



Devils Tower

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Dedicated to:

Harry & Katherine Mangold,
the world's most patient parents.

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FOATHING



CHAPTER ONE: FEAR & LOATHING



INTRODUCTION

Welcome back, friends, to the second part in the *Devils Tower* trilogy, *Heart o' Darkness*. The material in this book is for the Marshal's eyes only. All you players, get outta here, and just hope that the Marshal is in a pleasant mood.

Marshals should read through this entire adventure before unleashing it upon their poor, unsuspecting posse members. Things get a bit convoluted in this web of danger, and it's a bit easier if you know where things are going.

You've taken your players down *The Road to Hell*. Prepare to send them into the *Heart o' Darkness*.

THE STORY THUS FAR

If you've run your posse through the events of *The Road to Hell* (the first part of the *Devils Tower* trilogy), then you already know all about the Heart of Darkness' origin and the trouble it's already caused. For those of you who aren't familiar with *The Road to Hell*, let's recap what has gone before.

About a month ago, a legendary diamond known as the Heart of Darkness was discovered in the mysterious jungles of South America. The stone is the subject of several rather horrific South American myths and is reputedly an extremely powerful and evil artifact. Of course, everyone knows those are just fairy stories.

The explorer that discovered it brought it to the City o' Gloom (Salt Lake City to you tinhorns) and sold it to Dr. Darius Hellstromme. The good doctor reportedly wanted to add the 150-carat black diamond to his personal collection of strange and mysterious objects. Actually, Hellstromme had also heard legends about the stone's powers and secretly sent it to one of his research laboratories for study.

THE TREMENDAE GANG

Who knows if Hellstromme would have been able to unlock the Heart of Darkness' secrets? But Hellstromme wasn't the only one that wanted the Heart. A fellow named Stone (you might recognize him from the *Deadlands* rulebook cover, as well as the *Deadlands Poker Deck*) had heard of the Heart as well, and he meant to have it. He hired a band of desperadoes, led by an old pal of his, Marshal Rex Tremendae, to steal the stone and deliver it to him.

The Tremendae gang was successful, and Tremendae sent one of their number, Garland "Doc" Snead, to the City of Lost Angels to hand-deliver the package. The Tremendae gang was later tracked down and dealt with by a group of troubleshooters working for Dr. Hellstromme (possibly your posse, Marshal), but they were too late to get the Heart. It was already well on its way to Stone.





LOATHING



Doc Snead used a mad-science flying gizmo called a whirligig to hightail his way to Lost Angels. When he arrived in the city, he went to the address Tremendae had given him and delivered the Heart of Darkness to Stone as planned.

Snead then adjourned to the saloons of Lost Angels' Waterfront district to spend a few days in his favorite place: inside a bottle. Meanwhile, Stone contemplated the powerful artifact now in his possession.

This is when things went horribly awry.

SNEAD'S BETRAYAL

Snead, far from Rex Tremendae's stabilizing influence, got a room in a cheap flophouse and went on a three-day whiskey bender. Unfortunately, the dive he'd chosen for his alcoholic escapade was raided by the Guardian Angels. The Angels randomly target such "sinful" establishments for morality raids, and it was just Snead's luck to get caught in one. He was packed off to the Church Court with all the other offenders.

Snead had been in Lost Angels before (that's one reason Tremendae had sent him to deliver the Heart of Darkness), and he knew all about the Church Court and how most folks in front of it end up in Rock Island Prison for life (short as it may be).

Determined to avoid such a fate, Snead's alcohol-soaked mind settled on the only way out he could think of. Snead spilled his guts to the Guardian Angels, telling them all about the Heart of Darkness and Stone.

Snead didn't know that the Angels would find the information valuable, but as a last ditch effort to save himself from imprisonment on the Rock, it seemed like a good gamble.

Surprisingly, it worked. Before he even knew what was happening, Snead found himself being interviewed by the Reverend Ezekiah Grimme himself.

As the terrified Snead recounted his tale, the Reverend's mind seized upon a sinister plan. Grimme had heard of the Heart of Darkness and knew something of its power. With it in his possession, Grimme could tap into the Heart's malevolent energy to expand his area of operations and broaden the influence of the Cult of Lost Angels.

Grimme told Snead he could indeed overlook the Doc's "moral misstep"—if Snead led Grimme and his minions to Stone himself. Seeing no other way out, Snead complied.

GRIMME STRIKES!

Grimme knew he had to move fast. He assembled a group of his most loyal and powerful Guardian Angels, and they followed Snead to the apartment building that Stone was holed up in.

Grimme had the Angels quietly clear everyone out of the building except Stone, and Grimme himself went in to face him down. The Reverend caught Stone by surprise and, after a pitched battle against Stone's fearsome Harrowed powers, subdued him.

Stone and the Heart of Darkness were carted off to Rock island without even being brought before the Church Court. Grimme imprisoned Stone inside a special cell deep within Rock Island's wall, and he set to work harnessing the Heart of Darkness' powers.

Doc Snead was released. He took the payoff money Stone had given him for the Heart and has been on a drunken binge ever since. He returned to the same saloon that he was arrested in and has been propping up the bar there for two days.

THE SILENT WATCHER

This would probably have been it for Stone, but for one thing. He has an ally, a powerful one who goes by the name Old Pete. Old Pete has a deep and personal attachment to Stone, and he intends to break him out of the Rock—as soon as certain events come to pass.

One of these events is the arrival of a group of "heroes" looking for the Heart o' Darkness. Old Pete intends to follow them until they figure out where Stone is, then approach them with a proposition, one that Old Pete knows they won't refuse.

How is Old Pete so sure about all this? Well, he's been alive a darn long time, and he can read most people like a newspaper. (See page 6 for more details on Old Pete and his motivations.)

ENTER THE POSSE

This is where the heroes come in. However they get involved in the situation, it's up to them to piece together what happened to the mysterious Mr. Stone and figure out a way to get their hands on the Heart of Darkness. On the way, they'll encounter treachery and death, and get an unwelcome insight into the dark heart of the Weird West, and the servants of the Reckoners.

With luck, they might just live through it all.

LOATHING

THE SETUP

Hopefully you have already run your posse through the first part of the *Devils Tower* trilogy, *The Road to Hell*. If you haven't, we suggest that you get a hold of a copy. It's a fine piece of work (if we do say so ourselves), and sending your posse through it first lends a bit more to the epic feel of the trilogy.

CONTINUING THE TRILOGY

If your heroes are continuing the trilogy, then getting them into *Heart o' Darkness* is easy. Dr. Darius Hellstromme still wants the Heart of Darkness back. Since the heroes discovered the gem had already left town at the end of *The Road to Hell*, the professor was only willing to pay the heroes a token amount of the money they were originally offered. However, the remainder awaits them—if they can just get their hands on the elusive black diamond.

In the hideout of the Tremendae gang, the posse found the address of a Mr. Stone in the City of Lost Angels, presumably the recipient of the Heart. Hanuman, Dr. Hellstromme's close assistant and the man who hired the posse in the first place, sends the posse off to Lost Angels to recover the stone.

RUNNING IT ON ITS OWN

If you are trying to run *Heart o' Darkness* as an independent adventure, you need to manufacture some reason for the posse to be in search of the Heart of Darkness. If the heroes have made a name for themselves as competent and effective "problem solvers," Hellstromme's agents may contact them about recovering the Heart.

For a motivation totally unrelated to Hellstromme, perhaps a shaman's guardian spirit sends him a dream about the gem and Mr. Stone, the strange man in possession of it. Or maybe a huckster has a strange vision of manitous gathering around the City of Lost Angels.

SHALL WE DANCE?

However you engineer it, the posse arrives in Lost Angels just a little too late to get the Heart from Stone, as related in **The Story Thus Far**. Grimme has already captured him and shipped him off to Rock Island prison, along with the Heart of Darkness. Even now, the good Reverend is preparing for an evil ritual that will greatly strengthen his power base in the Maze.

THE MAJOR PLAYERS

A brief rundown of the major characters in our drama would probably be useful to you, Marshal.

STONE

Stone's been lurking around in the shadows of the Weird West for a while now, so we feel it's only fair to give you a little more information about him. After all, he's the principle player in this little drama of ours in more ways than one, actually.

Stone's story begins at the Battle of Gettysburg. Oh, he had a life before then, but no one really knows anything about it, and Stone isn't exactly a talkative sort of fellow.

Jasper Stone was the first Confederate killed at the Battle of Gettysburg, but he wasn't killed by the bluebellies. A Captain in the unlucky 13th Alabama Infantry, Stone was such a twisted, ornery, bloodthirsty bastard that his own men "relieved him of command." As he lay dying, he felt a strange presence invading his mind—but the intruder quickly recoiled in horror at the desolate landscape of the man's mind. The manitou—for that's what it was—quickly informed its masters of the dark soul it had just encountered.

Stone thought the whisperings in his head were just hallucinations from loss of blood. But as the life slowly ebbed from him, the sinister voices got clearer and clearer, offering him a choice—a way to go on. With his last breath, Jasper Stone accepted the voices' offer.

He awoke inside a barn, buried under the stacked-up corpses of his former comrades. He dragged himself out and headed south, following the voices in his head. Stone was the first to rise from the grave after the beginning of the Reckoning, the first of the new Harrowed. The voices whispered to him of his new purpose, his new duties, and his new powers. Stone embraced them.

In the years since Gettysburg, Stone has become the right hand of the Reckoners, following their dictates without hesitation or question. Stone may well be the only Harrowed in the Weird West whose manitou is afraid of him. His main function is that of a "hero killer." When a person has become enough of a thorn in the Reckoner's side that they need to be removed, Stone is on the job. He doesn't just kill people, he kills that most distasteful of emotions (at least to the Reckoners): hope.



As *Heart o' Darkness* begins, Stone has been captured by Ezekiah Grimme and imprisoned in Rock Island Prison. Stone is powerful enough that Grimme has had to incarcerate him deep inside his own personal sanctum. (Just because many of the evil folks in the Weird West serve the Reckoners doesn't mean they get along.) While Stone is currently unable to escape his confinement, he has managed to divine the nature of Grimme's plans for the Heart of Darkness (see Ezekiah Grimme's profile on page 7 for more on that nefarious plot). He actually admires the plan; he just wishes he wasn't caught in the middle of it all.

Stone loves his work. He's nearly immortal, has incredible abilities that defy the laws of God and man, and he's not afraid to use them. Far from being a grim servant of death, Stone takes to his masters' tasks with a savage glee, and he loves to taunt his opponents before utterly destroying them. He also genuinely loves killing folks, and he has a hard time passing up an opportunity to do so.

His confidence in his abilities and of his dark masters' support is utterly unshakable. In anyone else, such pride might be his downfall, but for Stone it's pretty well founded. He's potentially the single deadliest man—living, dead, or in between—in the Weird West.

STONE'S PROFILE

As with many of the major players in the Weird West, describing Stone's attributes is a bit problematic. As a direct servant of the Reckoners, he possesses powers far beyond those of normal Harrowed, let alone normal humans. It is a freakish set of circumstances that has led him to need the aid of mere mortals. We might detail him a little more fully in an upcoming supplement, but Stone has a dark future ahead of him, and his death here just isn't in the cards (as you'll see in a moment).

You can safely assume that Stone has any Harrowed power that he needs at level 4, and his combat skills are absolutely monstrous. If your heroes are foolish enough to attack Stone directly, give 'em Hell. It'll teach them to choose their battles a little more carefully.

OLD PETE

Stone isn't the only corpse stalking the streets of Lost Angels. The Reckoners have at least one other Harrowed on the move in the Great Maze, a shadowy, lurking figure who calls himself Old Pete.

Old Pete is one of the most trusted servants of the Reckoners. They've dispatched him on a vital mission, one that could have repercussions far beyond just the Weird West.

Old Pete's mission consists of two parts. First, he must free Stone from Rock Island Prison. Stone's imprisonment could delay the Reckoner's future plans significantly. Old Pete also needs to acquire the Heart of Darkness for a ritual to be performed at Devils Tower.

Pete is mostly a plot device in this adventure, meant to guide and manipulate the heroes until he double-crosses them and leaves them for dead. You'll see more of Old Pete and his plans in *Fortress o' Fear*, the third part of *Devils Tower*.

OLD PETE'S PROFILE

As dangerous as Stone is, Old Pete is even more so. He's far more subtle and manipulative than Stone—as your posse may soon find out.

