter 6

Piercing the Tomb

SETUP

This encounter occurs when the PCs open the trap door from **Encounter 5** and descend the ladder leading to Area 1 (see **Player Aid 9**).

The whole area has been made to look like a Zombie Master's base of operations.

In this encounter, the bodies will be animated by the Roth-Minion and the Tamanous for one of two reasons. First, if the Tamanous hasn't replaced a PC, it will attempt to do so here. Second, if the Tamanous has replaced a PC, the PC is contained in Area 9, and the Tamanous cannot allow the PC to be rescued.

If the Tamanous isn't already posing as a kidnapped PC, it appears in this encounter as a corpse.

Any PC successfully Sensing the Unknown during this encounter will immediately become aware that the corpses and whole area have been recently touched by the Unknown. In addition, the PC will also sense that a powerful denizen of the Unknown is present.

Lastly, the PCs will need some form of light for this encounter.

AREA 1

The trap door opens to reveal an old ladder leading down a small shaft into total darkness. The rungs are rusty and in need of repair but can probably hold your weight. Odors of dank and wet stone drift up from below, as does the faint smell of decay.

As you descend, the smell of rotting meat gradually grows stronger, and the air becomes more stale. The ladder comes out into a small room some distance below street level. The floor is strewn with dust and debris, and old water pipes lay stacked against the walls. A stone inscription above one door states, "SEWER MAINTENANCE STATION NO.16."

When the PCs open this door, go to **Area 2**, following.

AREA 2

As the PCs open the door, read the following aloud.

The door opens with a low, drawn-out moan that sends echoes through the chamber beyond. The shivering sound hangs in the air for a few moments before fading away.

You're greeted by a wall of stench, the stench of death and decay.

Now have each PC make a General STA Check. An unsuccessful result means that the PC is overcome by nausea, vomits for 1D5 rounds, and loses 2 points of Current STA per round of vomiting. No matter the result, the PCs need not check again for nausea.

Once each player has rolled his STA Check, continue by reading the following aloud.

Beyond the door is a broad stone balcony overlooking a large, dark chamber.

A rusty ladder to the right of where you entered descends to the room below.

The stench seems to be coming from somewhere below the balcony.

Read the following aloud when the players want their characters to look over the balcony railing to the area below.

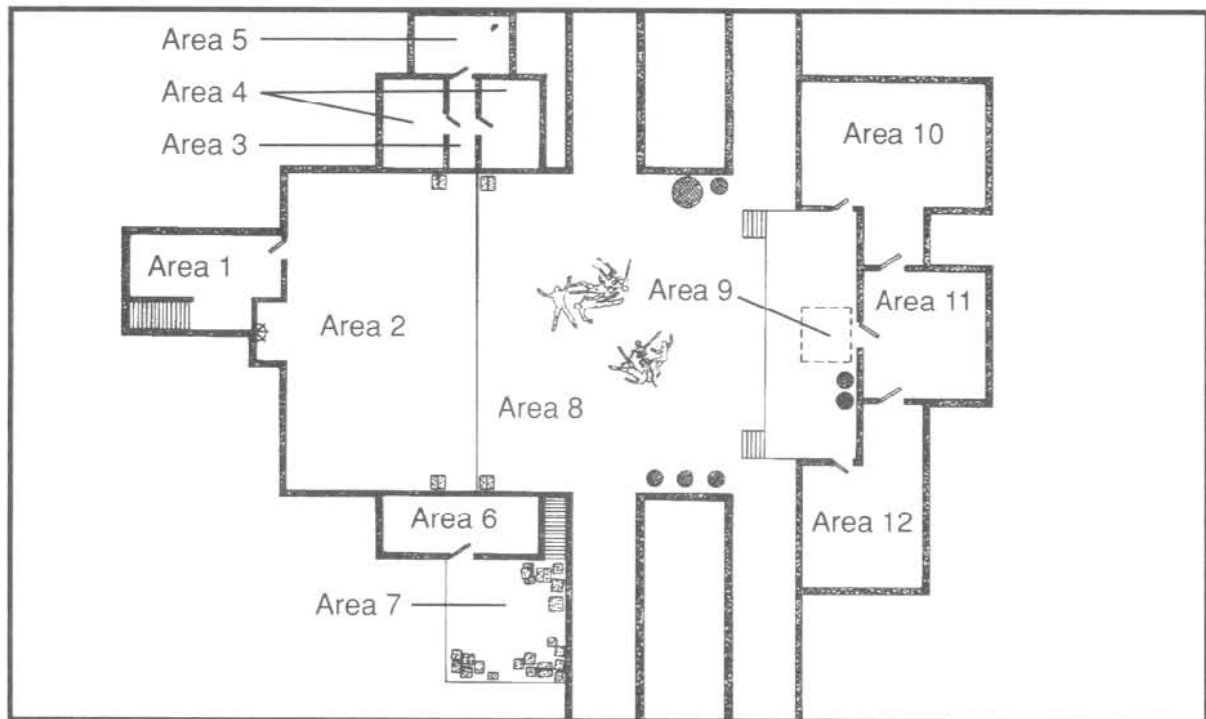
The balcony you are on is approximately 15' above the floor.

Your limited light source reveals stacks of crates and old sewer pipes, and piles of corpses. From atop the balcony, you can't make out much more than this.

When the PCs want to descend the ladder, go to **Area 8**, following.

AREA 3

The access from the balcony to this area is covered-over. If a PC brushes up against it and rolls a C result on a Specific PCN Check, he discovers the secret door.



If the PCs are purposely checking the walls for whatever reason, an H or C result reveals the secret door.

When the PCs gain entrance to this area, read the following aloud.

You find the secret door and easily open it. Beyond is a short passage with three doors in it: one in front of you and one on either side.

AREA 4

Once the PCs reach this area, read the following aloud.

This area looks like it was used as a holding cell. There are three sets of shackles bolted to the walls.

Both of these areas are used to hold victims until they're taken to Area 5.

AREA 5

Once the PCs reach this area, read the following aloud.

This door opens into a room containing two large meat grinders and various sharp implements: bone saws, meat cleavers, and knives. Dried blood covers the floor and walls.

Area 5 is where victims are taken and ground up as cannibal food.

AREA 6

The doorway to this area is covered over. If a PC brushes up against it and rolls a C result on a Specific PCN Check, he discovers the secret door.

If the PCs are purposely checking the walls for whatever reason, an H or C result reveals the secret door.

When the PCs enter this area, read the following aloud.

The secret door opens into a room containing various pieces of large, dust-covered, rusty machinery.

There is a door directly across from the one you came through.

If the PCs go to open the door, go to **Area 7**, following.

AREA 7

Once the PCs reach this area, read the following aloud.

This room contains various-sized crates, all of which are stacked in the three corners farthest from the door.

There is a concealed door hidden behind the crates, in the upper right-hand corner of the room.

If a PC moves the crates or rolls a Specific PCN Check and gets an M result or higher, the PCs find the door leading to Gundam's Kitchen. In this case, go to **Encounter 11, The Cannibal's Heart**, on p. 38.

AREA 8

When the PCs begin descending the ladder from Area 2, read the following aloud.

The rusty ladder creaks threateningly but seems sturdy enough to hold your weight. As you descend, the rungs leave dark, red rust marks on your hands and clothes.

You are now in a large room containing crates, old sewer pipes, and numerous bodies in various states of decomposition. A few are little more than mangled skeletons. Corpses litter the floor—the total number is difficult to tell, but you guess there are well over a dozen. There is no motion, nor is there any sign of the headless horror you've been seeking.

Four tunnels—two to the left side and two to the right side of the room—lead to the sewers.

At the far side of the room stands a raised platform and three doors.

The Tamanous is disguised as a corpse. Only if the PCs attempt to burn the corpses or approach Area 9 do the Tamanous and Roth-Minion animate the bodies. In this case, go to **The Battle**, p. 30.

If the PCs want to check out the platform, go to **Area 9**, below.

If the PCs want to go through the left door, go to **Area 10**.

If the PCs want to go through the middle door, go to **Area 11**.

If the PCs want to go through the right door, go to **Area 12**.

AREA 9

The Roth-Minion and the Tamanous animate the bodies as the PCs approach the platform. In this case, go to **The Battle**, on p. 30.

If the PCs have already confronted the zombies and still want to check the platform, read the following aloud.

As you get closer to the concrete platform, you notice that it's covered with dried blood.

If anyone gets on the platform and walks, taps, etc. on the trap door, the player of the character must make a Specific PCN Check. On a C result, the character discovers the trap door.

If the PCs are searching the platform, an H or C result on a Specific PCN Check reveals the secret door.

To open the secret door, the player of the opening character must make a Specific STR Check (at a penalty of -10%) and needs a C result for success.

To open the secret trap door from the inside, the player of the opening character must make a Specific STR Check—at a penalty of -40%, due to lack of proper footing and leverage—with a C result needed for success.

When a PC opens the trap door, read the following aloud, altering the text accordingly.

The trap door leads into a pit that's about 40 feet deep. The pit's brick walls are caked with dry blood.

The pit is 35' deep and is where the kidnapped PC is kept until the equinox.

AREA 10

Once the PCs reach this area, read the following aloud.

As you approach the door, you see the words, "Pump Station 1" chiseled above it. The door easily opens, revealing a room containing six huge pumps. These "dead dinosaurs" look like they've been inactive for years.

Have the player of each character that enters the room make a Specific PCN Check. If anyone gains an M result or higher, read the following aloud.

You see a small, tied, burlap bag wedged between two pipes.

If a PC gets the bag, read the following aloud.

As you grab the bag and remove it from its hiding place, you notice all-too-late that the bag has a ripped seam. Two human hands fall out of the bag and land on you. The male hands look as though they were ripped from the arms.

The hands are those of Dennis Lead. The pumps are for sewer overflow. They haven't been used for years.

AREA 11

Once the PCs reach this area, read the following aloud.

This room is empty.

There is nothing of interest here.

AREA 12

Once the PCs reach this area, read the following aloud.

As you approach the door, you see the words, "Pump Station 2" chiseled above it. The door easily

opens, revealing a room containing six huge pumps. These "dead dinosaurs" look like they've been inactive for years.

The pumps are for sewer overflow. They haven't been used for years. There is nothing of interest here.

THE BATTLE

Read the following aloud, changing it accordingly if the PCs aren't approaching the platform (Area 9).

As you get closer to the concrete platform, you notice that it's covered with dried blood. The hair on the back of your neck bristles as you hear motion coming from the piles of bodies.

CM INFORMATION

Once the dead have been animated, the Tamanous (unless it has already kidnapped and replaced a PC) tries to use the confusion to grab a PC for later use. (If a PC is kidnapped, go to **Player Aid 12**, on p. 63.) The Tamanous tries to separate the PCs, herding them in separate groups down tunnels or into the pump rooms (**Areas 10 & 12**).

ZOMBIES (17 PRESENT)

AGL: (15 + 2D10) or 30
DEX: (15 + 2D10) or 30
PCN: (2D10) or 15
PER: N/A
STA: (60 + 2D10) or 75
STR: (60 + 2D10) or 75
WPR: N/A
EWS: N/A
ATT: 1; (40 + 2D10) or 55
SR: 0 or as per weapon
WB: N/A
Fear: -40
MV: 45' (L); 10' (W)
Type: Servitor
Class: C
Disciplines: None

The attack stops only if the Tamanous succeeds in replacing a PC, if two of the PCs have apparently been killed, or if the PCs destroy all the zombies.

Just before the battle stops, the Tamanous animates Lead's body and has it—now the "Zombie Master"—escape. In this case, read the following aloud.

Out of the corner of your eye, you see a headless and handless zombie shuffling down one of the tunnels to your right.

Zombies don't pursue fleeing PCs out of the Sewer Maintenance Station. The zombies go off down the tunnels and into the sewers as soon as this encounter ends. Once out of sight, they slump lifeless to the ground. If followed, the zombies disperse throughout the sewers.

TROUBLESHOOTING

The PCs must find the hands in this encounter.

Following the battle, the PCs should believe that the Zombie Master has fled in search of refuge.

Also, it is possible that the PCs will have enough suspicion to accuse Dr. Roth of being involved in the battle. In this case go directly to **Encounter 8, False Conclusions** on p. 34.

If the PCs search the bodies for personal effects, many of the bodies can be determined to have come from the Rain-Reservoir Cemetery and specifically, the Cutter Mausoleum. This requires an M result on a Specific Research Check after one day of checking obituaries and death certificates.

Once the PCs locate the cemetery and the majority of the Cutter corpses, the PCs should decide to investigate.

If the PCs don't decide to go to the cemetery or don't find the connection, the Roth-Minion informs its creator, and the Tamanous purposely animates ten zombies from the cemetery in a mass grave upheaval to get the attention of the PCs. The reports of such an upheaval appear in the next day's papers or on the radio. In this case, read the following aloud, altering the text to fit the situation.

A mass grave upheaval occurred sometime last night in the Rain-Reservoir Cemetery. The bodies from ten graves have been taken. Officials don't have any leads, but a full investigation is underway.

This should get the PCs to the Cemetery (**Encounter 7, The Zombie Master**).

Encounter 7

The Zombie Master

SETUP

Following the battle in **Encounter 6**, the PCs have probably come here, the Rain-Reservoir Cemetery, to fight what they expect to be the final encounter with the "Zombie Master."