You might ask why, with all this power, Old Pete can't just break Stone out of prison himself. Well, he could do that, but he'd much rather get some patsies to do it for him than risk his hide in Grimme's sanctum. Plus, the irony of a group of heroes unknowingly helping the forces of darkness to victory makes Old Pete's dead heart skip a beat.

We're not going to codify Old Pete in hard numbers. The posse will be seeing a lot more of him in *Fortress o' Fear*, and we need to make sure he makes it there. Old Pete has access to any Harrowed power he needs at level 5, and he's got plenty of experience in how to use them. He's a bad man.

REVEREND EZEKIAH GRIMME

In 1872, the diabolical Susquehanna shaman known as Raven caused a tremendous earthquake, one large enough to shatter the coastline of California. In the aftermath of what is now known as the Great Quake, Ezekiah Grimme led a group of valiant survivors to found the City of Lost Angels. Grimme and his Church of Lost Angels have turned a barren patch of ground into a haven for the starving masses of the Great Maze. The City of Lost Angels is a social and economic center for the Great Maze, and Grimme is its ruler. (See *The Great Maze* boxed set for more information.)

Well, that's what Grimme wants people to believe, anyway. The real Reverend Grimme died in the Great Quake, but the Reckoners saw to it that he rose again as a cannibalistic abomination. Along with his inner circle of



LOATHING



fellow cannibals, *the Cult of Lost Angels*, Grimme is Hell-bent on spreading fear, despair, and death throughout the Weird West.

The posse doesn't actually come into contact with Ezekiah Grimme until the last chapter of this adventure. However, they do get to muck around inside Grimme's inner sanctum and see his evil plans come to fruition. You see, Grimme has been feeling a bit claustrophobic lately. He and his followers can only use their black magic powers safely within the city limits of Lost Angels, and Grimme wants room to move.

When he learned of the Heart of Darkness from Doc Snead, everything fell into place for the Reverend. With the Heart of Darkness and the blood of a couple score innocents, Grimme can perform a ritual to actually expand the area in which his Hell-spawned powers appear divine. And that's just what he's going to do.

A FINAL NOTE

Unlike some of our previously published adventures, *Heart o' Darkness* is a bit hard for the posse to "win." A lot of the events in this scenario are out of the heroes' control, and they are shamelessly lied to and manipulated.

Old Pete tricks them into breaking Stone out of prison, then Stone and Old Pete make sure the heroes arrive too late to stop Reverend Grimme's ceremony. Finally, Old Pete and Stone double cross them and take the Heart of Darkness at the end. It really doesn't seem quite fair, does it? Let us assure you, it's all for a purpose.

A WALK THROUGH THE FIRE

Think of *Heart o' Darkness* as the *Empire Strikes Back* of the *Devils Tower* trilogy. The heroes are overmatched and outclassed, and they're destined to ultimately lose this battle with the forces of evil. Sometime the bad guys are just too powerful.

But while they can't really stop the events of *Heart o' Darkness* from coming to pass, they can reduce the damage these events cause. They have a chance to act like true heroes, save some innocent lives, and ultimately come out knowing a lot more about their enemy.

Heart o' Darkness is the forge that tempers the heroes for the challenges that lie ahead. They'll need all their strength to face part three of *Devils Tower*, *Fortress o' Fear*.



THE CITY OF LOST ANGELS

For full details on the City of Lost Angels, see *The Great Maze* boxed set. Here's a quick tour for those of you without it.

CITY OVERVIEW

The City of Lost Angels is the biggest city in the Great Maze. Founded by the Reverend Grimme in the wake of the Great Quake, it is now a center for shipping in the Maze.

The city fights a constant struggle against hunger, as food in the area is scarce. But the beneficent Reverend Grimme helps everyone get by with a generous feast that he holds every Sunday, during which he feeds all that attend. If they knew what he was feeding them, they might not be so grateful.

Well, that's the public face at least. In reality, Grimme is a cannibalistic abomination, and with his followers in the Cult of Lost Angels, he sows the seeds of fear and horror that he hopes may one day help his masters walk the earth.

CITY LAYOUT

The City of Lost Angels is laid out according to the Reverend's celestial vision. To truly achieve the "Kingdom of Heaven" that he talks about, the city had to be built just so.

There are six circles. The numbering starts at the first ring from the plaza surrounding Grimme's immense cathedral.

Spoking out from the circles are 12 avenues in the eastern side of the city, and six streets in the western half. Each of the streets ends in a pier in the Waterfront district. There are six of these as well.

The Waterfront covers the area between 1st and 6th Streets back as far as the 4th Circle. This businesses in this area are mainly shipping warehouses, saloons, cheap boarding houses, and houses of ill repute.

The Spanish Quarter sits in the southwest portion of the city, between 10th Avenue and 1st Street.

The Golden Circle consists of the innermost ring of the city. This area is home to the wealthiest and most influential inhabitants of the city. It also contains the Cathedral of Lost Angels (the Reverend Ezekiah Grimme's church) and the offices of the Guardian Angels.

Then there's Ghost Town, a shantytown that lies along the Ghost Trail as it enters the city. Only the poorest and most desperate folks make their home in Ghost Town.

Rock Island Prison (known simply as "the Rock" by locals) is the City of Lost Angels' prison. You'll read more than enough about it in a little while, so let's just leave it at that.

THE LAW

The law in Lost Angels is handled by two separate entities: the marshal's office and the Guardian Angels.

The position of town marshal is an elected one, as in most cities. Lost Angels' current marshal is Job "Hogleg" Dunston. He's the only elected official in the city that doesn't owe his job to Ezekiah Grimme. He does his best to enforce the laws in Lost Angels, but it's an uphill battle.

The more-dangerous law-enforcement arm in Lost Angels is the Guardian Angels. They were formed as a citizens' vigilance committee before the marshal's office was started, and they have unfortunately continued their work to this day.

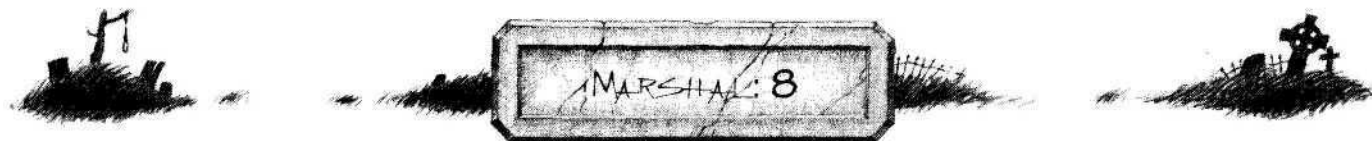
While they leave the enforcement of the normal laws to the marshal, the Angels vigorously enforce the "spiritual laws" of Lost Angels. That means they do whatever Ezekiah Grimme tells them to do. Regrettably, the Angels are recognized in the city charter as law officers, so their power is official.

All Guardian Angels are members of the Church of Lost Angels and follow Grimme's orders unquestioningly. At the lower levels, they are just simple fanatics or thugs, but the higher-up members are initiates in the Cult of Lost Angels. Anyone they apprehend is brought before the Court of Angels, which Grimme also controls. There are only two sentences given in Church Court: death or incarceration in the Rock Island Prison. Of these, death is by far the most preferable.

THE PEOPLE

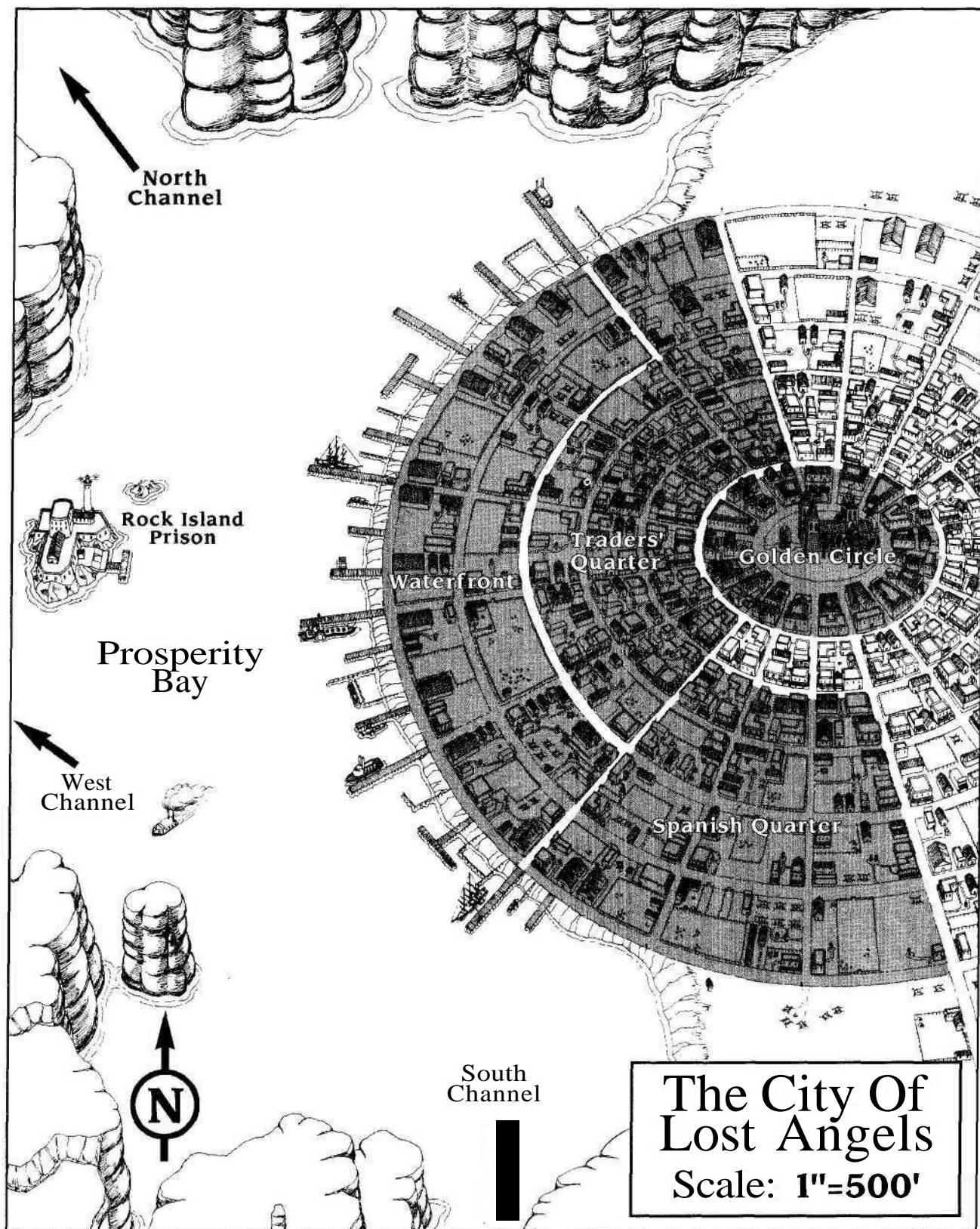
The City of Lost Angels is not a happy place, and neither are its people. You try keeping your good humor in the face of the constant threat of starvation.

When describing the city and its inhabitants, be sure to emphasize the subtle aura of despair that hangs over this place like a shroud. The City of Lost Angels is an isolated outpost of "civilization" in the blasted landscape of what's left of California. The sun beats down on the place like the eye of God Himself, food is scarce, and the man in charge is on a mission from God-or so he says. Lost Angels is a tough place to live on the best day.

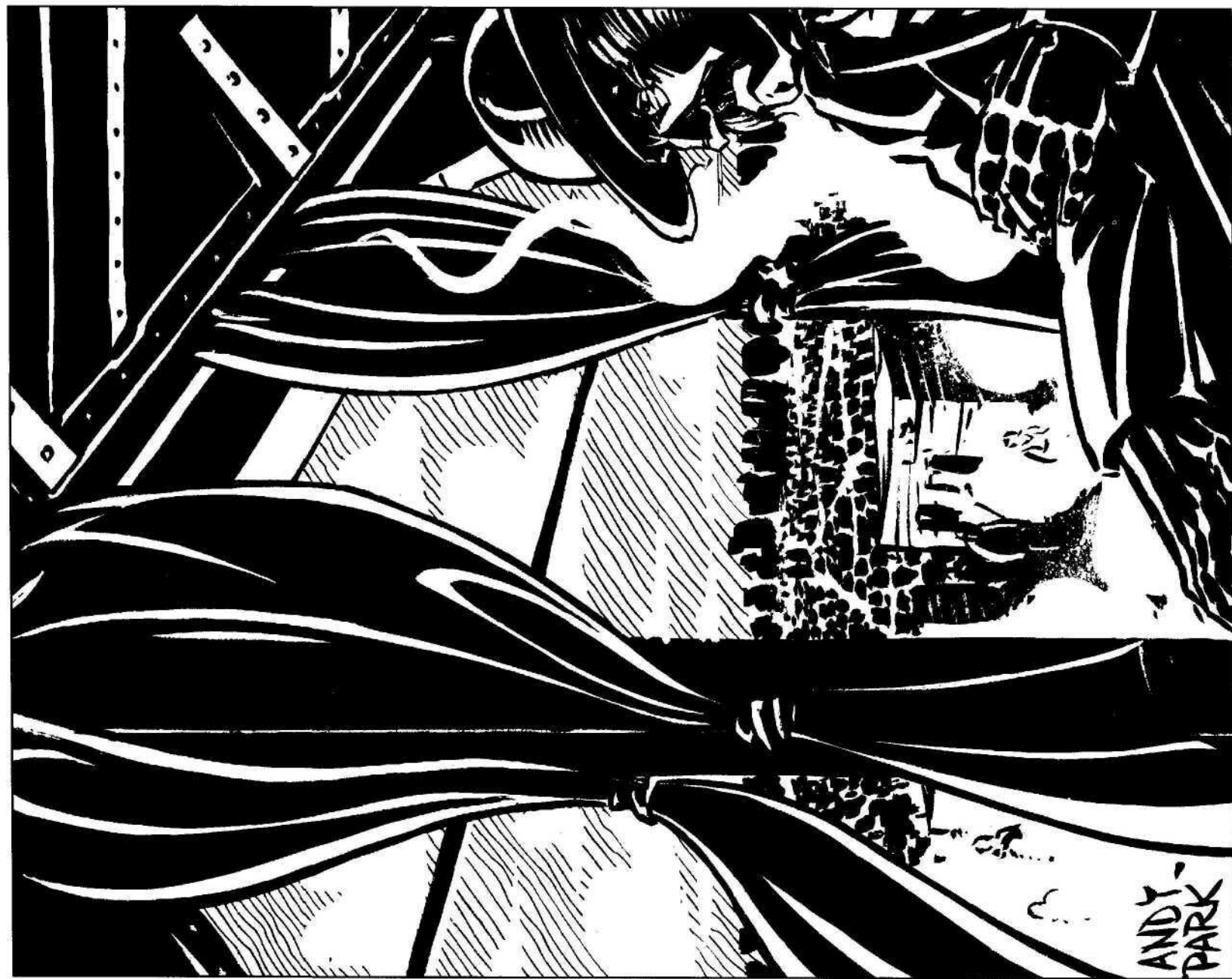


4

LOATHING



MARSHAL: 9





CHAPTER TWO: NO STONE UNTURNED



GETTING THERE IS HALF THE FUN

The trip from Salt Lake City to Lost Angels can be as simple or as complicated as you want to make it, Marshal. Whether they're traveling by wagon, horse, airship, steam wagon, or even on foot, there are plenty of hazards between the two cities to trouble your posse with. You could involve them in one of Grimme's attacks on railheads, meet the King of the Horizon, or even pit them against Emperor Norton and the forces of Kwan Province.

If you want to get right into the meat of the adventure, you can gloss over the trip and just get the heroes to Lost Angels. It's not quite as much fun, but it's okay with us. We suggest consulting both *The Great Maze* and the *City o' Gloom* boxed sets for more ideas for overland encounters.

ARRIVING IN LOST ANGELS

Regardless of who or what the heroes encounter on their way to Lost Angels, they find the city lives up to its grim reputation. Dispirited people slink along the streets seeking shelter from the burning rays of the sun, and a body could choke to death on all the dust blowing around here.

Finding a place to stay shouldn't be too difficult. The city sees a lot of travelers passing through, and accommodations are plentiful.

At this point, you might want to allow the adventurers a little free reign. Let them explore Lost Angels for a while. After all, Stone isn't going anywhere.

Or if both you and they are ready you can proceed with the business at hand: finding the mysterious Stone and—hopefully—the Heart of Darkness.

FINDING MR. STONE

After getting comfortable in their lodgings (not a real likely prospect), the next order of business for the heroes is probably finding Stone. Once they figure out the rather arcane street layout of Lost Angels (see **The City of Lost Angels** on page 8 for details), finding 15 Sixth Circle is an easy affair. The address is in the Waterfront quarter of the city, and it belongs to Hardwick's Boarding House.

HARDWICK'S BOARDING HOUSE

Hardwick's Boarding House isn't the seediest establishment of its kind in Lost Angels. That says more about how bad things are in the city than it does about how nice Hardwick's is. This three-story building looks out over Prosperity Bay, with a splendid view of Rock Island Prison. Most of the boarding house's guests are either transient miners or dock workers. Not much goes on there during the day.





UNTURNEID

The owner, manager and, sole employee of Hardwick's is Sidney Hardwick himself. He charges 25¢ a day for a normal room (a cramped affair with nothing in it but a bed and a gas lamp) or \$1 for the whole week. There are 20 rooms like this.

The four rooms on the top floor cost a bit more, 50¢ a day. These apartments are actually quite roomy, with a bed, dresser, and a small sitting area. Hardwick calls these his "presidential suites."

SIDNEY HARDWICK

Hardwick is an unpleasant, crotchety old man who doesn't care a fig about what kind of people he rents rooms to, as long as they can pay. The locals say if the Devil himself wanted a room, Hardwick would rent it to him without a second thought. He spends most of every day behind the front desk of the boarding house, staring balefully at his patrons as they go about their daily business.

TALKING TO HARDWICK

When the posse pays the boarding house a visit, Hardwick is in an even worse mood than normal. After all, someone just trashed one of his cash-cow big rooms, and he's none too happy about it. To top it off, the Guardian Angels warned everyone who witnessed Stone's apprehension to keep their mouths shut, or they might be back. This scared the bejeezus out of Hardwick. He is not in the mood for casual conversation, and he rebuffs any requests for information with loud claims about "maintainin' the privacy of my customers."

The posse members may want to try to talk or threaten information out of Hardwick, but he's scared enough of the Angels that they have a tough time of it. Hardwick has a *guts* of 4d6 and a *scrutinize* of 4d8 for those trying to overawe or *bluff* information out of him, and anyone trying it should subtract -2 from her roll. Hardwick is that scared. Each success gets the heroes one of the facts below. Hardwick reveals the information in the order listed.

The sure way to Hardwick's heart is money. His greed overcomes even his fear of going to Rock Island. For every \$10 the heroes pony up, Hardwick just flat out tells them one of the facts below.

● A Mr. Stone was registered here at the boarding house, in Presidential Suite 4. He's no longer here.

● He was taken away by the Guardian Angels two days ago. No one knows what happened to him.

● The Guardian Angels showed up and cleared everyone out of the place, just after sundown.

● Reverend Grimme *himself*, as well as two high-ranking Angels, went inside to apprehend Mr. Stone. There were a lot of strange noises and flashes of light.

● A shifty-looking man was with the Angels when they arrived. Hardwick saw the man visit Mr. Stone before. He arrived with a strange machine that looked like part of an auto-gyro, and a small wooden box. He left without either.

BEATEN TO THE PUNCH

Finding the doorway to Stone's room isn't too hard. Its the one knocked off its hinges.

Hardwick has nailed a sheet up over the open doorway, but beneath it the door hangs open.

The room is a shambles. All of the furniture has been tossed around the room and is mostly smashed up. There are burnt patches on the walls, ceiling, and carpet, and a good portion of the plaster on the walls is cracked, like it was subjected to great heat. The room looks like it's been turned upside down. What were presumably Stone's personal effects are strewn around as well, torn and smashed.

An Onerous (7) *search* of Stone's room turns up the following clues. Give out one clue for every successful check. The material in *italics* is for the Marshal's information. Don't tell that part to the heroes without a darn good reason.

● The room has been turned totally upside down, but it doesn't look like the type of damage that a brawl would cause. It looks more like a tornado hit the place. Stone *used the Harrowed power hell wind in his fight with Grimme. You might give a Harrowed character with the same power a Fair (5) Cognition roll to recognize the power's results.*

● There are strange scorch marks all over the walls and ceiling. They look like the kind of burns that a flamethrower would make, but they're far more localized. And a flamethrower wouldn't put out enough



consistent heat to crack all that plaster. *These effects are a combination of Stone's hell fire and Grimme's bolts o' doom. They really went at it, but Grimme surprised Stone and took him down quick.*

● A smashed hunk of some good-sized gizmo lies in the corner of the room under some furniture. *This is the remains of Snead's whirligig, the flying gizmo that he used to get to Lost Angels. Anyone who saw the devices at the mad scientists' co-op in The Road to Hell automatically recognizes it as such. Other folks should make an Onerous (7) Cognition check to figure out what the twisted hunk of machinery must have been. Additionally, any mad scientist spending at least three hours examining the gizmo may lower the construction TN by -2 when constructing a similar device.*

● The puddles of metal vaguely resemble pistols, Colt Walkers to be exact. *Before he realized who he was fighting, Stone simply went for his guns. Grimme melted them with a bolt o' doom.*

● A small, wooden box has somehow survived the maelstrom that swept through the room. The lock on the box has been broken open, and the box is filled with shredded newspaper. It looks like there was an object packed into the box, but it's gone now. Glued to the inside lid of the box is a piece of paper with the boarding house's address scrawled on it. An engraved plate on the box lid carries the inscription "Dr. Garland Snead." *This is the box that Doc Snead carried the Heart of Darkness in while he traveled. The Heart is in Grimme's possession right now.*

Assuming the posse "make nice with Mr. Hardwick, he personally shows them up the stairs to the room, only charging them \$1 a piece for the "tour." If the heroes start exploring without Hardwick's permission, he shows up while they're exploring. He tries to extort \$5 a piece out of them, or he goes to the Angels.

It's all bluster of course. The Guardian Angels scared Hardwick before this little incident, and he's even more terrified of them now. Nothing short of actually assaulting him makes him call on the law. But don't tell the posse that.



DRAWING SOME CONCLUSIONS

The heroes can ask around if they need to confirm Hardwick's version of the events that took place. While most folks don't volunteer any information, they're willing to confirm bits.

The visit to the boarding house may leave the adventurers with more questions than answers, but it should be clear the Guardian Angels hold some of the information they seek. Looks like it's off to the Golden Circle.

MARSHAL, THERE'S BEEN A KIDNAPPING!

At this point, a prudent posse may want to go to the marshal's office and report Stone's disappearance to Marshal Dunston. There are a couple of problems with this.

First of all, you can't just walk in and ask to see Dunston. He's a busy man with a whole damned city to police. The deputy on duty is happy to take down the adventurers' story, and he says he'll have someone look into it.

Not much may come of this of course. People disappear in Lost Angels every day, and there



just isn't time to investigate them all, especially as understaffed as the marshal's office is. If the marshal does send someone down to Hardwick's to poke around, everyone denies any of it occurred anyway. No one wants to be seen ratting out the Angels to the marshal. That's a sure way to Rock Island if there ever was one.

So, the heroes can go to the law if they want to. It just doesn't do them much good.

TALKING TO ANGELS

The Guardian Angels' headquarters is located in a large wedge-shaped building right across from the entrance to the Grimme's Cathedral. In addition to the Angels' offices and holding cells for the "spiritual offenders" they capture, this building also houses the dreaded Court of Angels.

The Guardian Angels maintain an office open to the public, both for public-relations purposes and to encourage the citizens of Lost Angels to report the immorality of others. In fact, rewards of food and cash are available to those who rat on their fellow citizens. Grimme just loves the suspicion that this breeds. You never know when an enemy might turn you in-whether you've committed a crime or not!

This office is staffed by a few scrawny Angels in white robes. They've obviously been consigned to this paperwork Hell because they lack the physique for the Angels' more-strenuous enforcement work.

These fellows' reply to just about any question is a drawled "you'll have ta talk ta Mister Norbert 'bout that," with a gesture to a door at the back of the office.

MEET CLEM NORBERT

The Guardian Angel in charge of this mess is a fat, balding Angel by the name of Clem Norbert. Norbert is a real bureaucrat's bureaucrat, content to squat behind his desk all day, smoking cheap cigars and carelessly destroying the lives of innocent citizens.