It is here that the Tamanous plans to enact a final battle with the Zombie Master and allow it to be destroyed, thus prompting the PCs to inform SAVE. Finally, if it hasn't already kidnapped a PC (and it isn't after Day 7, Saturday the 21st), the Tamanous attempts to do so now.

The Roth-Minion maintains the charade of being a loyal investigator during this encounter.

PLAYER INFORMATION

As soon as the PCs are right outside the cemetery, read the following aloud.

Secluded beyond a low, brick wall, between a distant row of stark trees and an old reservoir mound, lies the Rain-Reservoir Cemetery.

Bare branches reach up to the overcast sky like skeletal hands grasping from the grave. Suddenly, a wind blows through the stone markers and trees, which clutch and wave in the melancholy setting. The grass here hasn't been trimmed near the larger tombstones.

A large raven wheels into the darkened sky, calling out in its shrill voice; its echoes gradually fade between the cold, stone slabs. The wind dies, and the dancing leaves spin to a halt. The quiet of the grave settles over you as you enter the gates of the cemetery.

CM INFORMATION

If a PC hasn't been kidnapped yet, the Black Tamanous—in the guise of a zombie—attempts to isolate one PC (during the battle) and personally drives him out of the mausoleum. If needed, the Tamanous makes several zombies help it drive the PC outside (CM discretion).

If a PC is already outside, the Tamanous directs as many zombies as it sees fit to leave the mausoleum and attack. The Tamanous is among these zombies. If more than one PC is outside, the Tamanous attempts to isolate one of them for kidnapping. Once a PC has been isolated, the Tamanous uses its Sleep Discipline on him, hides him somewhere nearby, and then assume his shape. The Tamanous continues fighting in the PC's place, making sure that no one discovers the unconscious PC. In this case, go to **Kidnapped**, on p. 63, follow the instructions there, and then return here.

DAYTIME ARRIVAL

If the PCs arrive during the day, they may speak to the groundskeeper. If they do, read the following aloud.

"Nah, there's nothing too big 'round here—just' dead folk. Mind you, we get some kids in here some nights, tryin' to have parties, but my dog Max an' me, we deal with 'em."

If **Encounter 6** resulted in the mass grave upheaval, the groundskeeper adds:

"Then again, I may be a bit too cocky. The good Lord knows a lazy bum, an' I guess I shoulda been watchin' better the other night. Damndest thing you've ever seen . . . ten graves all dug up, over by the Cutter Mausoleum, on the far side of the cemetery. Work like that woulda taken a group of strong men hours t' do, but I'd checked on it only an hour earlier. Musta' been some o' them kids again, but this time they've done too much. If I ever catch 'em doin' anything here again, you betcha they're gonna regret it."

If the Tamanous or Roth-Minion is with the group, read the following aloud.

The groundskeeper's dog, an old Irish setter, seems uneasy around you.

If the Roth-Minion is present, read the following aloud.

He bares his teeth and his hackles bristle as it backs away from Dr. Roth.

The groundskeeper says, "Damnedest thing. Since the body snatchin', Max has been actin' really strange. I better go lock him up. I'm gonna take him home. Watch out for body snatchers!"

If the Tamanous is present in the guise of a PC, read the following aloud.

As the groundskeeper and Max near PC's NAME, Max growls and runs away, yelping. The groundskeeper follows.

If the PCs walk through the cemetery, go to **The Walk**, following.

NIGHTTIME ARRIVAL

At night, the PCs can't interview the groundskeeper. Also, there's a 10% chance that a police cruiser goes through the cemetery, checking on things. Police arrest trespassers.

Mention the light of the near-full moon throughout the text.

THE WALK

If the characters walk through the cemetery, read the following aloud.

The whole cemetery appears to be quiet and overgrown. The graveyard is unkempt, worn, and ominous. Headstones, wet from the leaking sprinkler system, appear in the mist as if weeping. The mausoleums appear dilapidated and ancient.

If the grave upheaval happened in **Encounter 6**, read the following aloud.

As you walk through the headstones and crypts, you see the yellow police tape cordoning off a group of exposed graves. Only 25' away stands the Cutter Mausoleum.

When the PCs approach the Cutter Mausoleum, read the following aloud.

Moss and vines cling and clutch the worn stones of the old burial chamber. Draped across elaborately carved stone figures, the vines are brown and shriveled this late in the year. Weather-worn scars almost a century old give the place a feeling of remoteness and despair. The chiseled words "CUTTER FAMILY—the children and family of JACOB B. CUTTER" can barely be read over the black iron door. Dirty stained-glass windows peer into the chamber beyond. A large, rusty padlock seals the vault from unauthorized intrusion. The tomb is large and partially embedded in the side of a hill. There is no way to tell exactly what lies within.

The padlock on the door requires a successful General Lockpicking Check to open.

When the PCs enter the Cutter Mausoleum, read the following aloud.

The darkness of the tomb's interior brightens a bit at the intrusion of outside illumination. Dank moss and mold cover the walls and ceiling of the vault, but the stench of disease and rotting flesh temporarily dulls your other senses.

As your eyes adjust to the dim light, you see Gothic carvings and statuary standing stoically nearby—old and crumbling. Large splinters of stone lay scattered around the bases of the statues and throughout the chamber. Ten stone sepulchers stand solidly along the walls in two rows of five between the disintegrating statues. Each, however, is opened and violated . . . for, in the center of the room lies a pile of rotting corpses. No, these must be zombies, because they're trying to get on their feet. Then, the mausoleum is blanketed in complete silence. You can't even hear your heart beat accelerate.

The players should make Fear Checks for their characters, with a -10% modifier.

In all, there are 18 corpses here; the headless corpse of Dennis Lead is at the bottom of the pile.

Animated Corpses (18)

AGL: (15 + 2D10) or 30

DEX: (15 + 2D10) or 30

PCN: (2D10) or 15

PER: N/A

STA: (60 + 2D10) or 75

STR: (60 + 2D10) or 75

WPR: N/A

EWS: N/A

ATT: 1; (40 + 2D10) or 55

SR: 2 (pieces of statues)

WB: N/A

Fear: -40

MV: 45' (L); 10' (W)

Type: Servitor

Class: C (37 Wounds)

Disciplines: None

Skills: None

Characteristics: Standard

The zombies pick up pieces of broken statuary and swing them menacingly while advancing.

The zombies attack all available targets, including the Roth-Minion, but they won't kill more than half of the PCs.

LINGERING EFFECTS

All PCs who entered the mausoleum are subject to disease. Therefore, the CM should have each player make a Current STA Check for his character, with the disease's T# at 80.

The disease manifests itself in two to six days as white boils on the face and hands, constant dizziness, and a lack of concentration. Treat this as if all abilities are impaired by -35%.

Impairment increases by 2% each day for 12 days, during which time the victim hallucinates horribly and runs a high temperature. Afterwards, the disease goes into remission, but may resurface at later times at the CM's discretion.

Later outbreaks take the same length of time to appear and run the same course. To avoid this, any PC may attempt to make a STA Check against the disease's target number every three days. Success brings the hallucinations and fever, but then it breaks and the disease goes into permanent remission.

If the PCs seem to be winning too easily, the Roth-Minion or Tamanous (whichever is in a position to do so) summons a few more zombies from nearby graves.

When most of the zombies are destroyed or half of the PCs appear to be dead, the Tamanous animates Lead's corpse and has it enter the fray.

At this point, read the following aloud.

The fray is intense. But to make things worse—or better, depending on how you look at it—the Zombie Master rises and attacks.

The "Zombie Master" is clumsy and slow (treat it as a zombie with all attacks at -20%), and PCs should have no problem pinning or restraining it.

If the PCs search the area after winning the battle, have the players of the searching characters make a General PCN Check with a -15% modifier.

On a successful check, read the following aloud.

Concealed behind one of the statues and hidden under chunks of stone and rubble is a mangled, human head.

Once the head is recovered, the hands can be joined with it and burned atop Lead's body. Once this happens, the Tamanous no longer animates the corpses.

TROUBLESHOOTING

If the police spot the combat, the Roth-Minion tries to Influence them to leave.

If a PC sees the Influencing taking place, on a Specific PCN Check ending in an H result or higher, the PC knows that "Dr. Roth" is using Disciplines of the Evil Way. In this case, go to **Encounter 9, The Traitor Within**, on p. 35.

If the police arrive after the battle, they arrest all individuals present (including the Roth-Minion and Tamanous—if shape-changed) in connection with body snatching and trespassing. Bail is \$6,000 each, and it takes the SAVE attorney four days to get the PCs released on bail (see **Janice Tucker**, p. 8).

If the Tamanous has knocked out a PC, it sneaks away, grabs the sleeping PC, and escapes into the sewers.

If the Tamanous can't isolate a PC, it reveals itself, uses Sleep on the nearest PC, grabs him, and escapes. In the latter case, where the Tamanous' false trail has been blatantly revealed, the Minion immediately reveals itself. In this case, go to **Encounter 9, The Traitor Within** on p. 35. Otherwise, the plan goes as scheduled, the Zombie Master threat is ended, and the PCs move on to **Encounter 8, False Conclusions**, following.



Encounter 8

False Conclusions

SETUP

The "Zombie Master" has been destroyed, the Tamanous has kidnapped a PC, and the Roth-Minion hasn't been revealed. The remaining PCs, although they may have their suspicions, believe that their job is done.

Once things have quieted down, the PCs return to Dr. Roth's home and possibly proceed to SAVE Headquarters in Chicago.

PLAYER INFORMATION

You've solved the case and arrived back at Dr. Roth's home in safety. Now the events of the past few days begin to unwind. Slowly, the weariness seeps from your limbs as your adrenaline drops to quieter levels. All you can think about is a good meal, a hot shower, and a soft bed. Dr. Roth seems more cheerful, but still reserved.

"You know," he begins slowly, "it isn't really over yet." Before you can respond, he holds up a hand to quiet you. "Let me finish."

"We've just defeated a major threat to this area—and that's fine—but it only worked because we were well-prepared and knew what to look for. We operated as a group fairly well, and that's where our strength came from. Maybe its time I re-think my priorities."

"I may not agree with all of SAVE's policies, but I can see that not all envoys are inexperienced children. You've shown me that," Dr. Roth smiles and continues, "I think it's time I stopped being a loner and rejoined the Society. What do you think?"

He waits for an answer, the expression on his face is hopeful and sincere.

CM INFORMATION

This is the real beginning of the Black Tamanous' plan to corrupt SAVE. If the PCs agree that Dr. Roth should rejoin SAVE, read the following aloud.

Dr. Roth's smile broadens, "I'm glad you agree.

I think we should go immediately, then. You have a report to file, and I have to re-enlist. What do you say to getting an early start tomorrow? We should head off as soon as we can."

Above all else, the Roth-Minion wants to leave no later than two days before the equinox.

The Black Tamanous, in its guise as a PC, uses every Discipline at its disposal to maintain its charade. So, when the PCs depart for Chicago, the Tamanous slips away and goes to Tornado Publishing.

If the PCs decide to drive to SAVE Headquarters in Chicago, read the following aloud.

The van ride to SAVE-Chicago took about nine hours, without a hitch. After about 15 minutes of driving around, you finally find a parking spot about two blocks from SAVE-Chicago.

You walk to a plain-looking, three-story warehouse-type building and enter its front door, which reads: 'Wing's Imports. No Soliciting.'

You walk up to the front desk, where a security guard greets you.

After a brief talk, he verifies your claims and identities and asks you to be seated while he contacts the proper authority.

After a five-minute wait, seven men in white lab coats come into the waiting area and say, "Dr. Roth, please come with us. The rest of you remain here. Someone will come for you shortly."

Dr. Roth becomes jittery and nervous. He takes two steps and stops.

As part of SAVE's new security, all individuals entering a SAVE Headquarters must submit to Sensing the Unknown by at least three of the staff.

The Roth-Minion has been revealed.

Now go to **Encounter 9, The Traitor Within.**

TROUBLESHOOTING

If the Tamanous is present in the guise of a PC, he isn't detected in the Sensing.

Encounter 9

The Traitor Within

SETUP

The PCs have finally revealed the existence of the Minion by either confrontation, luck, or observation. The Roth-Minion is now aware that his cover is blown, and it is willing to fight to destroy the forces that it hates so much.

PLAYER INFORMATION

Dr. Roth stands before you silently. The air has grown still as he clenches his fists in an obvious effort to maintain control. Slowly, he turns to face each one of you directly and smiles. His head nods in a slow caricature of his normal genial nature as he speaks.

"So, this is how it all ends, is it? You couldn't let well enough alone, could you? You couldn't just follow the obvious path and dispatch the direct foe, could you?"

His voice rises in pitch as he continues, his face becoming distorted in anger: "No! You had to ask questions . . . dig deeper than you were supposed to! You've constantly impeded my efforts and have left me no choice!"

With a guttural snarl, the aged professor leaps at you [choose one PC] with an energy that belies his years. His form seems to shift subtly as he moves, still looking like Dr. Kyle Roth, but somehow changed. He is a creature of the Unknown . . . a Minion.

CM INFORMATION

Each player must make a Surprise Check (a General PCN Check) for his character. Those who fail are surprised and can't fight. Those who succeed must roll for initiative.

The Roth-Minion attacks ferociously, using every Discipline at its disposal to kill the PCs. It doesn't stop even to preserve its own existence.

The Roth-Minion

AGL: 82

DEX: 75

PCN: 42

PER: 38

STA: 110

STR: 100

WPR: 75

EWS: 125

ATT: 2; 75

SR: 3

WB: 52

Fear: -10

MV: 180'

Type: Servitor

Class: C

Disciplines (Student level)

93 Animation of the Dead

81 Influence, Sleep

Skills:

Rapier/Fencing/T 121

During combat, read the following aloud.

The Roth-Minion says bitterly: "You foolish imbeciles, you've been controlled and manipulated throughout this whole investigation. You have been our toys. Now I'm done playing. Prepare to visit the Unknown!"

The Roth-Minion derides the PCs throughout combat. When the Roth-Minion is reduced to 10 or less Wound Boxes, however, read the following aloud.

The Roth-Minion no longer berates you. As he grows weaker from wounds and fatigue, he says: "Father, save me. I have done your bidding, and now you abandon me."

The Roth-Minion's "father" is the Black Tamanous. The Tamanous, even if present, doesn't help its creation; the ploy has failed, the Roth-Minion has been revealed, and the existence of the Roth-Minion can no longer be justified.

Furthermore, if the Tamanous is present and is imitating a PC, it assists in the Roth-Minion's destruction to maintain its pretense.

The Black Tamanous takes its leave from the PCs after this encounter. If it has managed to maintain its pretense as a PC, it slips away at an opportune moment when the PCs are unable to follow.

TROUBLESHOOTING

From this point on, the Tamanous attempts to hide and waits until the equinox, avoiding any activity that could draw attention to itself.

Go to **Encounter 10, Searching the Ashes**, following.



Encounter 10

Searching the Ashes

SETUP

The true investigation begins as the PCs start to trace the real Midwestern threat and try to free their captured friend. Either before this point or during this encounter, the others notice the absence of the kidnapped PC. The PCs should realize that they have been duped and used by the forces of the Unknown for purposes which still remain obscure.

Once they have discovered the existence of both the Black Tamarous and the Roth-Minion, the PCs may guess that the kidnapped PC was taken for another servant. In any event, this encounter is where the PCs begin their research on the true threat.

PLAYER INFORMATION

SAVE has been threatened deeply and close to its heart. It's not known exactly how far the Roth-Minion would have gotten before it was found out. But something, somewhere created him for that dark purpose. It's become obvious that something of the Unknown lurks in the shadows of the Twin Cities and has been manipulating you since your arrival. Now it appears that it's still there, lurking in the shadows.

Your only leads are what few odd things you've picked up on during your stay at Dr. Roth's house. You now realize though, that every bit of research Roth provided for you was probably fabricated or false. You're all back to square one but at least with no one to hinder you this time.

Still, you can't shake the feeling that time is running out. . . .

CM INFORMATION

Research goes as it did during **Encounter 3** (pp. 16-19), except that the Roth-Minion is no longer with the party and can't impede research. Because of this and the fact that the PCs now have some idea of what they're looking for, treat each check as if it were one result-level higher on the charts listed for **Encounter 3**.

In addition, the PCs can conduct new research by searching Roth's home. The PCs can discover the human meat or the diary as in **Encounter 2** (pp. 13-15). The diary's pages should point to the cannibals and the disappearing homeless in and around Gundam's Kitchen.

The PCs may try to verify the information they got from Roth. In doing so, they will probably be surprised to learn that everything they read actually happened. It should become obvious that it was all carefully planned for the benefit of the PCs.

TROUBLESHOOTING

The PCs may have developed suspicions about the location of the Sewer Maintenance Station and go back to investigate. Any PC deciding to check out Gundam's Kitchen or the Sewer Tomb (**Encounter 5**) should go directly to **Encounter 11, The Cannibal's Heart** on p. 38, which covers the actions of the cannibals after they've been revealed.

PCs desiring to research Tornado Publishing should go directly to **Encounter 12, Riding the Tornado** on p. 41.

Encounter 11

The Cannibal's Heart

SETUP

Once the PCs begin their investigation into the existence of the Black Tamanous, they may want to return to the Sewer Maintenance Station to look for clues or verify the previously discovered "tomb." Alternately, they may have discovered the diary and work of the late Dr. Roth and decided to investigate what he had found. In either case, this encounter begins as the PCs return to the block where Gundam's Kitchen is located.

The Tamanous is aware that its initial plan has failed, and the cannibals may be in danger of being exposed. From this point on, members of the cult are open game for the appetite of the Black Tamanous, and it hunts a few members each night. However, still hopeful that the PCs can be slowed down or stopped, the Tamanous has warned the cult leaders that they may be investigated soon. The cult leaders know what the PCs look like.

The number of guards in the Kitchen at night and in the Sewer Maintenance Station below is doubled.

PLAYER INFORMATION

The street is busier than the last time you were here. Several people are walking down the sidewalk past Gundam's Kitchen and the abandoned clothing store.

Although no children are on the street, you notice that the shelter is open again.

DAYLIGHT HOURS

If the PCs arrive while Gundam's is open, read the following paragraph aloud. If the PCs arrive after Gundam's has closed, skip to **Nighttime Hours**, following.

The Kitchen is doing brisk business, with numerous patrons visible behind the large plate glass windows. The side door of the café stands open to the vacant lot next door, as large clouds of steam drift lazily out into the autumn air. The store next door appears just as you left it, empty and in a bad state of repair.

If the PCs attempt to get additional information from the non-management employees of Gundam's Kitchen, there is no information to be gained.

If the PCs attempt to get additional information from the management at Gundam's Kitchen, the player of the asking PC must make a Specific PER Check or have the Intimidation Skill and make a Specific Intimidation Skill Check (see the *Chill Companion*, p. 42). Successful results of either Specific Check are as follows.

L - H results *Alex, our dishwasher, hasn't shown up for work today, and he hasn't called in. This isn't like Alex.*

C result *Not long ago, Gundam's was bought by Tornado Publishing.*

If the players want their characters to check out Tornado Publishing, go to **Encounter 12: Riding the Tornado**, p. 41.

NIGHTTIME HOURS

If the PCs arrive after the Kitchen has closed, read the following paragraph aloud.

Night has fallen around the old buildings of crumbling brick and masonry. The distant stars and near-full moon provide enough light for you to see as you approach the area. The few people out on the streets this late eye you with suspicion as they walk by. They move quickly toward their destinations and pay you little extra attention. No lights are on within Gundam's Kitchen, and the smells of the café have been greedily consumed by the garbage and gasoline smells of the streets.

Now go to **CM Information**, following.

CM INFORMATION

The doors to Gundam's Kitchen are locked and require a Specific Lockpicking Check with an M result or higher for success. There are no alarms, but the hidden guards will probably notice intruders.

If the PCs pick the lock and nose around the restaurant, read the following aloud.

The dark café stands quietly around you as you walk about. Drawers and cupboards reveal the standard utensils and implements, along with flour, spices, and other ingredients. There are several rooms here, including the main dining area, the kitchen, dishroom, pantry, freezer, and main office. The only internal door that is locked appears to be the office.

A PC can pick the lock on the office door with an M or higher result on a Specific Lockpicking Check. Read the appropriate description to the players as their characters look around various areas.

MAIN DINING ROOM

The main dining room is quiet and empty. The long counter stands along the far wall. Freshly laid placemats and rolled napkins neatly adorn each table, waiting for the next day's customers.

The black and white tile floor is clean but still holds the dull yellow of old wax.

Hanging on the wall is a small plaque with four pictures and captions:

Owner, Jason Dobbs

Manager, Kelly Whinn-Jeffries

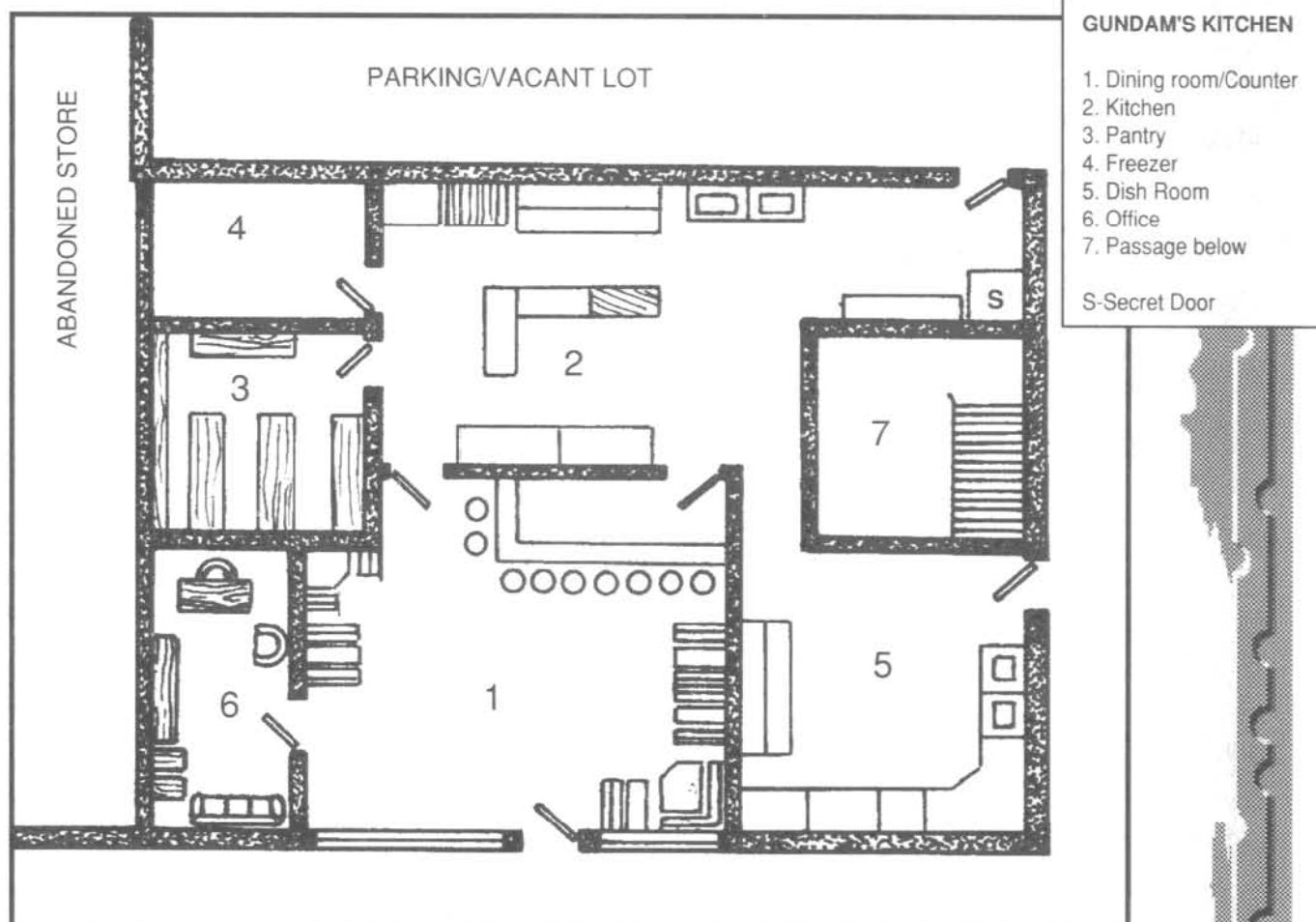
Assistant Manager, Wayne Erikson

Employee of the Month, Janice Wolley

KITCHEN

The kitchen is dark and filled with rows of hanging racks, utensils, and pots. The area is clean and shows signs of being well-managed. Doors lead to the pantry, the freezer, the main dining room, and the dishroom. Nothing seems out of the ordinary here.

The PCs can discover the secret door in the kitchen only with a Specific PCN Check resulting in a C result.



PANTRY

This area is filled with canned and dry goods of every type. Vegetables, sauces, spices, mixes, and other packaged foods line the shelves from floor to ceiling.

FREEZER

A single bulb lights the freezer, which contains chilled meats, cheeses, and other ingredients that need refrigeration.

Packages of meat wrapped in white paper fill an old bus tub near a covered tub of ground cheese. Fresh vegetables fill bins along another wall, and chilled bottles of beer stand on another rack.

There's about 40 pounds of human meat in the freezer, marked as ground beef.

Any PC who saw the packages in Dr. Roth's garage freezer notices the similarity on a successful General PCN Check.

If a PC with the Forensics Skill tries to identify the meat, have the player of that character make a Specific Forensics Check. An M result or higher means a successful identification.

DISHROOM

This room contains an old, rusty dishwasher along one wall and racks and racks of clean dishes. A single bus tub of dirty dishes sits on the floor waiting to be cleaned. A single door, other than the entrance to the kitchen, leads from this room to the alley outside.

OFFICE

The business office is quiet, but cluttered. A single desk stands against one wall in front of a file cabinet and coat rack. A single raincoat hangs on the rack with a wide-brimmed hat. Several pictures hang on the walls showing outdoor scenes of duck hunting and wild game. A plaque on one wall states: "Jason Dobbs—Best Game Hunter, 1986."

When a PC searches the file cabinet in the office and receives an M result or higher on a Specific PCN Check, he finds an official document showing that Tornado Publishing purchased Gundam's Kitchen. If this happens, read the following aloud.

In the back of the file cabinet, you find an official document that strikes you as strange. It shows that a Mr. Thomas Barker, president of Tornado Publishing, purchased Gundam's Kitchen about a year and a half ago.

When a PC searches the raincoat, he finds a set of spare keys to the restaurant in one pocket.

If a PC searches the desk, read the following aloud.

The desk is a cluttered mess of invoices, bills, check stubs, and business forms. The desk drawers only contain sales reports, office supplies, envelopes, a Rolodex, and receipts.