Going by his robe color (brown), Norbert is the equivalent of a flight leader in the Angels, but his girth makes any sort of actual street activity unlikely. He's a desk jockey. (See *The Great Maze* for more details about the Guardian Angels.)

Norbert is exactly what you'd expect a Guardian Angel leader to be: corrupt, officious, callous, and unhelpful. He obviously has no interest in telling the heroes anything they want to know.

Norbert isn't even a very good liar. He denies knowing anything about either Snead or Stone, but a Fair (5) *scrutinize* check tells a body he's fibbing. In addition, an Onerous (7) *Cognition* check actually spots a file on Norbert's desk with Snead's name on it!

If this is called to his attention, Norbert looks uncomfortable and quickly shuffles the file under a pile of papers.

Like Hardwick, money is the surest way to get Clem Norbert's attention. But he's a bit more expensive to bribe than a simple boarding house owner. Norbert has to think about his position. He categorically refuses to let the posse see Snead's file, but he may tell them where Snead is-for \$250!

Norbert can be bargained down from this exorbitant fee. A Hard (9) *bluff* or *persuasion* check lowers the asking price by \$50 for every success. Norbert refuses to sell the information for anything less than \$50.

An enterprising group might figure some other way to look at the file. If the heroes can get Norbert out of his office for a few minutes, they could get a look at it.

Regardless of how they get the fact, Snead is staying at a cheap hotel in the Trader's Quarter, a dive called Murphy's Flophouse.

THE SEEDY SIDE OF THE STREET

Finding Murphy's Flophouse isn't very hard. It's a dingy building in the Trader's Quarter and makes Hardwick's seem like a palace.

The pimple-faced teenage kid behind the counter (his name is Ralph if anyone asks) is easily bulldogged into admitting that a man of Garland Snead's description is renting a room here. A Fair (5) *bluff* or *overawe* should do it. A second check gets Snead's room number.

SNEAD'S ROOM

Snead's room is a sparse affair with only a cot and a bedside table. The only personal effects in the room are a small, battered suitcase. (Snead couldn't carry much with him while piloting the whirligig.) The suitcase contains some clothing and a Gatling pistol, along with ammunition.

The room smells like a distillery, and there are four empty whiskey bottles in various places around the room. It's pretty obvious how Snead has been spending his time, but there's no sign of him now.



WHERE'S SNEAD?

If asked, the kid at the front desk admits he hasn't seen Doc Snead in about two days. (That was when Doc was picked up by the Guardian Angels.)

Actually, finding Snead isn't that difficult. A quick survey of the street outside reveals a bar, the Labyrinth Saloon, a block and a half away. With all those whiskey bottles in his room, it shouldn't take a rocket scientist to think to check the place out.

THE LABYRINTH SALOON

The Labyrinth Saloon is a popular hangout in the Waterfront district, mostly because it opens at sunup. The dark interior of the place is filled with people, no matter what the time of day, looking to drown their sorrows (there are a lot of sorrows in Lost Angels).

The locals don't take too kindly to strangers in here—unless they're buying drinks for the house, that is. That's just what Garland Snead has been doing for close to two days now. He's spent so much money here that Jack Simms, the owner of the joint, has let him sleep here the last two nights as well.

Finding Snead is easy, even in the crowded bar. The bartender is happy to point him out, sitting in a corner, surrounded by his new friends, and drunk as a lord.

Snead greets the posse with a broad (drunken) smile and invites them to "siddown 'n' have sumthin' ta drink." If the heroes take him up on it, Snead pays for them and affably listens to what the adventurers have to ask him—until they bring up Stone, that is.

Snead loudly proclaims he doesn't know a Mr. Stone. "Never heard of 'im," he slurs defiantly. If his questioners press the issue, Snead clams up, a look of fear in his eyes.

BAR FIGHT!

"I don' wanna talk to these fellas anymore" Snead says to the rough-looking folks sitting at his table. "Whaddya thinka that, friendsh?"

What Snead's "friends" think is pretty obvious. About twice as many bar patrons as heroes stand up, cracking their knuckles and rolling up their sleeves. They're not armed, but they're all stinking drunk and looking for a fight. Their new friend Doc Snead is just handing them an excuse.

If the posse doesn't leave immediately, a particularly ugly-looking dock worker throws the



first punch, and the bar goes nuts. The bartender gets down behind the bar and waits out the fracas. He's used to this sort of thing.

Doc Snead makes a break for the door as soon as the brawl begins, reaching it in three combat rounds if no one stops him. If he gets away, an unpleasant fate awaits him.

The goons in the bar fight until more than half their number are unconscious or incapacitated. If anyone draws weapons, the goons concentrate their efforts on that person, attempting to subdue him. These guys just want to rumble, not end up dead.

If any gunfire takes place, the crowd scatters, and the bartender appears from behind the bar with a double-barrel shotgun. Fist-fights he puts up with, but not bloodshed. Use the stats below for him, but give him the *shootin': shotgun* Aptitude at 4d6.

DRUNK BAR PATRONS

Corporeal: D:3d6, N:2d6, S:3d6, Q:2d6, V:3d6

Fightin': brawlin': 3d6, Fightin': club 3d6

Mental: C:2d6, K:2d4, M:2d6, Sm:2d6, Sp:3d8

Overawe 2d6, ridicule 2d6

Gear: Most are unarmed, but 1d6 of them carry blackjacks (treat as a club, STR+1d4 damage).



GARLAND "DOC" SNEAD

Garland "Doc" Snead was the Tremendae gang's techno-wizard. Snead was entrusted with delivering the Heart of Darkness to Stone in Lost Angels. He did this, but then he betrayed Stone to the Angels to save his own skin.

At this point, Snead is a broken man. He realizes he can't return to the Tremendae gang after betraying Stone, and he's afraid of what might happen to him if Stone ever gets off the Rock.

Snead is so falling-down drunk at this point he adds +6 to the Target Number of any task he attempts.

PROFILE

Corporeal: D:3d8, N:4d8, S:2d6, Q:2d8, V:4d6

Drivin': steam wagon 4d8, fightin': brawlin' 2d8
piloting: whirligig 5d8, shootin': automatics 4d8, speed-load: automatics 3d8

Mental: C:2d8, K:3d10, M:2d6, Sm:4d12, Sp:3d8
Area knowledge: Deseret 4d10, guts 3d8, science: engineering 6d10, search 4d8, tinkerin' 5d12

Edges: Arcane background: mad scientist, luck of the Irish, mechanically inclined

Hindrances: Curious, hankerin' (whiskey)

Gear Gatling pistol, set of tools, box of pistol ammo (all in his hotel room).

WHAT'S UP DOC?

Assuming the heroes manage to catch Snead before he can escape, questioning him is a simple matter. Doc's been running so close to the edge for so long now the whole story just pours out of him in a torrent. From the theft of the Heart in the City o' Gloom to the delivery of the Heart to Stone, to Snead's betrayal and Stone's capture, it all comes out in one sobbing mess. Snead's in bad shape.

What Snead doesn't know is where Stone is now or where the Heart of Darkness is. He assumes that Grimme has them both. He also has no idea who Stone is or why he wanted the Heart. Stone didn't seem like the type of fellow that one would ask that sort of thing.

At this point, Snead asks to be taken back to his flophouse room. "I don't feel so good," he says. If the characters help him, Snead is pathetically grateful, and he drops off into a fitful sleep as soon as his head hits his pillow.

Snead is safe for now, but he's doomed ultimately. Old Pete won't be denied his revenge that easily.

THE LATE GARLAND SNEAD

If Snead does escape during the brawl, he heads back to his flophouse room and locks himself inside, only to find Old Pete waiting for him. Pete's been waiting 200 years to get revenge on the man that sent him to Rock Island, and Snead's death isn't a merciful one. He uses the Harrowed power *rigor mortis* on him at its highest level.

If the posse returns to the flophouse, they find Snead's corpse lying in his bed, every muscle in his body tensed and his joints locked solid with rigor mortis. The look frozen on his face is one of shocked terror, and anyone viewing it should make an Onerous (7) guts check.

fireR OLD PETE

While all this brouhaha takes place, our lurker in the shadows, Old Pete, watches and waits. And now the moment he's been waiting for has come.

MAKING CONTACT

Old Pete makes contact with the posse at the first possible opportunity after the Snead situation is resolved. He chooses his time to approach the heroes carefully. Old Pete knows the psychological advantage a dramatic entrance can give.

Old Pete has adopted a disguise to back up the tale he's going to spin for the heroes. He's cloaked himself in tattered clothing with a smelly wool cloak thrown over his shoulders. Even though the heat in Lost Angels is incredibly oppressive, Old Pete never seems to notice.

But his clothing isn't the really distinctive part of his disguise. Old Pete's face is entirely covered by a wooden mask held together by an iron band across the middle. Slits are cut in the masks for his eyes and mouth, but the rest of his face is hidden from view. What look like burn scars are visible around his features.

FUGITIVE FROM THE ROCK

The story Old Pete spins for the heroes is tragic. He was a burglar—not a noble profession he admits—with some "special" talents that helped him in his chosen career. Pete thought he'd gotten off easy when he was sent to Rock Island, rather than being executed, but he was wrong.



Once he was shipped out there, he was imprisoned in the most terrible conditions imaginable, and tortured as well. It turned out the Church thought he was an agent of Kang. They tormented him in an effort to get him to talk.

Pete saw things while he was there—horrible things, unholy things. He knows the heart of Ezekiah Grimme, and of the Church of Lost Angels itself, is dark and corrupt.

Finally, with the help of his two cellmates, Pete was able to escape. His cellmates weren't so lucky. They were eaten by the sharks on the swim to shore.

That was several years ago. Old Pete claims he has learned much since then and has developed a couple of special talents that have helped him become almost uncatchable as a burglar. He thought he'd never have to return to the island—until now.

Two days ago, an old, old friend of his was captured by the Angels as well, a man named Stone. Stone also has some special talents, and the Angels used this to have him branded an agent of the Devil. His friend was carted off to Rock Island, just as Pete had been, years before.

OLD PETE'S PLAN

Pete has heard about the posse's search from sources he refuses to name. From the same sources, he's found that the Heart of Darkness is being kept on Rock Island, in a chamber right next to where Pete's friend is being held. Pete claims to be so scarred by his experiences that he can't stomach the thought of actually entering the prison himself. Old Pete needs the heroes and offers them \$500 each for their help.

THE MAN BEHIND THE MASK

If the heroes seem skeptical about old Pete's story, he sighs regretfully and reluctantly offers them physical evidence of what he experienced. With that, he pulls aside his mask.

Beneath his mask, Old Pete's face is a red ruin. It looks like all of the skin was flayed off of his skull in strips, leaving a horrid grid-like pattern of scar tissue across it. His nose is entirely gone, and branded on his forehead is a five-pointed star inside a circle, a pentagram.

"See what they did to me," he hisses sadly. "They'll do worse to my friend if I don't get him out. If you want your gem, I can get you in there, and it's such a small thing to ask for you to rescue my friend."



Pete doesn't really look like this, of course (although his real face isn't much better). He's using his *death mask* power to create the disgusting visage.

RENDEZVOUS ON THE DOCKS

If the adventurers agree to Pete's plan, he tells them to meet him on the docks that night at midnight. "Don't be late," Pete warns. "At night the Rock is at its most vulnerable. If daylight comes, our opportunity may be gone."

The posse finds the docks deserted when midnight comes around, but the sound of a steam-engine soon breaks the silence.

Soon a knife boat, basically a sleek boat with a ghost-rock-powered motor on the back, pulls up to the dock. Old Pete is at the helm.

"Hop in," he says. "We have a long night ahead of us."

BOUNTY AWARDS

Getting Hardwick's account: 3 points.

Finding Garland Snead: 3 points.

Winning the bar fight: 3 points.

Keeping Snead alive: 4 points.





CHAPTER THREE: A PIECE O' THE ROCK



So, the posse is on Old Pete's boat, cruising toward an uncertain fate on Rock Island, eh? All ready to take them into the proverbial heart o' darkness, Marshal?

Well, hold on just a second, Before you throw your players into the fire, there are a few things we think you should know.

A FEW CAUTIONARY NOTES

The Rock is a little different than many places you may have sent your heroes, and we just want to make sure you understand what they're in for.

THE ROCK IS DANGEROUS!

Rock Island Prison isn't just your average maximum security prison. It's the private refuge and base of operations of Ezekiah Grimme, one of the most powerful forces of evil in the Weird West. There are normally only two ways to leave Rock Island: as a servant of Grimme or in this week's soup tureen.