The Rolodex contains many addresses and phone numbers of various food distributors, employees, and members of the cult. Dobbs has marked each cult member's name with a small star.

A Specific PCN Check with an L result or higher reveals the following on the desk.

On top of the desk under a few papers is a letter from the Damon-Pryor Center for the homeless. The letter thanks Mr. Dobbs and his staff for food donations to the homeless at the shelter. The letter states that Gundam's Kitchen's help has been gratefully accepted and the Center hopes that the restaurant will continue with its donations as it has for the past six months.

TROUBLESHOOTING

If the PCs try to have the café closed down by calling the police, the authorities require concrete evidence before acting. If the PCs are successful, however, the Black Tamanous tries to devour as many of the cannibals as it can. It maintains its guise as Barker but ventures onto the streets every night for its hunting.

The Black Tamanous stays at its office during the day until the night before the equinox. It leaves the building only through the sewer access in the basement.

The police follow every substantial lead that the PCs provide, but they also question characters on how they found out about the cult.

Police follow leads about the possible involvement of Tornado Publishing but dismiss them once they talk to Thomas Barker. The Tamanous uses Influence on police investigators to make them think there is no connection between him and the cannibals.

Encounter 12

Riding the Tornado

SETUP

Through diligent research and perhaps a little luck, the PCs have discovered Gundam's link to Tornado Publishing. Now, with time running out, the PCs must discover the Tamanous' dark secret and rescue their lost companion. The Tamanous has been maintaining its guise as Thomas Barker, president of Tornado Publishing, and is waiting for the equinox.

The main sewer lines that run beneath Tornado Publishing connect to the main lines to the Sewer Maintenance Station below Gundam's Kitchen. The trip between locations takes only 15 minutes.

Any PC who succeeds in an attempt to Sense the Unknown detects a vast web of deceit and evil. It's as if the entire compound is smothered in an ancient shadow. Furthermore, the source of the Unknown emanations is definitely still here.

PLAYER INFORMATION

None of you is absolutely certain what Tornado Publishing has to do with the Unknown presence, but hopefully it will point you in a new direction as you hunt down the Roth-Minion's creator. You know that Dennis Lead, the victim and pawn of the plot to imitate a Druj Nasu, worked for the publishing company as vice president. It is doubtful that his involvement was a coincidence.

As the PCs approach the building, read the following aloud.

Tornado Publishing is a large, two-story complex with a glass-and-steel, ultra-modern appearance. The entry area is a large atrium enclosed by numerous glass panes. Potted plants line the windows, and a large, curved desk sits opposite the entry doors. A single figure mans the desk.

If this encounter takes place at night, see **Troubleshooting**, p. 43.

If this encounter takes place during the day, the person at the desk is Barker's secretary. In this case, read the following aloud.

The woman behind the desk says: "Good day. How may I help you?"

If the PCs ask to talk to Thomas Barker, read the following aloud.

"Mr. Barker is unavailable," the secretary says. "However, I can make an appointment for you to see him two weeks from today."

If the PCs are persistent about an interview, read the following aloud.

"If you would like, you may talk to a manager."

If the PCs agree to the meeting, continue reading the following aloud.

The secretary leads you to a room that's a combination storage and conference room. "Mr. Tory will be with you shortly," she says. She then leaves the room and closes the door behind her.

The room contains a few boxes, a long conference table, and 12 chairs.

The PCs are locked in the storage/conference room. Go to **The Undead Trap**, p. 42.

CM INFORMATION

Before the PCs actually visit Tornado Publishing, they may try to research its background and possible Unknown connections. They may attempt telephone interviews (with staff), newspaper research, or records research.

Telephone interviews don't reveal anything. All staff members of Tornado Publishing are under the Influence of the Black Tamanous, but they have no knowledge of its plans. There are four cannibals on staff, and they are under orders not to reveal anything.

If questioned on the relationship between Gundam's Kitchen and Tornado Publishing, the standard answer is:

"Our management thought it a proper way to help our less-fortunate citizens without grandiose displays of cash. Gundam's Kitchen was in need of financial help and is part of the community's historic background. Mr. Barker helped Gundam's get back on their feet and draw more business by spreading word about the charity work they were doing."

If a PC asks a staff member about the death of Dennis Lead, read the following aloud.

"I really don't think Mr. Lead's private life is any of your concern. I'm not a personal relative of Mr. Lead's, and I think his family would object to my giving an interview without their permission. Even so, there's not much to tell. Dennis Lead was always getting his hands into every aspect of the business and trying to improve the management structure. He was a good man who always tried to improve the management/staff relations."

Beyond that, I suggest you call the police if you want to know more."

If the PCs contact the police, read the following aloud.

"The Dennis Lead case file is not for public display," the officer tells you.

The original is with the evidence gathered by Dr. Roth for the false trail (**Encounter 2**).

Any other questions yield similar results (PCs get evasive answers and the general run-around).

Newspaper research reveals very little about the company or its owner. Specific Research Checks reveal the following information.

L result *Tornado Publishing was founded in 1944 by Milton Keane, who ran the business until 1968, when he retired. The business was then assumed by Thomas Barker, who had been the vice president of the corporation for several years.*

M/H result *The previous result, and: Tornado Publishing has shown few displays of charity or community service over the years. This was due to the company's moderate status in the business community. After 1989, however,*

business really picked up, and the small publishing company began to grow. After this, Tornado Publishing started funding all sorts of charities. Most notable charity was the recent purchase of Gundam's Kitchen as a landmark and charitable food donation center.

C result

The previous results, and: Thomas Barker almost married a woman named Donna Yancy in 1988 but canceled the wedding a few weeks before the ceremony. Shortly thereafter, Yancy died in a car accident.

The woman died after the Tamanous assumed Barker's identity and decided to cut off all links to Barker's past life. This is the only clue that points to a mysterious background for the company president. The only problem in investigating this event is that there is no evidence that the accident was intentional.

Records Research reveals only that Tornado Publishing has been doing extraordinarily well the past few years and has made quite a few publishing deals that generated a lot of money for the company. In truth, this was because the Black Tamanous Influenced independent agents and marketers to purchase books and publications that would otherwise never sell. The resulting profits have made Tornado Publishing one of the largest local publishers.

THE UNDEAD TRAP

Once the PCs have waited for one minute (game time) in the storage/conference room, read the following aloud.

After a minute goes by, a box in the corner of the room seems to move on its own. Then, you see a zombie come up through the floor where the box originally sat.

The Tamanous has instructed its followers to lead the PCs into the storage/conference room (see **Player Aid 10, area 8**, p. 62) and lock them in. Once the PCs are trapped in the storage room, the Tamanous leaves the building in order to enter the sewers a few blocks away. It then animates 15 corpses and has them go through the basement and up into the storage/conference room to attack the PCs.

Animated Corpses

AGL: (15 + 2D10) or 30
 DEX: (15 + 2D10) or 30
 PCN: (2D10) or 15
 PER: N/A
 STA: (60 + 2D10) or 75
 STR: (60 + 2D10) or 75
 WPR: N/A
 EWS: N/A
 ATT: 1; (40 + 2D10) or 55
 SR: 0 or as per weapon
 WB: N/A
 Fear: -40
 MV: 45' (L); 10' (W)
 Type: Servitor
 Class: C (37 Wounds)

Disciplines: None

Skills: None

Characteristics: Standard

The Black Tamanous

AGL: 65
 DEX: 60
 PCN: 70
 PER: 30
 STA: 100
 STR: 150
 WPR: 120
 EWS: 150
 ATT: 1; 105
 SR: 3
 WB: N/A
 Fear: -30
 MV: 150' (L); 15' (W)
 Type: Master
 Class: C but can't be wounded

Disciplines (at Master level):

200 Chill
 110 Hound
 133 Animation of the Dead
 150 Raise Winds, Shake the Earth
 140 Hallucinate*, Influence, Minion
 123 Quiet
 Automatic Change Self

The Tamanous follows the zombies, always keeping them in sight. If it looks like the PCs are winning, the creature uses its disciplines in an effort to kill the PCs. If the PCs still seem to prevail, the Tamanous has the zombies withdraw deep inside the sewer tunnels. Then, the Tamanous returns to the building and calls the police, charging the PCs with breaking and entering. To add insult to injury, the

Tamanous attempts to use its Influence Discipline to make one PC admit to the charge.

If this encounter takes place near or after 10:00 p.m. on Sunday, September 22, the Tamanous does not bother calling the police; instead, it keeps the PCs busy until 11:45 p.m., when it runs to the sewers and travels to the Sewer Maintenance Station to retrieve the kidnapped PC and turn him into a Minion. This leads immediately to **Encounter 13, Beat the Clock.**

TROUBLESHOOTING

If this encounter takes place at night, the person at the desk is a security guard. The doors are locked, and the guard admits no one without proper IDs—something the PCs don't have. Tampering with the locks sets off a silent alarm, summoning the police within five minutes.

The Tamanous has stuffed the sewers with corpses stolen from cemeteries around the area. The sewers contain a total of 35 corpses, spaced along the sewer route to the maintenance station. A total of 15 of these are stored in the sewer access beneath Tornado Publishing's basement.

If the PCs are arrested, the police don't believe any story about Thomas Barker. The Tamanous ensures this by using its Influence Discipline on the police. The PCs remain in jail until their lawyer can get them out (see **Janice Tucker**, p. 8), by 9 p.m. on Sunday, September 22, at the latest.

If the PCs attempt Sensing the Unknown while not at Tornado Publishing, read the following aloud.

A darkness is beginning to smother the entire area—a darkness that has no form and emanates from beneath the streets around the whole city. Somewhere, at the center of the gathering shadow, you're sure your missing companion is still alive.

This should lead PCs to **Encounter 13.**

Finally, if the PCs have driven off the zombies from the storage/conference room and attempt to follow them while the Tamanous is phoning the police, the PCs may try to lift the sealed sewer access cover. This requires a Specific STR Check with an H result or higher. The PCs can enter the sewers and escape via the nearest access. The animated corpses are lying about the tunnels motionless. The PCs may try to trace the tunnels to the Sewer Maintenance Station. This requires an H result on a Specific PCN Check and takes 30 minutes. If the Check ends in a C result, the PCs arrive in 15 minutes.

Encounter 13

Beat the Clock

SETUP

The PCs have finally chased the Black Tamanous into action or have discovered where its final plan is to take place. This encounter must be timed closely, as every minute counts. The Tamanous leaves Tornado Publishing at 11:45 p.m. on Sunday, September 22, and arrives at the Sewer Maintenance Station at 12:05 a.m., Sept. 23, via the sewers. The kidnapped PC is in the Blood Pit (see **Encounter 6, Piercing the Tomb**, Area 9, on p. 29), awaiting metamorphosis.

All remaining cannibals start arriving at 9 p.m. All of them are agitated at the disappearances of some of their number, but they still don't know that they're the intended meals of the Black Tamanous.

The PCs can either attempt to follow the Tamanous through the sewers or try the entrances at Gundam's Kitchen.

PLAYER INFORMATION

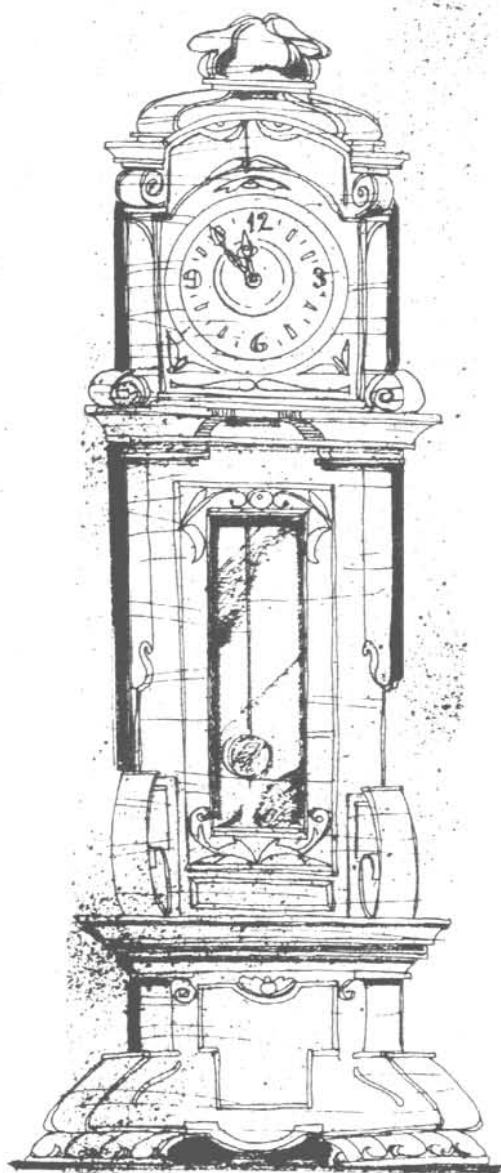
Read the following aloud as soon as the PCs decide to go after the Tamanous on the night before the equinox.

The ticking of the clock is working actively against you as you race to an uncertain encounter. The darkness has gathered, and the day of the equinox begins at midnight. You can only hope that you arrive in time to prevent your comrade from being turned into a creature.

CM INFORMATION

The PCs must find a way into the Sewer Maintenance Station to free their comrade before the Tamanous can finish its chore of transforming him into a Minion.

If the PCs decide to track the Tamanous through the sewers, they must overcome the animated corpses. Subtract the number of corpses that the PCs destroyed during **Encounter 12**, (p. 43) from the total of 35.



The PCs can arrive no earlier than the Tamanous, and any time they spend fighting zombies should be added to their E.T.A.

If there are fewer than eight active cultists, the Tamanous doesn't have the sewer zombies attack the PCs but has them withdraw and defend the Sewer Maintenance Station instead.

Once the Tamanous arrives in the sewer station, it addresses the assembled cult members, tells them to guard the tunnels, and then removes the PC from the Blood Pit.

The Tamanous is planing on abandoning the cult, eating the remaining members as soon as it has its new Minion.

One-third of the sewer's defenders guard each main section of the sewer station. These main stations are the stairway to Gundam's, the ladder to the abandoned store, and the main sewer area itself. In a battle, the cultists fight until reduced to 20% of their Wound Boxes. Unfortunately for the Black Tamanous, the cannibals have never seen the Animate the Dead Discipline used on a scale like this. As a result, their combat is at -10% due to fear. The ringleaders are willing to fight to the death, without any combat penalties.

The Tamanous needs 10 minutes to prepare the kidnapped PC for the Minion Discipline.

Give the players **Player Aid 9** (p. 61) and read the following aloud as the PCs enter the Sewer Maintenance Station.

You have entered the Sewer Maintenance Station once again, the stench of the dead ever-present in the air. The broad main floor is full of zombies and cultists. Standing before them all on a raised platform is Thomas Barker and the worn form of your missing companion. Barker steps forward toward the mass of bodies before him, smiles coldly, and says: "The time is here, my friends. The long-sought goal of our hidden community is finally at hand. Let us bring another into our midst as was done with the noble Dr. Roth."

A low murmur of nervous laughter moves through the assembled cannibals as Barker turns toward your friend.

As soon as the PCs act, Barker shouts to his followers:

"You have your orders, slay them all." Barker's voice rises, becoming grating and strained. "Their time is finished. Their flesh shall renew our strength!"

The assembly of living and dead cultists turn on you and attack, but beyond them you see an even more horrific sight.

Barker, his body trembling, begins to give off great clouds of steam and mist. His form, shrouded in blackish fog and growing taller, stretches muscle and sinew over his changing bones. His skin darkens, becoming like shiny, black tar, and a second set of arms, ending in razor-sharp claws, erupt from the sides of his torso. The figure's eyes glow a dull red, and shark-like teeth distort its face into a permanent leer of malevolence. In a high-pitched cry of triumph, the creature moves toward your friend and starts its unholy ceremony.

Due to the extra limbs of this form, the Black Tamanous may now make two physical attacks each round. Each hand is clawed and has a Strike Rank of 5.

The smell of the Black Tamanous in this form is like decaying corpses, causing those within 10' of it to make General STA Checks or suffer from a penalty of 10% for all actions until out of range of the odor. Fear Checks against this form of the Tamanous are made at -45.

If the PCs arrive and start getting through the cultists too easily, the Tamanous uses its Sleep Discipline on its intended Minion and attacks the invaders personally. It fights until it reaches 10% of its STA, at which time it attempts to grab its hostage and escape. If this seems too difficult, it uses its Chill Discipline to escape but returns to harass SAVE on another day.

TROUBLESHOOTING

If the PCs don't stop the Black Tamanous from changing the kidnapped PC into a Minion, both creatures of the Unknown attempt to escape destruction in order to plague the Society in the future. Both flee into the sewers and wait in hiding beneath the city until they can relocate, probably in another Midwestern town. The repercussions could be disastrous.

The new Minion knows as much about the Society as the original PC and uses this information on behalf of the Tamanous to work against SAVE. The CM should judge how this outcome affects the campaign world.

In an ongoing campaign, if the PCs save the kidnap victim but let the Tamanous escape, it waits for a while and then uses its Hound Discipline on the

PC it had prepared to use. It does this periodically for several months until the next equinox. It then attempts to kidnap the PC and finish what it started.

If all goes well, the PCs can force the Black Tamanous to spend enough Current WPR and prevent the creation of the Minion or the Tamanous' escape. [In this case, the Blood Pit holds the Black

Tamanous for the required 7 days and nights. Remember, the Tamanous must spend 7 days and 7 nights without cannibalistic flesh to eat. Only after this time period may PCs open the Blood Pit safely. All they find is a pile of ash.]

Conclusion

The Light Triumphant

If the PCs forced the Roth-Minion to reveal itself before **Encounter 7**, award the party 4 CIPs. Otherwise, the completion of the scenario is worth 3 CIPs.

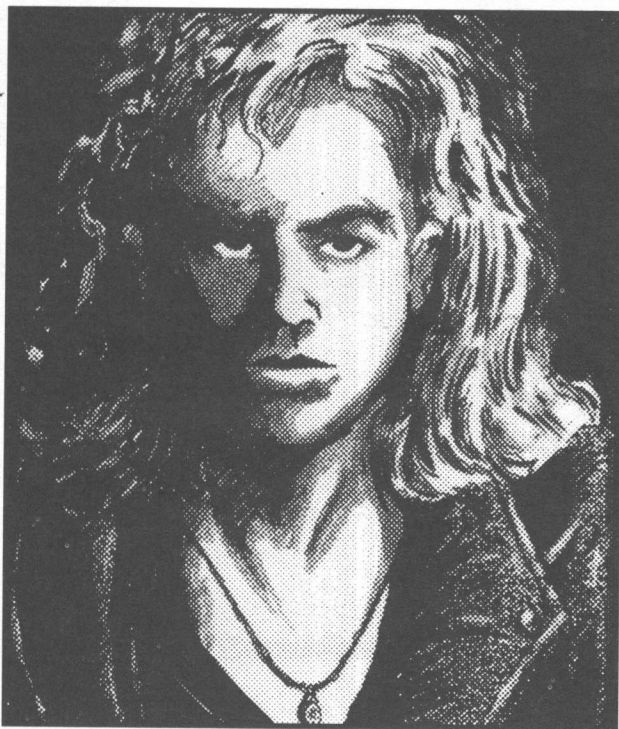
If the party got arrested as a whole, subtract 2 from the party CIPs.

If the party had to rely on clue revelations by the Roth-Minion more than twice, subtract 1 CIP for each revelation after the second (maximum of -3).

If the party exposed the cannibals and got them arrested, add 2 to the party CIPs (maximum of 5 CIPs).

If the party destroyed the Tamanous or caused it to flee, add 1 to the party CIPs (maximum of 5 CIPs).

Give out individual CIP awards only if a PC role-played his PC well. As per the *Chill* hardcover (p. 86), award or penalize (for bad role-playing) no more than 3 points.



TIM JOYCE

• COLLEGE STUDENT •

AMERICAN (IRISH), AGE: 19, 5' 9", 150#, BLOND HAIR, BROWN EYES

Tim Joyce came from the streets of Milwaukee, Wisconsin, where he was somewhat of a juvenile delinquent. He often cut school and was labeled a bad influence. Tim's first encounter with the Unknown was when he discovered his parents' bodies in the salvage yard near their home. The murder had been the work of a Loup Garou, and the people who showed up to investigate were not the police, but members of SAVE. Tim began to take his studies more seriously. Afterwards, his grades were good enough so that he was able to go to college. It was at this time he became an envoy of SAVE.



CARLOS SANCHEZ

• RACE TRACK HAND •

AMERICAN (MEXICAN), AGE: 35, 5' 11", 166#, BLACK HAIR, BROWN EYES

Carlos grew up with his mother in Austin, Texas and got involved in the rodeo circuit. After a severe accident when he was 27, he decided to give up riding but stay with his training and work with various race tracks and stables. He wound up in Kentucky, where he encountered the ghostly Remnant of a jockey on the grounds where he worked. His patron at the time was James Hasselmeyer . . . a SAVE envoy. Carlos didn't join the Society at first, but ended up moving to a stable in Wisconsin. After Hasselmeyer's estate was destroyed by a fire and the ex-patron's body found in the ruins, Carlos joined SAVE to make sure nothing like that ever happened again.

Undead & Buried

BASIC ABILITIES	
AGL	52
DEX	48
LCK	38
PCN	75
PER	42
STA	59
STR	68
WPR	48

SKILLS/LEVEL	BASE	SCORE
BOXING/T	60	90
CLIMBING/T	63	93
INVESTIGATION/S	57	72
ENGLISH/M	61	111
LIFE/PHYSICAL SCIENCE/S	61	76
STEALTH/S	55	70
FIREARMS/T	48	78

Current

Stamina

Current

Willpower

Movement.....	37'
Sprinting.....	102'
Unskilled Melee.....	30'
Sensing the Unknown.....	15
Initiative.....	5 + 1D10
Edges & Drawbacks	•Keen Hearing: 2 levels

NOTES _____

Discipline	Level	Base	Score
•Restore willpower	S	47	62

WOUNDS

BASIC ABILITIES	
AGL	68
DEX	44
LCK	43
PCN	60
PER	41
STA	54
STR	65
WPR	59

SKILLS/LEVEL	BASE	SCORE
RIFLE/T	44	74
LESSO/S	59	74
ANIMAL HANDLING/T	56	86
CLIMBING/S	61	76
HORSE RIDING/T	57	87
GAMBLING/S	54	69
ENGLISH/M	59	109
SPANISH/S	59	74

Class	Current	Stamina	Current	Willpower
Warrior	100	100	100	100
Mage	100	100	100	100
Priest	100	100	100	100
Rogue	100	100	100	100

Movement.....	42'
Sprinting.....	118'
Unskilled Melee.....	33'
Sensing the Unknown.....	12
Initiative.....	6 + 1D10
Edges & Drawbacks	• Courage: 1 level

NOTES _____

WOUNDS



THELMA RAMSAY

• STAGE MAGICIAN •

AMERICAN(SCOT), AGE: 37, 5' 8", 132#, BLOND HAIR, BROWN EYES

Thelma Ramsay had always been fascinated by the art of illusion. When she dropped out of college at the age of 23, her father indulged her interest in stage magic. Even though she was entering a field that was mostly male, she found that her natural dexterity and understanding of misdirection made her a natural. She began to travel around the country doing small shows, but primarily in Chicago. In her travels, she made many friends, some of whom turned out to be members of SAVE. She was actively recruited when an investigation of the Unknown led to the injury of several of her envoy friends, and she helped shelter them. Once she found out about SAVE and the battle with the Unknown, she joined them. Her biggest thrill was the discovery that she herself possessed aptitude with the Art, which she thinks of as magic. SAVE has been helping her develop this talent.



CAROLE PARKS

• JOURNALIST •

AMERICAN(GERMAN), AGE: 32, 5'3", 122#, BROWN HAIR, BLUE EYES

Some years ago, Carole Parks was interested in the supernatural. She casually read ghost stories and reports while holding a realistic job. One day, her job crossed over with her hobby. The office building in which she worked seemed to go haywire and the various automatic systems began breaking down, causing several injuries and even deaths. An investigation blamed the incident on a computer virus that got into the automated systems. Several weeks later, it happened again, only worse. Acting on her own skills, Carole tried to hunt down the mysterious virus. Instead she found a malevolent Mechanical Entity in the computer CPU. It tried to kill her, but failed. She quit her job and was just settling into a new one when two SAVE envoys contacted her about the incident that made her quit. The Mechanical Entity was never found. It apparently abandoned the system after it was discovered. Ever since, Carole has been a little bit nervous about it.

BASIC ABILITIES	
AGL	48
DEX	69
LCK	44
PCN	70
PER	60
STA	46
STR	40
WPR	63

SKILLS/LEVEL	BASE	SCORE
ACTING/T	64	94
FILCHING/T	61	91
HYPNOTISM/S	52	67
ENGLISH/M	66	116
LOCK PICKING/T	69	99
ESCAPE ARTIST*/S	62	77

Current

Stamina

Current

Willpower

Movement.....36'
 Sprinting.....98'
 Unskilled Melee.....22'
 Sensing the Unknown.....14
 Initiative.....4 + 1D10
 Edges & Drawbacks •Ambidexterity
 •Extreme Acrophobia (fear of heights)
 •Keen Vision: 2 levels

Discipline	Level	Base	Score
• Telepathic Empathy	S	43	58
• Telepathic Sending	T	43	73

NOTES

WOUNDS

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BASIC ABILITIES	
AGL	52
DEX	55
LCK	44
PCN	70
PER	56
STA	60
STR	43
WPR	75

SKILLS/LEVEL	BASE	SCORE
MARTIAL ARTS/S	56	71
COMPUTER/T	72	102
ELECTRONICS/T	62	92
INVESTIGATION/S	58	73
JOURNALISM/S	56	71
ENGLISH/M	72	122

Current

Stamina

Current

Willpower

Movement.....37'
 Sprinting.....102'
 Unskilled Melee.....23
 Sensing the Unknown.....14
 Initiative.....5 + 1D10
 Edges & Drawbacks •Eidetic Memory
 •Hunted by the Unknown
 (Mechanical Entity)
 •Phobia (extreme):Dogs/wolves

NOTES

WOUNDS

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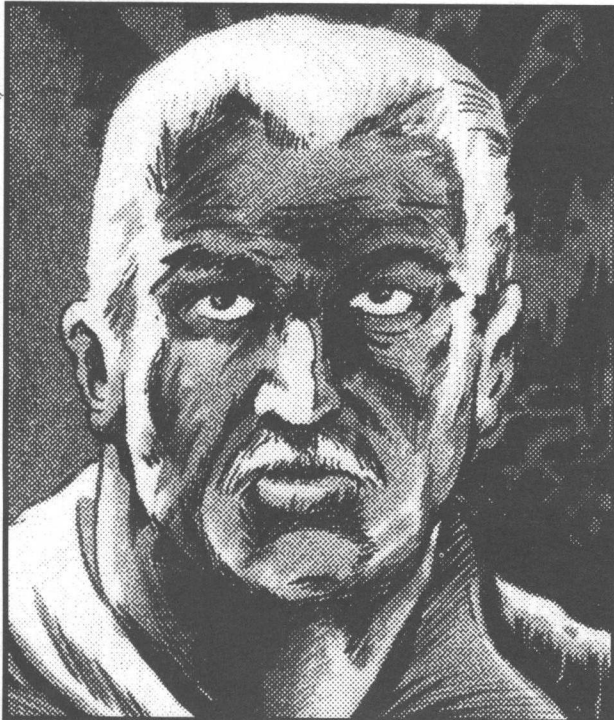


PAULA LAMBERT

• HISTORIAN •

AMERICAN (GERMAN), AGE: 39, 5'6", 132#, BLOND HAIR, BLUE EYES

Paula always loved to read and study. Her natural curiosity seemed to fit her cat-like grace and charm. She graduated from college with a Ph.D. in history and immediately went to work for a local university in library research. She always loved to uncover a new way of looking at the past, and when she eavesdropped on a meeting of SAVE envoys in the library one afternoon, she was intrigued. She kept an eye on the envoys without their noticing her, and for several weeks, she listened in on their private meetings. Slowly, she began to understand their way of thinking and came up with a possible solution to the ghost haunting they were investigating at the time. Her assistance helped to envoys banish the ghost and brought her into SAVE.