The heroes are lucky. Old Pete has carefully chosen the time to break in. Many of the more powerful denizens of the Island are away helping Grimme prepare the ritual that can expand his area of operations.

Even so, security here is still quite high, and if your heroes are foolish, they can quite easily get themselves killed.

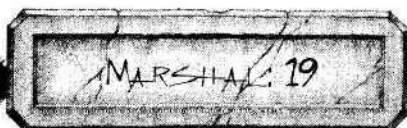
In addition to the guards, sharks, walls, and other obvious obstacles, the heroes have to enter Grimme's inner chambers to get what they're after. If Grimme was present, he'd snuff the posse out like so many candle flames. Even without him around, his chambers house a couple of very nasty surprises. Make sure you emphasize to the heroes the fearsome reputation this place has. Rock Island Prison is no walk in the park.

RETURN VISITS

Should your heroes decide or be forced to make a return trip to Rock Island beyond the scope of this adventure, they probably won't find everything exactly as it was the last time they "visited." Rock Island is a dynamic place, and the inhabitants change quite frequently. New prisoners arrive, old ones "leave," and cultists come and go.

Use the description that follows as a guideline for future adventures, but feel free to change the inhabitants as much as you like. The general functioning of the prison should remain the same, but the specifics may change. After all, the Cult of Lost Angels does have a high turnover rate. Today's loyal servant of Grimme is tomorrow's appetizer.

Above all, Rock Island Prison should never be an *easy* place to go. As far as the Great Maze goes, it is the Heart of Darkness.





BREAKING INTO PRISON

Once the heroes leave the docks of Lost Angels, Old Pete steers his battered *knife* boat in a northwest direction, setting a wide arc of a course, so that the boat approaches the prison from the western side. He also explains his plan.

OLD PETE'S PLAN

Old Pete's plan is almost deceptively simple. He pulls his boat up to a sewage pipe that drains out of the prison, the heroes climb in, quietly get what they need inside the prison, and exit the same way they entered.

The first glaring hole the posse may detect in Pete's plan is getting past the patrolling Maze runners. If anyone says anything, Old Pete just smiles behind his mask.

"It's all taken care of," he rasps. "There won't be any problem getting up to the island. I guarantee it." This may not be too comforting, but it's all he says on the matter. If pressed, Pete smiles again. "You'll just have to trust me."

Old Pete now entertains questions about the prison. Let the players ask any questions about the interior layout of the prison they like. Since he was actually incarcerated on Rock Island (albeit 200 years ago to him), he does know the basic layout of the place.

Describe the general layout as much as you like to any inquiring players, but don't map it for them. Pete's descriptions aren't very precise either. He doesn't volunteer information about any specific locations or prison inhabitants. Old Pete is relying on memories that are over two centuries old, after all.

One thing Pete does say is that he knows with absolute crystal clarity that what both the heroes and he need are in Grimme's inner sanctum on the lowest level of the prison complex.

"The man you're rescuing is a man of some..." Old Pete pauses, searching for the right words. "...power. Never mind what kind of power. He's an enemy of Grimme, and that will have to satisfy you. That devil Grimme has no doubt surrounded him with protections to keep his powers in check. You should find both him and the object of your search in the heart of Grimme's chambers." Actually, Pete knows the Heart of Darkness is no longer on the island, but he's not about to tell the heroes that.

Pete also explains the most important problem that faces the posse. "Only two people have the key to Grimme's inner chambers," says

Pete, "Grimme himself and Carter Blackwell, the prison warden. His chambers are on the top floor. You'll need to get in there and get the key. If you are extremely discreet, you should be able to get the key, get what you need and get out."

THE BOAT TRIP

Old Pete pilots the boat expertly in its wide arc until it is on the western side of the prison. Then he kills the engine and gets out several sets of oars. "Time to row," he says, locking two sets of oars into oarlocks in the sides of the knifeboat.

He gestures to the strongest looking hero to man the other set of oars, and together they row the boat toward the prison. The hero rowing with Pete may note that Pete is a whole lot stronger than he looks. In fact, on a Hard (9) *Cognition* check, the person helping Old Pete realizes the masked man is doing most of the work!

Before long, the knifeboat is pulling into the patrol range of the prison's Maze runners. Strangely, a thick fog starts to roll in around the island, (this is Pete's *chill o' the grave* Harrowed power at work). The fog obscures the boat from the Maze runners quite effectively. Old Pete navigates the boat through the heavy mist with no trouble at all.

The sheer rock face of Rock Island's western side is soon looming close. As the boat nears the island, the eerie moans and cries of terror begin to be audible on the warm, evening wind.

Pete finally drops anchor next to a rusty pipe jutting from the stony shore of the island. A foul-smelling liquid drips into the water, and the heroes can just barely see shapes moving below the surface of the water below.

"Here you are," Pete says pointing to the pipe. "That's the way in."

A TOKEN OF "FRIENDSHIP"

Just as the heroes are ready to enter the pipe, Pete asks them to wait. He digs into a compartment built into the boat and comes up with a tattered scrap of a Confederate uniform. Any Confederate soldier making an Onerous (7) *Cognition* check recognizes the patch on it as that of the 13th Alabama infantry, the first unit at Gettysburg to take casualties. The rank insignia is that of a private.

"After his horrible ordeal, my friend will be suspicious of even the most obvious offer of help. Show him this before you free him. "





THE ROCK

Old Pete says he'll keep the boat moored where it is until an hour before sunrise. He also hands the leader of the posse a small, metal tube with a cord hanging from one capped end.

"This is a flare, in case you have to leave through a different entrance than this pipe. Trigger it, and I'll get the boat to wherever you fire it from. Try not to have to use it. Swimmers don't last long in these waters." As if to punctuate his statement, a large fin breaks the surface of the water just next to the boat. All that remains now is to climb into the pipe and enter the prison. See the description of the **Sewage Pipe** (page 28) for the actual details of getting inside.

ROCK ISLAND PRISON: AN OVERVIEW

To the general public in the City of Lost Angels, Rock Island Prison is a necessary evil. The admittedly draconian code of law that the Church enforces is seen as necessary by many folks in a frontier settlement like Lost Angels. Grimme preaches an Old Testament sort of creed, and it seems only natural that the Justice system in Grimme's "Holy City" should follow.

The Church Court's sentences of imprisonment for life or until the malefactor has "truly repented" are tough. But many have returned from the Prison, usually to work in the Church. They speak of Rock Island as a place of rehabilitation for sinners, and they say that all are freed if they open themselves to redemption.

There are those who don't buy the Church line, but the critics usually keep their mouths shut lest they end up on Rock Island themselves.

THE ROCK'S SECRET

The truth about what goes on at Rock Island Prison is more horrible than even the harshest of Grimme's critics imagine.

Rock Island Prison is, in essence, the personal playground and refuge of the Reverend Ezekiah Grimme. On the Rock, Grimme can drop the tiresome facade of righteous man of God (the one he keeps up in town) and let his true nature—that of a sadistic, cannibalistic, unholy demagogue—shine through. Grimme keeps a set of private chambers deep under the prison proper, in which he can plan new methods of gathering power and spreading his evil influence. He can also indulge himself in some of his gruesome hobbies.

SO, YOU WANT TO BE A CANNIBAL CULTIST?

Rock Island is also Grimme's prime recruiting ground for new members of the Cult of Lost Angels. If someone actually commits a crime evil enough to catch Grimme's notice, she may be prime cannibal-cult material.

For those in the cult already, Rock Island is a refuge. Grimme's trusted inner-circle cultists have luxurious quarters on the island, at their disposal whenever they are not busy on cult business. There Grimme's servants can rest, recuperate, and eat human flesh without the nasty social stigma most people attribute to cannibalism.

GRIMME'S LARDER

Rock Island's final function is actually the most crucial. Prisoners sent here are the primary source of the human flesh Grimme feeds to the populace at Sunday services every week. While vagrants can be snatched from the streets of the City, and nobody notices when a Ghost Towner or two vanishes, Rock Island is the Cult of Lost Angels' most reliable food source.

PRISON OF THE DAMNED

Prisoners are brought out to the Rock twice a week on a specially modified Maze runner.

Prisoners' possessions are confiscated upon arrival on the island, except for their clothes. Grimme doesn't bother to issue uniforms to the prisoners. Most of them aren't going to live long enough to need them anyway. What happens next depends on who the prisoner is and what he did to offend Grimme.

Basic criminals of no use to the Cult of Lost Angels are housed in Cell Block A. They are usually held there for about two to four weeks of malnutrition and physical abuse, and then sent to the slaughterhouse. There they are killed and cooked up into next week's meal for the teeming masses of Lost Angels.

If Grimme needs information from a prisoner or thinks she can be useful to the cult, she's housed in Cell Block B. If a prisoner in here is willing to join Grimme, she's released and sent back to the mainland to join the Guardian Angels or other arm of the cult. Should someone refuse Grimme's oh-so-generous offer, the slaughterhouse awaits.

If information is needed from a prisoner, Grimme lets his interrogation specialist (read:





torturer) have his way with them. What's left is, again, turned over to the butchers in the slaughterhouse.

Cell Block C is reserved for prisoners with special security needs, like hucksters, shamans, blessed, Harrowed, and the like.

Grimme is far more likely to try to recruit these people with special talents into the Cult of Lost Angels. The more "special" agents he has, the further he can spread fear, famine, and despair throughout the Maze. Of course, if the prisoners refuse Grimme's "invitation," follow the guidelines above for an idea of what happens.

The bottom line is this: On Rock Island, you either sell your soul or lose your life. It's that simple.

FEAR LEVEL ON THE ROCK

As one might expect, the Fear Level on Rock Island is even higher than the normal Level 3 that the City of Lost Angels basks in like a lizard in the desert sun. Rock Island's Fear Level is 4 in general, but it rises to 5 in the basement and subbasement levels. This might seem a bit high, but what did you expect for the stronghold of the Cult of Lost Angels?



SECURITY

Before we get down to the specific layout of the prison, a few words about the general security of Rock Island are in order.

BETTER THAN A MOAT

The thing that provides Rock Island Prison with a large part of its security is the fact that it is an island in the middle of Prosperity Bay.

Other than the boats that come to the prison to drop off prisoners, and the Rock's patrolling Maze runners, no boats are allowed near the island. Any boat that gets too close gets one warning to move away. The patrol runners have absolutely no compunction about sending offending boats to the bay floor.

A fleet of five Maze runners takes care of the patrolling. The boats are based on the mainland in the City of Last Angels. Rock Island does have servicing facilities and spare parts in case of an emergency.

Two Maze runners patrol the waters around Rock Island at all times. Statistics for these boats can be found in either *Smith & Robards* or *The Great Maze*. The boats are each armed with two Gatling guns and a powerful search light. The crew consists of five guards on each Maze runner.

HUNGRY SWIMMERS

Since coming in by boat seems out of the question, swimming might seem to be an option. After all, isn't that far to shore, right? Well, that is true, but the sharks tend to keep the number of aquatically inclined individuals to a minimum.

Sharks are a common sight in the waters of the Great Maze, but they are especially numerous around the prison. This is mostly due to all the blood and body parts that flow into the bay from the prison's sewer system. It's a bit like a shark buffet around the island. In any given part of the water for about 100 yards around the prison, there are usually one to three sharks looking for dinner. The scent of blood in the water keeps them near a frenzy all the time.

If an unlucky hero ends up in the waters around Rock Island, roll 1d6. On 1-3, that's the number of sharks in the water nearby. On a roll of 4-5, the unlucky slob has attracted the attention of a blood shark (see the next page). A 6 means the character got lucky, but had better get himself out of the water fast.





NORMAL SHARKS

Corporeal: D:3d8, N:2d8, S:3dl2+2, Q:4d8, V:3dl0
Fightin': jaws 5d8

Mental: C:2d6, K:ld4, M:2d4, Sm:2d4, Sp:3d6
Size: 10

Terror: 5

Special Abilities:

Armor: 1 (from the water)

Jaws: STR+ld8

BLOOD SHARKS

The drainage from the sewage system of the prison is just chock full of goodies that sharks just love: human organs, blood, and chunks of flesh. A few of the sharks that live around the island have ingested so much of the tainted runoff that they've been twisted and changed.

These sharks, called blood sharks by the guards on the island, grow big enough to bite a grown man in half! Gnarled blood-red growths cover their bodies, giving them their name and an extra point of Armor.

BLOOD SHARKS

Corporeal: D:3d8, N:2d8, S:4dl2, Q:4d8, V:3dl0
Fightin': jaws: 5d8

Mental: C:2d6, K:ld4, M:2d4, Sm:2d4, Sp:3d6

Size: 12

Terror: 7

Special Abilities:

Armor: 2 (1 from the water, 1 from their skin)

Jaws: STR+ld8

THE PRISON GUARDS

The uniformed guards of Rock Island patrol both the walls and interior of the prison.

These men and women, like everyone who works on the island, are all low-level members of the Cult of Lost Angels, and indulge in the ritual cannibalism that membership requires. They are not privy to the higher mysteries of the cult, but do know all about what ultimately happens to the prisoners on the Rock, and the truth about the feasts that Grimme holds each week in Lost Angels. These people are in the cult for the power it brings them. That, and most of them are cannibalistic sociopaths.

There are 45 guards stationed on the island. About 15 of those are on duty at any time. All of them are available if a general alarm is raised.

There are three guard captains. Clyde runs the day shift (9 A.M.-5 P.M.), Wilma supervises the evening shift (5 P.M.-1 A.M.), and Vincent covers the night shift (1 A.M.-9 A.M.). The posse's visit to the prison is during the night shift.

Grimme has issued each of the captains a bone of the bloody ones. See the guard captains' Profiles for details on how these horrific artifacts work. The bones are to be used only in extreme situations. Breakouts definitely count as extreme situations.

TYPICAL GUARD

Corporeal: D:2d8, N:2d6, S:2d8, Q:2d8, V:2d6

Fightin': brawlin' 3d6, fightin': knife 4d6, shootin': shotgun 3d6, sneak 3d6, swimmin' 2d6

Mental: C:2d6, K:2d6, M:2d8, Sm:2d6, Sp:ld8

Bluff 2d6, guts 3d8, overawe 3d8, search 3d6

Gear: Armored clothing (light vest, light leg. This gives the guards 2 points of Armor on their gizzards, upper and lower guts, and legs), Winchester Lever-Action Shotgun, Bowie knife.

CLYDE, WILMA & VINCENT, GUARD CAPTAINS

Corporeal: D:2d8, N:2d8, S:2d8, Q:2d8, V:2d8

Dodge 3d8, Fightin': brawlin' 4d8, fightin' knife 3d8, shootin': automatics 5d8, sneak 3d6, swimmin' 2d6

Mental: C:2d8, K:2d6, M:ldl0, Sm:2d6, Sp:2d8

Bluff 3d6, guts 4d8, overawe 3dl0, scrutinize 3d8 search 4d8

Gear: Armored clothing (light vest, light leg. This gives them 2 points of Armor on their gizzards, upper and lower guts, and legs), Gatling pistol, Bowie knife, 1 bone of the bloody ones

Special Abilities:

Black Magic: Zombie 1. This is the Cult of Lost Angels special version of this power. All the bearer need do is take an action to throw the bone to the ground. Over the next ld6 card segments, the bloody one forms. It cannot defend itself while forming. For more details on bloody ones, see *The Quick & the Dead* or *The Great Maze*.

BLOODY ONES

Corporeal: D:3d6, N:3dl0, S:3d8, Q:3dl0, V:3d8

Dodge 2dl0, fightin': brawlin' 4dl0, sneak 4dl0

Mental: C:4d8, K:ld4, M:2d8, Sm:2d8, Sp:3d6

Overawe 4d8, ridicule 4d8, search 4d8, trackin' 3d8 (by scent)

Terror: 9

Special Abilities:

Bite: STR+ld6

Claws: STR+ld6

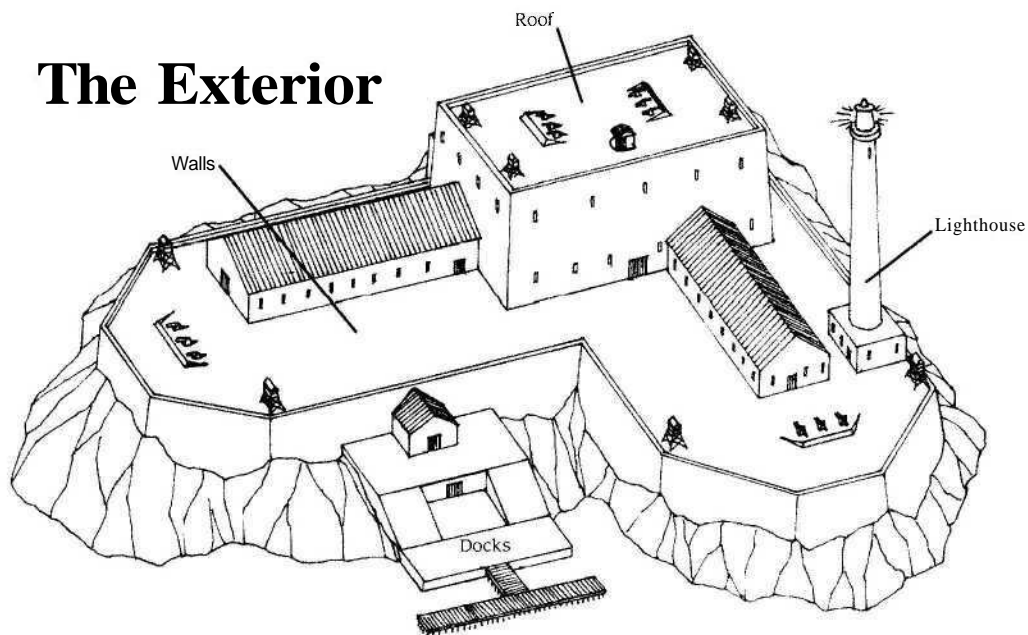
Undead.

Notes: Bloody ones don't speak, though they do emit a slurpy laugh (hence the high *ridicule*).



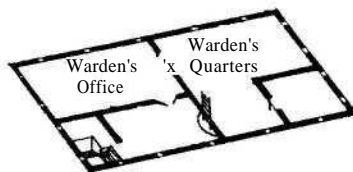


The Exterior

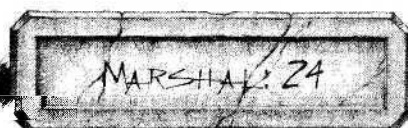
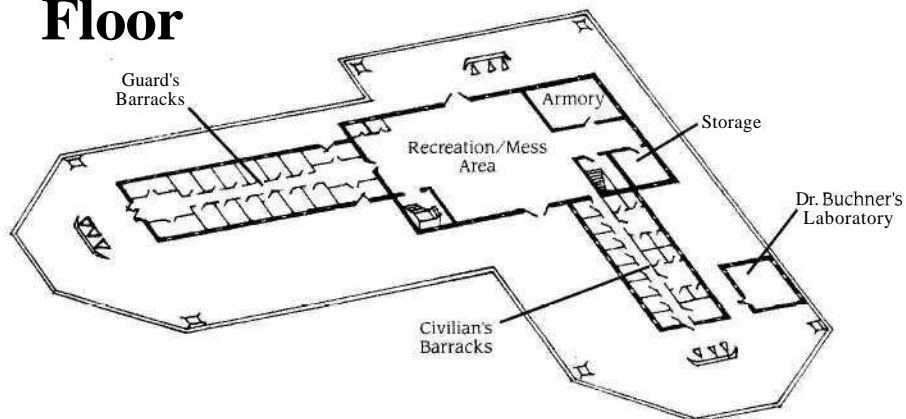


Rock Island Prison
Scale: 1" = 10'

The Third Floor



The Second Floor

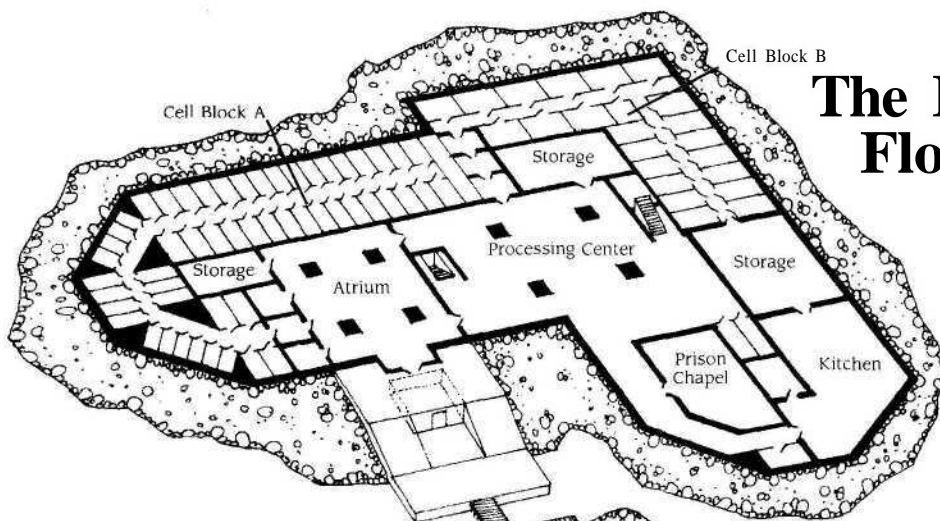




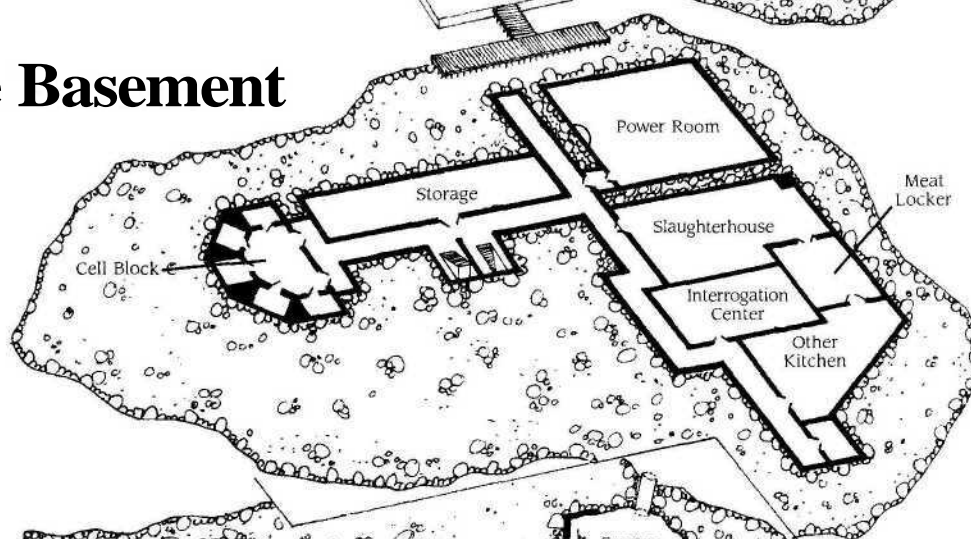
Island on

"=50'

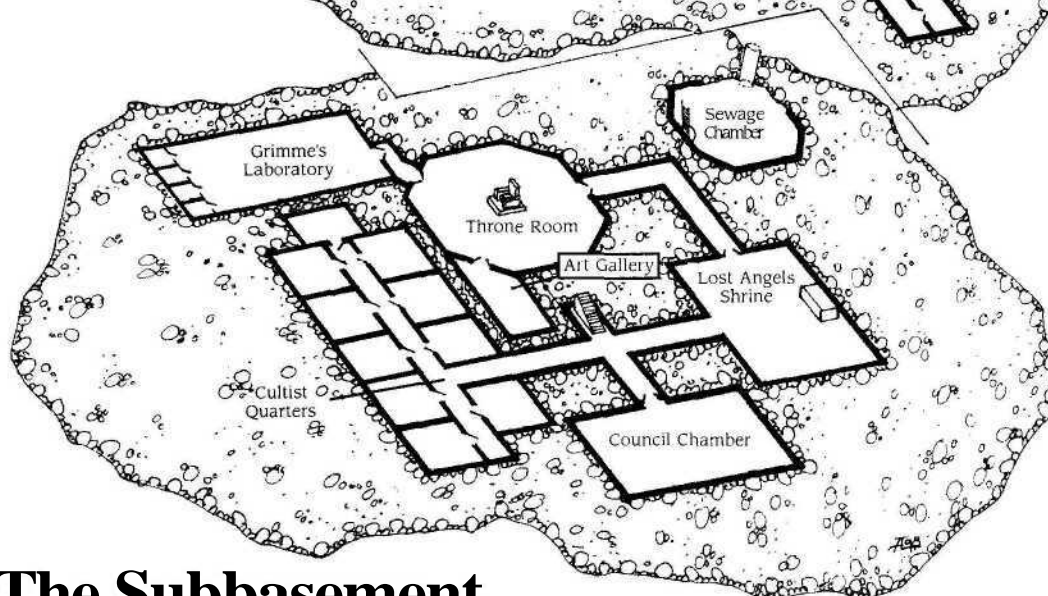
The First Floor



The Basement



The Subbasement





GETTING CAUGHT

Before you go getting the idea that the people in charge of Rock Island don't look out for each other's welfare, a little discussion on patrols and alarms is in order.