GRANT HUTCHINSON IV

• DILETTANTE •

AMERICAN(ENGLISH), AGE: 46, 6'3", 197#, GRAYING BROWN HAIR, BLUE EYES

Grant was brought up in high society as a stereotypical bored rich boy. He spent years following various pursuits from painting to business but wasn't very serious about any of it. After several years of not really knowing what could possibly interest him, he started having dreams foretelling the coming of a powerful spirit. At first, he took the nightmares lightly, but as they grew in strength, he sought psychological help. The therapist he saw was a SAVE envoy who became very interested in his dreams. Soon he discovered that he had been the target of a ghost of an ancient ancestor which was beginning to terrorize his family. SAVE was called in and the spirit expelled. Grant joined the Society and found that this was the one thing he could never tire of. Although his life is almost always at risk, he finds the challenge of facing the Unknown suitable to his needs. Since he joined, he's never regretted his decision.

BASIC ABILITIES	
AGL	65
DEX	65
LCK	52
PCN	62
PER	64
STA	42
STR	34
WPR	31

SKILLS/LEVEL	BASE	SCORE
GEOGRAPHY/T	46	76
HISTORY/M	46	96
INVESTIGATION/S	52	67
ENGLISH/M	46	96
LATIN/T	46	76

Current
Stamina
Current
Willpower

Movement.....41'
 Sprinting.....115'
 Unskilled Melee.....24
 Sensing the Unknown.....12
 Initiative.....6 + 1D10
 Edges & Drawbacks

- Curiosity
- Correctable Poor Vision
- Won't Kill

NOTES _____

Discipline	Level	Base	Score
•Clairvoyant/Prescient Dream	T	42	72
•Mental Shield	T	38	68
•Sphere of Protection	T	38	68

WOUNDS

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BASIC ABILITIES	
AGL	40
DEX	62
LCK	65
PCN	44
PER	66
STA	52
STR	36
WPR	50

SKILLS/LEVEL	BASE	SCORE
PISTOL/S	62	77
RAPIER/S	38	53
ACCOUNTING/S	53	68
ACTING/S	53	68
INVESTIGATION/T	53	83
PHOTOGRAPHY/T	53	83
SAVOIR-FAIRE/M	56	106
ENGLISH/M	47	97

Current
Stamina
Current
Willpower

Movement.....33'
 Sprinting.....90'
 Unskilled Melee.....19
 Sensing the Unknown.....8
 Initiative.....4 + 1D10
 Edges & Drawbacks

- Concentration
- Courage: 1 level
- Curiosity
- Overconfidence

Discipline	Level	Base	Score
•Restore willpower	S	47	62

NOTES _____

WOUNDS

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Player Aid 1

SAVE file on the Lesser Zombie Master

". . .While this corrupter of human flesh is perhaps the most frightful of the Unknown, the Lesser Zombie Master (or Druj Nasu) is thankfully rare. There have been several reported throughout the world from the Congo to Haiti. It is possible that the failed expedition to the Amazon Basin in 1980 was the result of a unique form of Zombie Master (see Archive Report 1980-156f), but this has never been established.

"For all its diversity and foul nature though, the most frightening aspect of a Druj Nasu is its all-too-human origin. The drive for personal power exists to some degree in every human soul. It is shocking to see it so grotesquely displayed. When a mortal person desires to gain great power, he may make a bargain with the Unknown. The active agent of this bargain has never been discovered but is assumed to be a being of great power and ability. In one obscure reference, an item called the Darkenstone was mentioned in relation to a Druj Nasu, but further investigation revealed nothing. Regardless of the means by which the mortal obtains its power, it must sacrifice a number of beings to the Unknown, always by means of decapitation. Once it has fulfilled its end of the bargain, the applicant is then killed in the same manner. This would be a fitting end, if only it were final.

"The head and hands of the power-hungry individual are then hidden, while the body rests in some gully or secluded place. Several days later (three to seven-accounts vary), the corpse awakens, its once-human spirit either excised or inundated with the power of the Unknown. At this point, only the destruction of the being's missing head and hands can stop its rampage.

"A Druj Nasu collects corpses, for its lust for power is now totally linked to its control of the dead. Slowly, it amasses an army of cadavers to do its bidding and starts a loathsome rampage. SAVE envoy, Dr. Carla Pearson has hypothesized that the human desire for power becomes amplified in the Zombie Master to the point when the creature becomes paranoid or fearful of losing its power. Even though the destruction of a Druj Nasu is extremely unlikely, the creature uses excessive defenses (Archive Report 1932-101i). It's incredible that a being as indestructible as a Druj Nasu should fear mere mortals.

"This irrational fear of its own destruction has been shown in numerous cases. Lesser Zombie Masters have been known to take on the form of a large fly and then hide within a swarm of similar insects. Additionally, the creature uses swarms of insects and rodents to dissuade the living from getting too near its stronghold. Finally, and most curiously, the creature has been known to Telepathically alter the perceptions of troublesome mortals, making them think that there's nothing of interest in the area. Why this creature should have such a preoccupation with secrecy, when its power leaves it with little to fear, is still a question.

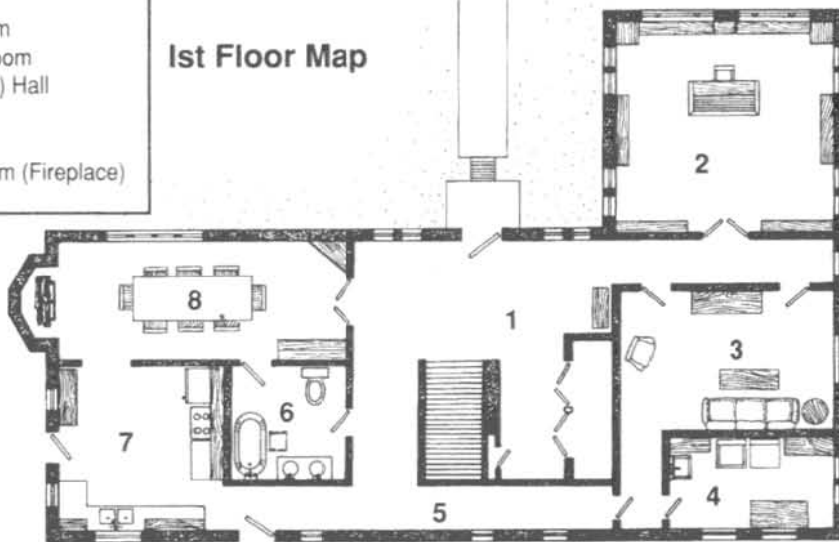
"Only one way has been known to destroy a Druj Nasu. If its head and hands can be found and placed atop its body, it may then be incinerated and forever stopped. Unfortunately, it has never been that simple.

"The creature has a broad range of abilities that deal with deception and the dead. Although it is called "Lesser," the Druj Nasu is a potent adversary. Originally, the creature was merely referred to as a Zombie Master, until the discovery of what can only be thought of as a Greater Zombie Master. SAVE hopes that there is only one of these foul creatures."

Player Aid 2

1. Entry
2. Library
3. Living Room
4. Laundry Room
5. Rear (Back) Hall
6. Bathroom
7. Kitchen
8. Dining Room (Fireplace)

1st Floor Map



1. Sun Room
2. Linen Closet
3. Master Bedroom w/ closet
4. Converted Guest Rooms
5. Bathroom
6. Workroom
7. Study

2nd Floor Map



Player Aid 3

'Zombies' Attack Local Couple

A masquerade trick was no treat for Harry Burlow and Jenny Cairfax of North St. Paul yesterday when they were attacked by five individuals dressed in zombie costumes near the Tanner Saloon on University Blvd. Cairfax, who works at the bar, had just been picked up by her fiancé Burlow about midnight. The two had been walking to his car, parked in the Pryor street lot, when five masked and costumed individuals came at them from the shadows of a nearby alley.

"At first I thought it was some kind of joke," Burlow said, "but they spread out in front of us along the sidewalk, not letting us pass. They didn't say anything, but stared at us for a couple of minutes while we moved to walk around them."

The five attackers had come out of the alley onto University slowly, not exhibiting any weapons or malice, but when the couple tried to

pass, the "zombies" attacked.

"They started hitting us," Cairfax said, "just beating us around the head and chest. They smelled awful and weren't letting up. Harry did his best and tried to fight back, but it didn't work. I thought we were going to die."

"Eventually, I managed to break free from the cluster and grab Jenny. Then we got out of there," Burlow added.

By the time the couple reached their car and found a phone to call police, however, the perpetrators were gone. Police on the scene found evidence of a struggle but nothing else.

Detective Andre Sutton offered the observation that "whoever it was, they went to extreme lengths to conceal their identities. I don't know if we'll ever be able to catch them, but I doubt they'll surface again soon."

Both Burlow and Cairfax were treated for minor cuts and bruises at St. John's and released.

'Zombie' Mugger Attacks Teens

A group of teens out late last night were attacked by what an individual thought to be one of the five muggers who assaulted a St. Paul couple three days ago. Dressed in rags and made up to look like a movie zombie, the attacker came at the youths suddenly as they passed a small marsh in Canter Park. The teens, whose names are being withheld, were attacked near their school on their way to a friend's home.

"This guy just came at us . . . he looked like something from 'Dawn of the Dead' . . . and smelled just as bad," said one boy. "He was all wet and smelled like he'd been lying in the swamp for days."

The teens, who had been at a party only a few blocks away, assumed that it was one of their friends dressed up to surprise them.

"At first, I thought it was Maurey . . . he's

this guy we know who's good at makeup and costumes . . . but he was still at the party, and I remembered the 'Zombie muggers' story from the paper."

According to the official police report, the attacker ambushed the teens near a shallow end of the marsh on a park path. The assailant proceeded to dive into the midst of the four youths, punching and biting. Two of the teens, ages 15 and 16, suffered broken bones and cuts and are still in the hospital. The other two were treated and released with minor injuries.

"It was crazy . . . no matter how much we hit this guy, he wouldn't go down," related one of the youths. "It was like he couldn't feel our punches or anything . . . it seemed as if he was hell-bent on beating us to a pulp."

The mugger escaped back into Canter Park and evaded a subsequent police search of the area.

poverty
Mod: .

September 15, 1991.
All consumers need
issue of the MGN and return
to be purchased to

Trade Transportation

Player Aid 3

are con-
are of
unsurpassed quality, compared to our competi-
tors' fantasy role-playing supplements. This
turn, we will send them the Role Aids product of

All consumers need do is fill out the coupon
on page 2 of this issue of the MGN and return it
along with the original receipt from the product
purchased to Mayfair at the address below. In
turn, we will send them the Role Aids product of

As you may already know, it's our tenth
anniversary and we're bound and determined to
act like hobbits, giving away presents to all
interested. We are starting an innovative promo-
tional program entitled "Dare To Compare."
This program is designed to promote not only
the Role Aids product line.

'Dead Scare' Claims Three

The grip of terror tightened around St. Paul Saturday when the "Zombie Gang" attacked and killed Sam and Theresa Kirkwood, both 32, and their friend Janice Therem, 28. In intensive care, but stable condition, is Therem's husband, Donald, 27.

The two couples had been out walking in the evening along the Shade Boulevard in St. Paul. According to police, the couple had apparently reached the intersection of Shade and Sloan when eight individuals, dressed like movie zombies, came out the shadows and attacked them. Unlike the previous incidents, however, the ghoulish attackers used weapons this time. Armed with hunting knives and baseball bats, they killed three of the four victims before retreating.

Police speculate that the attackers had been waiting for a target.

"All the evidence we have points to a planned attack. The perpetrators knew where they were going to strike and how to get away. This much, we can tell. As to why they did it or

where they went, we still have no idea."

Lena Pela, of 2982 Sloan Blvd., observed the attack and called police. "It was awful," she said. "These eight or nine men dressed like dead bodies came out of the shadows all around the four people and started attacking them. What really sent a chill down my spine, though, was the one who just watched. He stood off to one side and simply stared. He was made up too, but he looked like he didn't have a head!"