In the descriptions that follow, all locations are assigned a *Patrol Rating* and an *Alarm Rating*. These useful little numbers help you figure out several things about any location inside the prison.

GUARD PATROLS

Each area has a Patrol Rating assigned to it. Whenever the posse enters such an area, and for every full 10 minutes that they stay there afterward, roll d10. If the number rolled is over the Patrol Rating, a guard or guards wanders through, just checking up on things. The difference between the number rolled and the Rating is the number of guards present at that time. Roll a d6 to see how many minutes the guards stick around.

Some places have a 0 Patrol Rating. These locations have guards stationed on them all the time. There is no need to roll to see if any patrols come through.

Locations with a 10 Patrol Rating are places that the prison guards don't go as a matter of course. This doesn't mean they won't go there to investigate something, but they don't make a habit out of it. Sometimes this is because there is sincerely nothing to guard in an area. In the case of the kitchen and the slaughterhouse, those places are just so disgusting that not even many cult members want to go there.

RAISING THE ALARM

A location's second rating, the Alarm Rating, is used to see whether a scuffle or particularly loud noise in a particular area is heard by anyone nearby.

After a fight takes place, or you judge a hero has made a particularly loud noise, roll a d10. If the roll is over the Alarm rating of the area, someone heard the noise, and arrives to check in on it in 1d6 minutes.

If the area's Patrol Rating is less than 10, the investigator is a guard. The guard sticks around for 1d6 minutes checking things out, unless something is obviously amiss (for example, if all the chefs in the kitchen are dead). If there is something obviously going on, the guard heads out immediately to raise the alarm. See **Intruders!** for the results.

If the location has a 10 Patrol Rating or higher, one of the other denizens of the prison, usually the closest, investigates, also in 1d6 minutes. If she spots anything odd, she gets a guard who returns in 1d6 minutes, with the results as above. Gunfire or explosions halve any area's Alarm Rating immediately.

If both the Patrol and Alarm Ratings of a location are above 10, the heroes can make all the noise they want. Not a soul is going to hear them.

INTRUDERS!

So, the heroes just couldn't keep their activities discreet, could they? Well, making too much noise or attracting attention on the Rock has its consequences. If someone actually raises the alarm, a couple of things happen.

First of all, an extremely loud and annoying siren sounds. This immediately wakes up everyone on the island and calls the guards—all 45 of them—to duty. The practical effect of this is that every location's Patrol and Alarm Ratings drop in half. It also becomes impossible to surprise any of the prison personnel in any location. When the siren sounds, everyone is looking for trouble.

On the upside, both of the barracks areas and the warden's quarters empty out during an alarm. Everyone has to help while a prisoner headcount is taken.

Any alarm lasts for an hour if nothing is found awry. However, for the next 24 hours after an alarm is triggered, all Patrol and Alarm Ratings are reduced by -2. If this reduces a Patrol Rating to 0 or below, then a guard has been stationed at that location. Places that really had a 0 Patrol rating have an extra guard placed there.

THE ROCK'S EXTERIOR

From the outside, the Rock looks almost impregnable. In fact, it is nearly as secure as its reputation would have it be, but a close inspection reveals at least one very important crack in its defenses.

THE ROOF

Patrol 0, Alarm 8

The roof on top of the central prison building offers the best view of Prosperity Bay on the whole island, with the possible exception of the top of the lighthouse. And you can't fit a cannon up in the lighthouse.





In case of trouble, there are Gatling guns mounted at each of the four corners of the roof, and two batteries of three 6-pound cannons in the central area. Powerful spotlights are also mounted up here. If necessary, Rock Island's guns can control the entire bay.

The Gatlings are covered with heavy, oiled canvas to keep the moisture from getting to them, as are the cannons. There just might be enough space for an enterprising intruder to hide under the canvas.

Two guards are stationed here at all times. They sweep the bay with the searchlights about every 10 minutes, just to keep themselves occupied.

THE WALLS

Patrol 0, Alarm 4

If there was ever an assault on Rock Island, the really heavy firepower would come from this broad flagstone plaza on top of the cell blocks. In addition to six steam-Gatlings mounted at the corners of the walls, three batteries of three 12-pound cannons cover the water all around the island. These weapons are kept covered just like the ones on the roof above.

The walls can be reached from either of the Barracks buildings, or the Recreation/Mess area. Over on the eastern side of the walls squats the lighthouse, with Dr. Buchner's lab building as its base.

Three guards walk the walls at all hours keeping a watchful eye on the waters surrounding the prison.

THE LIGHTHOUSE

Patrol 12, Alarm 2

One of the few positive functions that Rock Island Prison actually serves is the housing and operation of the lighthouse. Many a fog-bound Maze mariner has been heartened by the sight of the Rock Island light. While it in no way rivals Van Horn's Light (see *The Great Maze*) in terms of distance of visibility, it more than makes up for that with its consistency.

The lighthouse itself is automated, needing only the most minimal of maintenance. In fact, the top of it (and the machinery that keeps the light going) can only be reached by a narrow ladder running up the interior wall of the hollow tower.

The light's creator and caretaker is Dr. Steven Buchner. Buchner is yet another of the scientists that escaped imprisonment at the Confederate

research facility at Roswell. Unlike many of his fellow escapees, Buchner has a decidedly amoral bent. He fled westward after his escape, eventually ending up as Ezekiah Grimme's personal "scientific consultant." That's a euphemism for mad scientist, but don't say that to Dr. Buchner's face. He's a bit touchy.

Dr. Buchner is responsible for the creation of not only the lighthouse, but also the electrical locking system in all of the cell blocks, the refrigeration unit in the meat locker in the basement level, and the huge ghost-rock-powered generator in the power room. It's a testament to Dr. Buchner's brilliance that he lets his dim-witted technicians take care of the generator while he works up in the safety of the lighthouse.

DR. BUCHNER'S LAB

Dr. Buchner has set himself up quite nicely in the bottom of the lighthouse, where he experiments with a variety of electrically powered devices. The large, square room that serves as his lab is a disorganized mass of wires, cables, switches, dials, and gauges, all strewn across a few large workbenches. A small cot lies in one corner of the room. The lab has no ceiling and is open to the hollow lighthouse tower above. A ladder leads from the lab up into the tower.

Buchner has a direct line from the power room into the lab, so he has access to all the power he could possibly want. His current project is an electrically based torturing system for **The Interrogation Center** (page 35).

Dr. Buchner usually sleeps during the day and works on his devices at night. He is a rather undistractable man, and anyone entering his lab is ignored unless she bothers the doctor. If he is bothered, Buchner, not a fool, immediately shouts for help (that's an Alarm roll, compadre), then grabs an electrically charged prod from his torture device and attacks.

DR. STEVEN BUCHNER, MAD SCIENTIST

Corporeal: D:2d4, N:2d6, S:2d6, Q:2d4, V:2d6
Fightin': electrical prod 3d6

Mental: C: 3d6, K:3d10, M:2d6, Sm:2d8, Sp:1d4
Science: Engineering 5d10, tinkerin' 5d8

Edges: Arcane background: mad scientist

Hindrances: Clueless, obligation: Grimme 5

Gear: Electrical prod (STR+3d6 Wind. The prod has unlimited charges, as it is plugged directly into the island's power plant).





ANDY PARK

THE DOCKS

Patrol 0, A/arm 6

These large, wooden docks on the eastern side of the island are the normal entry point to the prison proper. The boat that brings prisoners to the island docks here, as do occasionally the Maze runners that patrol Prosperity Bay. The dock isn't actually anchored to anything in the water below it. The thick, wooden planks are nailed to a number of watertight wooden barrels that float in the frigid waters of Prosperity Bay.

From the docks themselves, two stone ramps lead up to the main doors of the prison and into the atrium. Arriving inmates are marched up these ramps and into the dim interior of the prison. Most never see the outside again.

In between these ramps is a storage room containing paint, spare parts for the Maze runners, coils of rope, and other essential equipment for keeping the prison's boats up and running.

One guard is stationed here at all times, along with a spotlight. There is also one steam-Gatling gun emplaced here, similar to the ones on the roof level.

THE SEWAGE PIPE

Patrol 14, Alarm 14

This sewer pipe is the one chink in Rock Island Prison's almost impregnable armor. For all intents and purposes, it isn't even that much of a chink, as anyone who wants to enter the prison through it has to get past the patrolling Maze runners if they come by boat, or the sharks and blood sharks if they try swimming in. Not very good odds.

Grimme hasn't, of course, counted on Old Pete.

THE PIPE

The sewage pipe itself is a rusted, metal cylinder about three feet in diameter. A slow-moving stream of thick, brownish-red liquid dribbles from the pipe into the water below. There are always 1d4 blood sharks in the water below, feeding on the runoff.

Squeezing into the pipe requires an Onerous (7) *Nimbleness* check, Hard (9) if the hero has the *big 'un* Hindrance. A hero with the *scrawny* Hindrance only needs to make a Fair (5) *Nimbleness* check. Botching the roll means the character has slipped and fallen into the water below. Watch out for blood sharks!

Movement through the pipe is slow, one-quarter Pace to be exact. The pipe stretches about 20 feet into the prison, ending in **The Sewage Chamber** (page 36).

THE LIQUID

The liquid flowing out of the pipe is a mixture of human wastes from the prison latrines, and blood and body parts from the prisoners that are dismembered in the slaughterhouse. The smell outside the pipe is pretty intense, but inside where there is little air flow, the stench is nearly unbearable. Crawling in it is extremely unpleasant, to say the least. The stuff stinks something *awful*.

Anyone failing to cover his nose or take similar precautions should make a Hard (9) *guts* check when he enters the pipe and has to crawl through the stuff. Those failing lose 2d6 *Wind* as they add some of their bodily fluids to the muck. A botched check gets a character a light wound to the *guts*.

While it isn't harmful in and of itself, this mixture of blood and excrement is just full of highly infectious germs of all kinds. Any open wounds that come in contact with the foul brew heal much slower. Add +4 to the Target Number for healing such a wound.



FIRST FLOOR

This is the main floor of the prison, encompassing the majority of the holding cells for the inmates. The walls are made of huge blocks of gray stone quarried out of the nearby cliff sides. What windows there are on this level are tall and narrow, admitting little light to the building's interior, and they're far too small for anyone to climb through. All the windows are crisscrossed with iron bars.

What light is here is provided by electric lights set into the walls of the hallways and rooms at 10-foot intervals. Only the prison cells themselves are unlit. These lights are powered by electricity from the power room on the basement level.

THE ATRIUM

Patrol 8, Alarm 8

This is the one room in which Grimme has actually made an effort to maintain the front that Rock Island Prison is about the reformation of the sinful. Grimme foresees the day he may have to deal with one of the major powers heading inexorably westward, and he wants to be able to put a good face on things should he have to receive some ambassador or other.

The walls of this chamber are covered with mosaics of biblical scenes of repentance and redemption. Only a minute inspection (and an Incredible (11) *Cognition* check) reveals that the tiles used for the mosaics are actually dyed and painted fragments of human bone. Anyone realizing this must make a Fair (5) *guts* check.

Two doors on the northern wall of this room lead into the processing center. Of the four doors on the southern wall, three lead to storage rooms containing various mundane supplies, while one leads into Cell Block A. This door is kept securely locked, but all guards carry a key to it.

Because of its central location, this area is heavily patrolled, but no guards are stationed here permanently.

THE PROCESSING CENTER

Patrol 0, Alarm 6

This large open room serves as the "check-in" area for "guests" of Rock Island. Here new arrivals are stripped of all their possessions except their clothing. Their names and vital information are recorded, and the prisoners are photographed. Warden Blackwell keeps records

of all the faces that pass through Rock Island. These records are kept in a set of filing cabinets in the warden's office.

During the day there are two guards posted here. At night, there is only one.