"We're talking about some sick people here," Detective Andre Sutton said. "They deliberately beat and killed these people for no other reason than to do it. There was no evidence of theft or sexual crimes. The only purpose we can surmise is some sort of ritual or cult killing."

Services for the Kirkwoods and Therem have yet to be announced, but a fund has been set up in Janice Therem's name to help pay for her husband's hospitalization. The Therems' third wedding anniversary would have been in two weeks.

Police Cover-Up Real-Life Zombies

Police have always been tools of government coverups: hiding UFOs, protecting criminals, and ignoring any strange or unusual occurrences. This was demonstrated recently by the official police statements surrounding several cases in which at least four groups of different people reported being attacked by the "Walking Dead."

Rather than recognize the inherent strangeness in all this, police merely blame the attacks on thugs dressed in zombie costumes!

A 62-year-old woman reported seeing one such attack and described it as "Horrible. These Creatures just came out of the shadows and started trying to kill those poor, young people."

This woman said that the zombies looked like they were trying to eat their victims. Although many supernatural experts have recorded the very real science of voodoo zombie creation, police haven't called in any of these experts.

"They're afraid of the truth," said one expert, "the average person doesn't want his beliefs challenged by some walking corpse."

Despite the fact that in a related attack, one such "thug in a zombie costume" stood off five, healthy teenagers while putting two of them in the hospital, police still claim this is was an attack by a "normal" person.

Jobs Foreign Relations
Labor D

Player Aid 4

Police Report on: Dennis K. Lead

CASE#7231-081091

SUBJECT: Dennis Kyle Lead

Suspect: None

Vehicle: None

Traceable: xxxxx

Witness: Anonymous Tip

Other: Location Discovered; state-owned property. .25 Miles South from Mile-Marker 71 on I-92.

Date/Time of Death: E.U.K. -

Probable, 2:30 a.m., 8-10-91

Location: Drainage ditch beneath I-92 at above location.

An anonymous tip was received by police at St. Paul Precinct #7 reporting body and location. Investigators on scene discovered decapitated and handless body beneath bridge. Removal of limbs suspected to be a method to prevent identification. Circumstantial evidence of corpse's identity (wallet, personal belongings) reinforced by medical autopsy. Evidence: No weapon present.

Address found on body in suit-coat front pocket. Address investigated and concluded to have no bearing on case.

Suspects: None at present.

Additional: Darrin Olhmest Mortuary, 1032 Boyle St, St. Paul, suffered break-in and subsequent theft of corpse. Date: 8-13-91. No signs of forced entry. All doors appeared to be opened by key or from the inside. Time of theft: between 2 a.m. and 3 a.m.

Filed By: Det. Andre Sutton 1) 8-11-91 and 2) 8-14-91

Player Aid 5

Clairvoyant/Prescient Dream

A thin fog clings to the ground, shrouding it in secrecy. The quarter moon casts the mist in an eerie glow. A wolf howls as a bat flies sporadically past you.

The mist starts to stir, seeming to take on a life of its own. The ground trembles. You're knocked to the ground as a coffin bursts up out of the mist. The coffin opens and spits out a rotting body. The body rises on wobbly legs and stumbles toward you, its handless arms outstretched.

As it gets within inches of you, the zombie says in a low, guttural voice, "Hey buddy, could you give a guy a hand?"

The scene fades.

It's a cool, clear night of the full moon. You and your friends, wearing matching bowling shirts, are eating head cheese in a cemetery.

You get up and go relieve yourself amongst some nearby headstones.

When you return to your friends, you find them replaced by flesh-eating zombies. One of them looks as if he just walked through knee-deep mud. He . . . or is it a "she," leads the pack.

You wake with a jolt.

Player Aid 6

Dr. Roth's Diary (last three entries)

February 26, 1991.

I fear that my research has revealed little if any of the forces behind the mysterious disappearances. The target group has definitely been chosen for its ability not to be missed, but why this particular area? I can only conclude that the agent of the Unknown is either tied down to a particular spot or has developed a strong base of operations somewhere on the streets. My search for such a location continues.

Another two homeless were reported missing yesterday by the East Side Shelter. As usual, the media ate it up while the police complained that there was nothing they could do. Typical. Perhaps the victims are merely missing rather than dead, but I hold no real hope of this.

February 28, 1991.

My search goes on. This time however, I have had some success. I have narrowed the area in which the disappearances have occurred to a ten-block section of the downtown area. Unfortunately, this central area is not as confined as I had hoped. These blocks cover an area that is hardly pinpoint in size. This center of activity is well over a square mile in area . . . hardly narrowing the field in this large city. At least I have a framework in which to work.

No more victims reported lately. My hope is that the police investigation (anemic although it may be) has unnerved the Unknown enough to halt its advance even for a little while. On the other hand, perhaps the disappearance of a few more homeless just went unnoticed.

March 2, 1991.

Finally, some luck. For the second day in a row, I drove down to the part of the city under investigation. Despite the 20 or so persons who are missing from the area, I saw several destitute individuals on the streets. The hardness of these people should not be overlooked. However, judging from the attention they got from the average people around them, I can see why they would be an ideal target for the Unknown. In much the same way the world ignores the supernatural, people tend to ignore these less-fortunate portions of their society. I wonder which is worse: the Unknown which preys upon them or the Known which ignores them.

After speaking to a couple of these people, I discovered that many of them had a common place to go each evening. A nearby shelter, the Damon-Pryor Center, gets free food from local restaurants and citizens at the close of each day and hands it out to any who go there. Interested, I made myself seem like a journalist and spoke to the shelter's organizer. I had hoped to get a lead on the actions of the homeless who came there, but found out more. With recent budget shortages, most of the shelter's charitable donors had pulled out, with only one remaining. This place, Gundam's Kitchen, took its losses but kept giving. Over half of the shelter's food donations now come from this source.

I must confess that my time hunting the Unknown has jaded me, and I found a gut-level distrust of this cafeteria's generosity. I guess I was lucky that I did. On my hunch, I walked down the block to the address.

Although I shouldn't be elated, here was the first place that I could definitely sense the Unknown. This was the source! Despite my disappointment, my skills remain clinical. Upon discovering the Unknown presence, I researched the ownership and building plans in the city's records. I discovered an ideal location for the Unknown. The spot that Gundam's was built upon used to be a sewer maintenance station for the county. The plans were clear. Beneath Gundam's is a maze of tunnels and chambers once used for the repair of the sewers. The place was closed down and abandoned as a functional maintenance station 40 years ago, and had all underground accesses closed. As far as I can tell, two accesses to the station may still exist . . . one within Gundam's Kitchen and one in the abandoned store next door.

Tonight, I shall test my theory. I am not sure of what may be operating in the area, but it could very well be a new type of the Unknown. I suspect that it may be a creature that feeds upon misery or some such condition (similar to a Ccoa). I am prepared against this eventuality and will meet whatever awaits with all available precautions. With any luck, I'll be able to get into the maintenance station and scout around. Without luck . . .

Well that should be obvious.

Player Aid 7

Many Homeless Missing, Shelter Survey Reveals

The Damon-Pryor Center for the homeless on Grand Ave. in St. Paul has reported a large reduction in the number of people taking advantage of its services. The shelter, which has been in operation since April of 1984, has seen many hard times, but never a drop of this magnitude.

"Most shelters have 'regulars' who show up consistently," said Mark Lawrence, director of the shelter. "While some may move on to other cities, a drop of 33% in one month is alarming."

Police state that the missing individuals are not technically missing because of a lack of permanent residence. Police believe that no foul play is involved.

New Plight Strikes Homeless

St. Paul's number of homeless individuals is declining, according to recent checks made by local shelters.

"Many of our people have simply vanished from sight. We don't know why, but many of our staff suspect criminals or teen gang activity," Dr. Todd Edwards of the Damon-Pryor Center reports that over 40% of the areas regular participants in the shelter's services have not been seen for weeks. "Furthermore, many of the people we do get here are nervous. They think the area's unsafe and refuse

to come here anymore." Reports from around the city indicate a decreasing number of the homeless in the area.

Local shelters are advising homeless individuals to stay off the streets and get into what shelters they can. Recent budget cuts in these centers have forced several shelters to close in recent months, reducing the number of places open to homeless individuals.

Violence is suspected in three of the disappearances, said Mark Laurence, director of the Damon-Pryor Center. Laurence suggests that recent gang activities in the city may be spilling over and harming these less-fortunates.

Urba

you may already know, I found and determined to be to all interested. We are starting an entitled "Dare To Comp" note not only Mayfair but we are offering one free I am who purchases any I any company (including M number 15, 1991.

All consumers need do is image of the MGN and return it to May

Outlying Shelters Fill As Homeless Flee City

Homeless shelters in the suburbs and Minneapolis are filled to capacity, but St. Paul's are almost empty, according to the most recent evidence. The migration of street people to the outlying areas of the Twin Cities is thought to point to a rise in street crime directed against these unfortunate people. Several homeless, who asked to have their names withheld, said that the streets of St. Paul were too dangerous. Many disappearances have occurred in the last four months, many of which may be crime related.

Due to minimal need, two St. Paul shelters have closed temporarily, leaving only the Damon-Pryor Center and the Lexington shelter open.

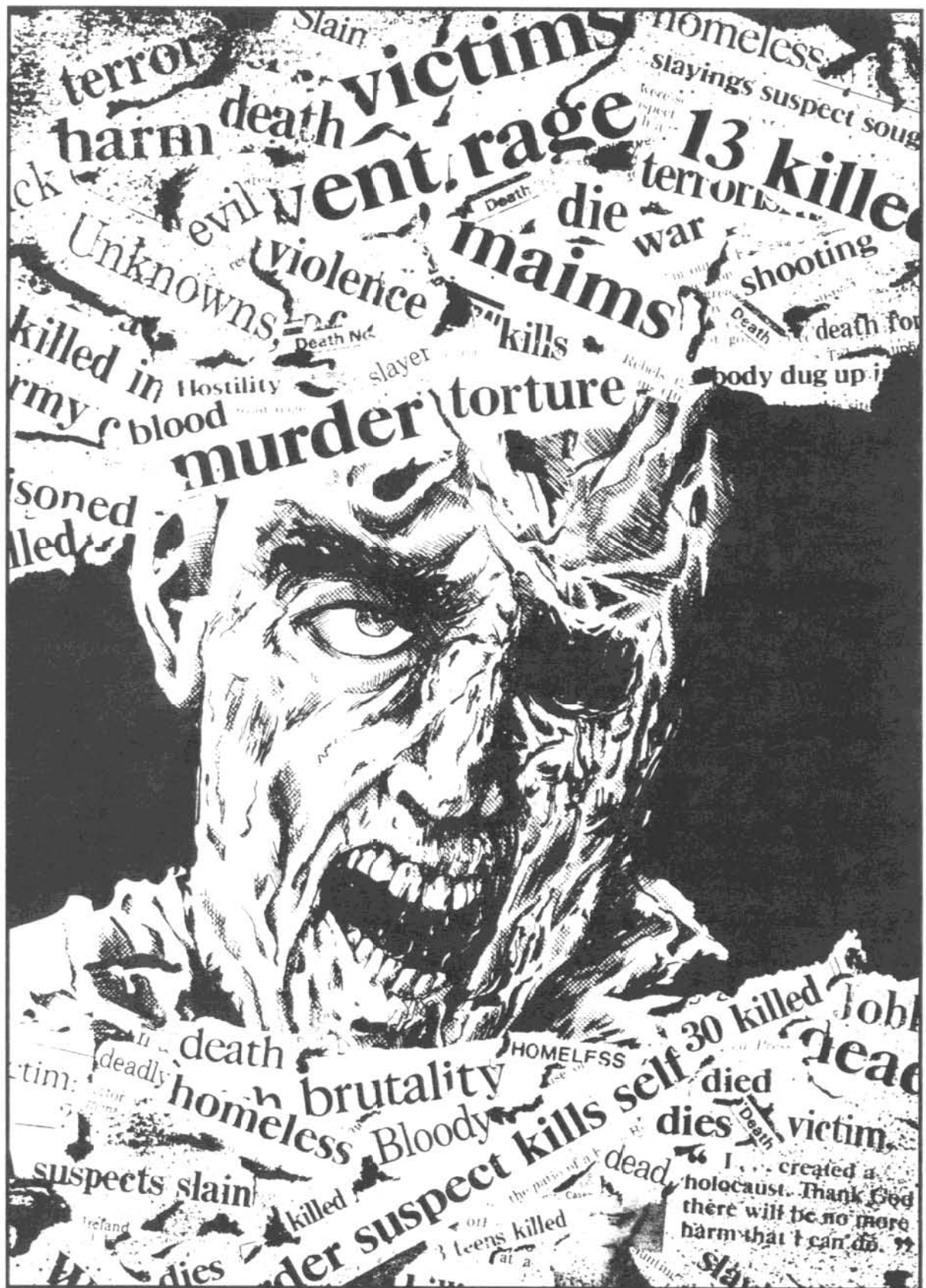
"We're afraid for these people. They seem to feel some group is targeting them just because they don't

have a home or a job. Some (of the homeless) feel that the missing persons may have been the victims of hate crimes.

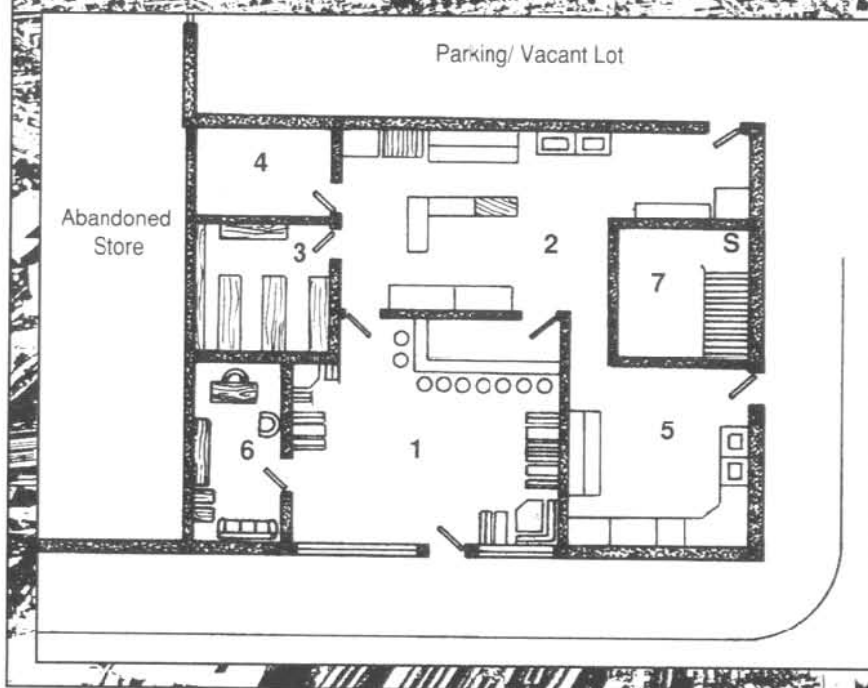
"They refuse to give up," said Dr. Todd Edwards, of the Damon-Pryor Center, "they just move on. We're not solving a problem until we can discover what it is. I just hope our associates in Minneapolis can handle the rise in demand."

Police investigating the reports have concluded that early estimates of 30-40% of the homeless "regulars" being missing, to be an over is a gross miscalculation. Official police estimates point to more conservative figures of 8-10 missing individuals in total.

"Even if there are only 10 people missing," said Dr. Edwards, "the effect is being felt everywhere on the streets. Just look around our shelter at lunch-time . . . you'll see a lot of empty tables."



Player Aid 8

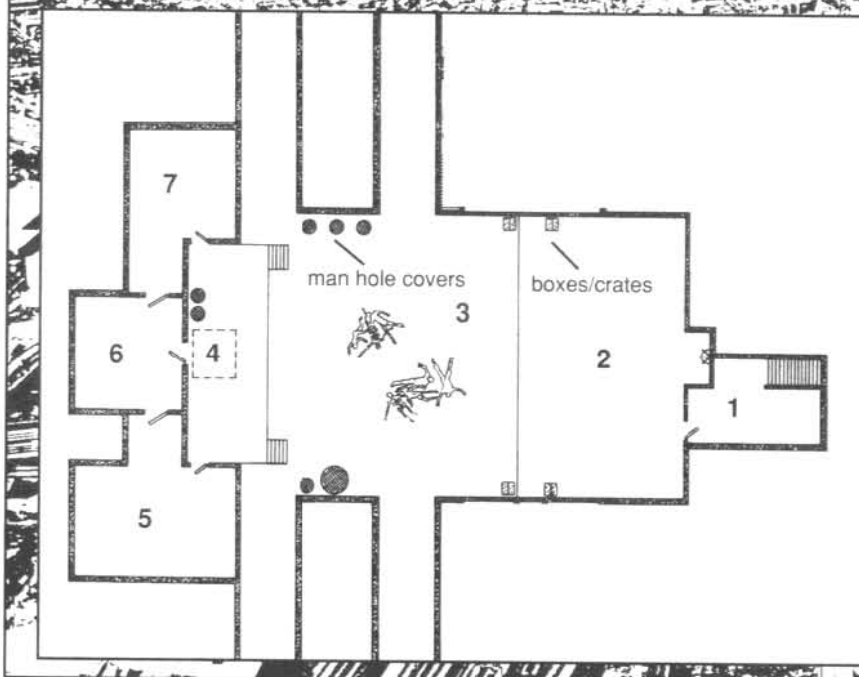


GUNDAM'S KITCHEN

1. Dining room/Counter
2. Kitchen
3. Pantry
4. Freezer
5. Dish Room
6. Office
7. Passage below

S-Secret Door

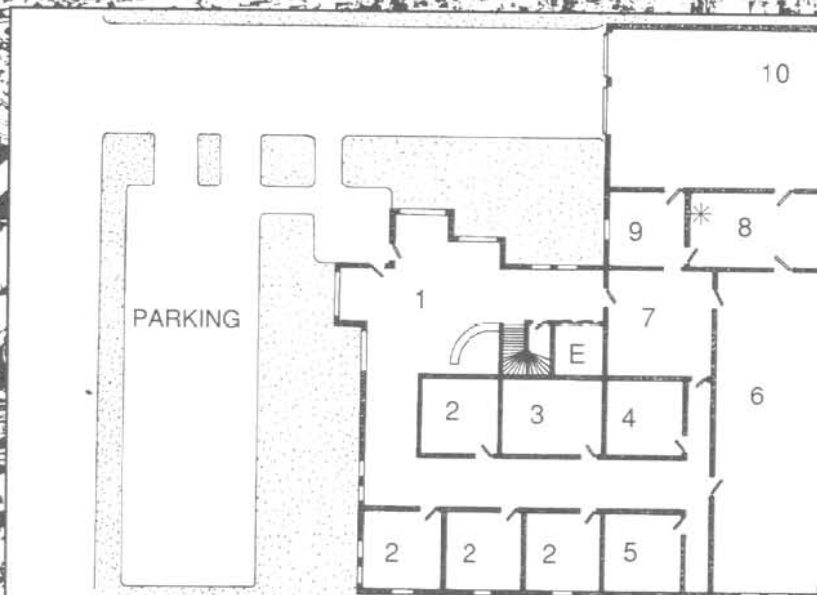
Player Aid 9



SEWER/MAINT. BLDG.

1. Old Maintenance Room
2. Balcony
3. Main Floor
4. Raised Platform
5. Pump Room #1
6. Spare Pipes/Equipment
7. Pump Room #2

Player Aid 10

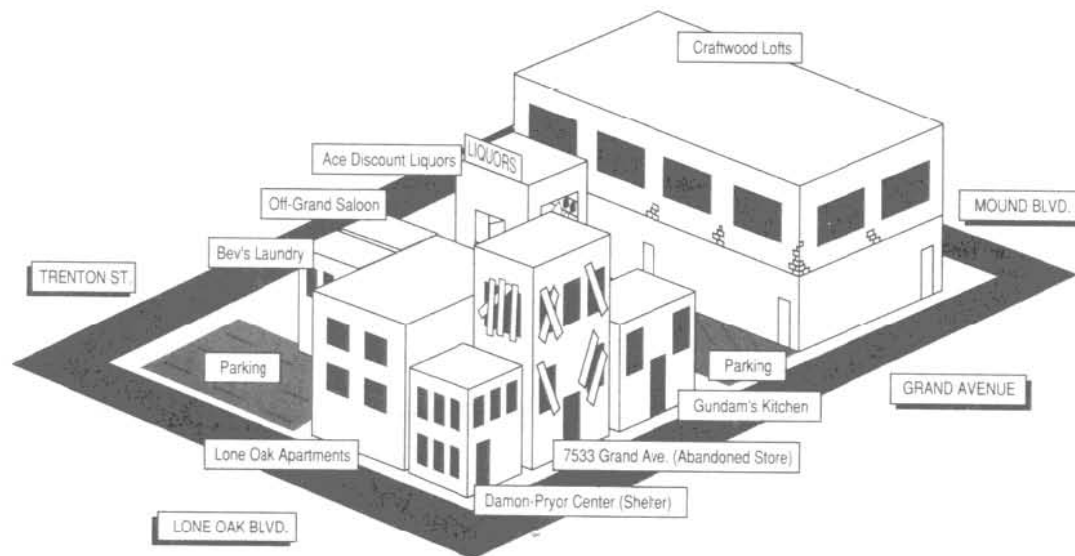


1. Reception
2. Standard office
3. Barker's office
4. Restroom
5. Restroom
6. Printing room
7. Cafeteria
8. Shipping storage
9. Shipping clerk's office
10. Shipping/loading docks

* Ladder down to
basement storage

E Elevator to 2nd floor

Player Aid 11



Scenario Timeline

Sept. 15, 1991 (Day 1)	(6:30 - 6:45 p.m.) PCs arrive in St. Paul.
Sept. 16, 1991 (Day 2)	Outside research may begin.
Sept. 17, 1991 (Day 3)	
Sept. 18, 1991 (Day 4)	
Sept. 19, 1991 (Day 5)	
Sept. 20, 1991 (Day 6)	
Sept. 21, 1991 (Day 7)	Latest date the Tamanous can kidnap a PC.
Sept. 22, 1991 (Day 8)	(9 p.m.) Latest time the PCs can be released from jail (if applicable). (11:45 p.m.) Tamanous leaves Tornado Publishing.
Sept. 23, 1991 (Day 9) Autumnal Equinox	(12:05 a.m.) Tamanous arrives at Sewer Maintenance Station. Last day to save kidnapped PC.

Player Aid 12

Kidnapped

So you've been kidnapped and are now the creature in the guise of your character. Don't fret. Your friends should be able to save you. . . .

It's now up to you to help your CM to the best of your role-playing abilities. Augment your character's actions in a manner that doesn't draw undue attention.

You should try to help the creature while not giving away your identity. Be sure to role-play the creature's limited knowledge of your character and

his habits. You might start using your left hand, for example, or have a slightly different accent, or have lost your stutter or lisp.

Lastly, there will be times throughout the scenario when the CM will need to take control of your character to use one its disciplines, for example, because you don't know yours character's abilities. When this happens, role-play your character normally. However, your character's actions are only for show (all attacks are well-acted and damage free.)

How To Use This Book

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

STANDARD TERMS

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

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

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

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

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

Character Insight Points (CIPs) are what characters gain after successfully completing SAVE missions.

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

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

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

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

Edges and Drawbacks are personal advantages and disadvantages which characters may possess.

The Evil Way is a branch of the Art that creatures use.

An Evil Way Score (EWS) applies to creatures only, and is used to figure the base chance of success when using Evil Way Disciplines.

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

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

A General Check is the act of rolling a percent and comparing the number rolled to the Target Number. As with all checks, a

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

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

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

Skills represent specific proficiencies that characters may learn. Players use characters' skills at specific levels as follows: *Student (S)*, *Teacher (T)*, and *Master (M)*.

Societas Argenti Viae Eternitata (SAVE) is a secret organization dedicated to protecting the Known world from creatures of the Unknown.

A Specific Check is the act of rolling a percent and comparing the number rolled to the Target Number. A Specific Check is made when a specific result is needed (for instance, determining the amount of damage the creature took from a gunshot). As with all checks, a player (or the CM) is only successful if the number rolled is equal to or less than the Target Number.

A Strike Rank (SR) determines the range of damage a particular weapon is capable of.

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

The Target Number (Target# or T#) is the number which is ultimately rolled against in a given check.

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

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

ABBREVIATIONS

A Air
AGL Agility
ATT Attack(s)
CIP(s) Character Insight Point(s)
CM Chill Master
C Corporeal
D% Percent roll
D10 Ten-sided die
DEX Dexterity
EWS Evil Way Score
G Gaseous
I Incorporeal
L Land
LCK Luck
M Master
MV Movement

NPC(s) Non-player character(s)
PCN Perception
PER Personality
PC(s) Player character(s)
rnd Round
SAVE Societas Argenti Viae Eternitata
STA Stamina
STR Strength
SR Strike Rank
S Student
T#, Target# Target Number
T Teacher
W Water
WPR Willpower
WB(s) Wound Box(es)
Wnd(s) Wound(s)

SPECIFIC CHECK RESULTS

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

Generally, after uncovering and invading an enemy lair, I was relieved to discover a zombie. As a rule, I always expected much worse. Zombies are among the least formidable beasts employed by our opposition. After all, they're only human.

But none of this is to imply that the creatures are not a hazard. In fact, my first confidant, Whitney Windsor-Smythe, was killed by a zombie in a suburb of Caracas some twenty years ago. I was with Windsor-Smythe when he died, and I remember reporting his death to an associate after I returned to England.

"Didn't you have your rifles?" the associate asked. "Windsor-Smythe was a damned good shot, a member of the Oxford Gun Club."

"Alas, we did," I answered. "But the bullets had little effect on the beast."

"But how did you manage to escape?" my compatriot asked me.

"Fortunately," I replied, "I was black-balled by the Oxford Gun Club and forced to join the Oxford Track and Field Club."

—from the journal of Robert A. Davidson



The dead have risen and are wreaking havoc in St. Paul, Minnesota. Someone or something must be behind their gruesome acts. As members of SAVE, you must overcome your fears and solve the twisted mystery, or your entire organization could be eliminated.

Undead and Buried lets the Chill Master decide the future of *Societas Argenti Viae Eternitata*. Will one of the most powerful creatures of the Unknown succeed in his plot to wipe out SAVE? This scenario is the basis for an ongoing *Chill* campaign and features 6 pregenerated characters and detailed maps. For 4 to 6 characters of medium to high experience.



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