PRISON CHAPEL

Patrol 10, Alarm 8

More a prayer nook than anything else, this is by far the least-used room in the prison. None of the of the inhabitants have the slightest bit of use for anything holy.

Oddly, the room is actually *sanctified*. It seems that during construction of the prison, a meddlesome priest actually consecrated the altar. While it's an annoyance to Grimme, he just hasn't found time to properly despoil the chapel yet. Neither does he go there.

CELL BLOCK A

Patrol 0, Alarm 4

These are the cells that house the human cattle Grimme keeps around to feed to the teeming masses every Sunday. Most of the prisoners are guilty of crimes like assault or theft, but there are a few hard-core criminals in here as well. It's inevitable that Grimme's draconian justice system actually does catch some actual human predators in its sweeps.

The cells in Cell Block A are long narrow rooms about 15 feet long and 5 feet wide, with walls and floors of stone. About every third cell actually has a window in it looking out over Prosperity Bay. These windows are crisscrossed with iron bars however. No glass protects the prisoners from the elements. The living conditions could be charitably called miserable.

The doors to the cells are all slabs of heavy oak with only a small, barred window in them. The doors to the cells are operated electrically by an ingenious device invented by Dr. Buchner (see the lighthouse for more detail on him).

A wall in the guard room right off the atrium contains a panel with buttons coded and numbered to correspond with the cells. When a cell needs to be opened, one guard inserts his key in the door of the appropriate cell and turns it while another presses the button on the panel that goes to that door. Each door has to be opened individually in this manner. There is no override that opens all the cell doors.

Two guards and the jailers are on duty here during the day and evening shifts. Only the guards are present during the overnight shift.



THE PRISONERS

At any given time, Cell Block A is usually about two-thirds full. Prisoners are packed in two to a cell, even when there are empty cells. They are only fed once a day (if the guards remember), and even then it's only a thin gruel, barely enough to keep them alive.

Sadistic beatings and other such mistreatment is an everyday part of prison life here. Grimme wants to wrench the maximum amount of fear and despair out of his prisoners before they end up on the menu, so the guards are encouraged to take a little time to "soften up" any particularly vocal or troublesome inmates. It's a popular off-duty activity for them.

The average prisoner remains in the cell block for about a month, progressively getting weaker and weaker from the bad food and rough treatment. When a prisoner is judged too weak to last much longer, she's taken down to the slaughterhouse and added to the cult's larder of human flesh. It might seem counterproductive to starve the prisoners—after all, healthy folks have more meat on them. Grimme finds that the delicious fear the prisoners exude as they starve more than makes up for the loss.



The inmates themselves are a veritable cross-section of the Lost Angels populace. Some are vagrants and the insane picked up off the streets, while others are legitimate criminals. Some are just ordinary folks who got caught in the wrong place at the wrong time. Grimme's minions aren't very discriminating about who they capture.

In short, all victims are equal in the eyes—and mouth-of Grimme.

STEVEN GALLA, CELL BLOCK A JAILER

Steve Galla is charged with judging when the Cell Block A prisoners are ready for the slaughter. Every morning, he does a complete inventory of all the prisoners, marking down each one's progressive deterioration.

Galla is a lean fellow with curly, black hair and an unpleasant demeanor. He keeps a totally clinical bearing toward his duties, seemingly drawing no pleasure from his work, but feeling no pain about it either.

PROFILE

Corporeal: D:4d8, N:4d8, S:3d8, Q:4d6, V:2d10
Dodge 4d8, fightin': whip 5d8, shootin': pistol 3d8
Mental: C:3d8, K:2d6, M:3d8, Sm:2d6, Sp:2d6
Bluff 3d6, overawe 4d8
Edges: Rank 3 (Cult of Lost Angels)
Hindrances: Mean as a rattler, obligation: Grimme 5
Gear: Whip (STR), Colt Navy .36, clipboard.

CELL BLOCK B

Patrol 0, Alarm 4

Cell Block B is a little different than Cell Block A. The prisoners in here are a little more important than the rabble kept in Block A.

The cells in here are a little larger in general and are a bit cleaner as well. They are no less secure than the cells in Block A. In fact they're more secure. To start with, all the prisoners in here are chained to the walls.

The cell doors in here are secured by the same electrical locking system used in Cell Block A, with one small but vitally important difference: Only the jailer and the warden (and Grimme himself) have the keys. The prisoner in here can be a bit more dangerous if he escapes, so at least the jailer has to authorize any door being opened.

As with Cell Block A, two guards are on duty here around the clock, with the jailer working during the day and evening shifts.



THE PRISONERS

This block is actually a little bit bigger than it needs to be. Seldom are more than one quarter of the cells full.

The prisoners kept here are the ones Grimme has judged to be of some use to him. Sometimes this is because a prisoner may have information that Grimme wants. Other times, Grimme may think that a prisoner has abilities that could be of useful. Whatever the reason, the inmates here get a bit better treatment.

As with Cell Block A, the population in here changes. Here are a few potential types of prisoners that the heroes might find in here: spies for Kang or the King of the Horizon, mid-level members of the Necessity Alliance, or even the son of a shipping magnate (see *The Great Maze* for more details on these folks).

WHAT GRIMME WANTS, GRIMME GETS

Grimme prefers to draw information out of people voluntarily if he can, because most of the time doing so involves convincing someone to betray some sort of trust placed in him. Grimme likes that. The same applies to winning people over to the Cult of Lost Angels. Willing servants are preferable to unwilling ones.

But if the prisoner isn't forthcoming, the velvet glove comes off, and the poor soul is introduced to the iron fist of Grimme—specifically Jake Stokes, his interrogator. See the **Interrogation Center** (page 35) for more on this unpleasant fellow.

Elizabeth Hardcastle, the jailer for this cell block, has even helped the interrogator break a few people's wills and remold them into loyal servants of Grimme. It's a delicate process, and it requires an intimate knowledge of the person's history, but it can be done.

So far Hardcastle has brainwashed at least five people successfully. They've returned to their former lives, and no one suspects them as agents of the cannibal cult.

Subjects that Grimme deems worth the effort are given an extremely powerful truth drug (Incredible (11) *Spirit* check to resist its effects) and interviewed about their life. Hardcastle then uses this knowledge, combined with a liberal dose of negative reinforcement from Stoke's pain-inducing devices, to her evil ends.

Persons agreeing to join Grimme voluntarily are slipped the same truth drug in their next meal after pledging their loyalty. Those caught lying about their conversion are sent straight to the slaughterhouse.

Grimme's patience is not limitless. If he doesn't get what he wants, be it information or a pledge of undying loyalty, the prisoner is either shipped off to Cell Block A (if she's harmless, or sent directly to the slaughterhouse (if she's not).

ELIZABETH HARDCASTLE, CELL BLOCK B JAILER

As mentioned before, Ms. Hardcastle's job is a bit different than that of her colleague's in Cell Block A. She questions the prisoners, probes their psyches, and looks for exploitable weaknesses and ways to manipulate her inmates to get what Grimme wants from them. She's also responsible for the prisoners that end up in **Cell Block C** (page 33).

Hardcastle is fascinated by the human mind (and not just in a culinary way like the other cult members), and she loves the challenge of breaking and remaking someone's personality. She's especially excited about Dr. Buchner's new electrical torture device and the potential applications it has in her work.

Hardcastle is a very pretty, blond woman of about 30. She dresses in conservative gray dresses that do nothing to hide her good looks. She seems nice and wholesome, like a school marm really, and this has led many a person to underestimate her, but her heart is totally corrupt and black. Despite her delicate looks, she fights like a wildcat when her back's to the wall.

PROFILE

Corporeal: D:2d10, N:3d8, S:3d6, Q:3d6, V:3d8
Dodge 2d8, fightin': knife 5d10, shootin': pistol 4d8
Mental: C:3d8, K:3d10, M:3d6, Sm:4d8, Sp:2d6
Academia: occult 2d10, bluff 3d8, overawe 4d6,
medicine 2d10, science: psychology 5d10
Edges: Purty, rank 3 (Cult of Lost Angels)
Hindrances: Curious, obligation: Grimme 5
Gear: Bowie knife, Colt Army .44.

THE KITCHEN

Patrol 8, Alarm 6

These kitchens provide for all of the normal food needs of the residents of Rock Island. Even the members of Grimme's cannibal cult don't eat human flesh *all* the time. And the prisoners do occasionally get fed.

Two large stoves dominate this room, along with a large oven. Tables in the center provide enough space for all the food preparation. All the cooking implements are stowed in built-in cabinets.





THE ROCK

During the day, the kitchen is staffed by three full-time cooks. At night, it's empty and dark. See the **Civilian Quarters** below for stats for the cooks and other normal denizens of the island.

SECOND FLOOR

This level contains the quarters for the prison guards and the support staff. The thick stone walls look like they could shrug off almost any attack.

All of the locations on this level are adjacent to the walls. Any Alarm that is raised brings assistance from there as well as any other connected rooms.

THE ARMORY

Patrol 4, Alarm 6

The guards may pack shotguns for day-to-day prison problems, but Grimme has provided them with plenty of heavier ordnance, just in case. "In case of what, is the question that might spring to mind."

The door to this room is locked, and only the guard captains and the warden have the key. The lock is well designed, requiring an Incredible (11) *lockpickin'* check to pop it open. Of course, the door to the armory is clearly visible from the recreation/mess area.

In addition to several thousand rounds of ammunition for all the Gatling guns emplaced around the prison walls, the armory also houses 10 Smith & Robards Gatling rifles, 10 Remington Model 1871 Rifles, 10 extra Winchester Lever Action shotguns, 20 Colt Frontiers, and ammunition for all of the above. Twenty sabers and 20 Bowie knives round out this deadly little storehouse.

GUARD BARRACKS

Patrol 4, Alarm 2

Each door along this long hallway leads to a room in which four guards bunk. During the night shift, there are 1d10+12 guards in here sleeping. During the day and evening shift this number drops to about seven. This is a good place to be very quiet.

CIVILIAN QUARTERS

Patrol 4, Alarm 4

These are the chambers of the non-guard members of the Rock Island staff. A few of these chambers are empty, as their intended

occupants prefer to sleep where they work. Unless otherwise noted, all non-guards have rooms here.

During the day shift, this place is mostly deserted, with exception of the staff of the slaughterhouse, meat locker and other kitchens. They do their work at night and sleep during the day. At night 1d6+4 workers sleep here.

TYPICAL PRISON WORKER

Corporeal: D:2d6, N:3d6, S:2d6, Q:2d6, V:3d6
Fightin': brawlin': 3d6, shootin': rifle 3d6

Mental: C:2d6, K:2d4, M:2d6, Sm:2d6, Sp:2d4

A Professional Aptitude in whatever tasks they are responsible for at level 3

Gear: Equipment appropriate to their job.

RECREATION/MESS AREA

Patrol 3, Alarm 4

This large open area is filled with a few long tables with chairs, and a couch or two. Bookcases along the walls hold an extensive collection of parlor games and quite a few books. Most of these are dime novels, but there are a few minor scholarly works.

During the day or evening shift, 1d6 guards and 1d4 civilians while away their free time in here, playing games, reading, or eating. On the night shift, the place is usually empty.

THIRD FLOOR

This top level of the prison houses the quarters of Warden Blackwell, as well as his offices. The view from up here is almost as good as the one from the roof.

Speaking of the roof, the accessway to it is located up here at the top of the stairs. A ladder leads up to a hatch in the ceiling that opens onto the top of the prison.

WARDEN'S OFFICE

Patrol 4, Alarm 6

From this office, the warden of Rock Island Prison runs the day-to-day business of the place. The room is dominated by a large desk, with a smaller writing table to one side, used by the warden's clerk. The south wall is dominated by a row of filing cabinets containing complete records of all the prison's inmates, current and past.

A paper like the *Tombstone Epitaph* would be mighty interested in even a few of these files and would probably pay handsomely for them. How much, we leave to your discretion, Marshal.



THE ROCK

WARDEN'S QUARTERS

Patrol 10, Alarm 6

Warden Blackwell's chambers are luxuriously appointed, as befits one of Grimme's most-trusted servants. The L-shaped main room is filled with fine furniture, including a large divan, and a large dining table and a set of chairs. A writing desk sits along one wall.

A door leads to Blackwell's bedroom, which contains a large four-poster bed, bedside table, and a huge mahogany wardrobe. The wardrobe contains a large selection of fine clothing—all of it impeccably tailored—and a loaded Winchester lever-action shotgun. At night, the bedroom also contains Warden Blackwell himself. The warden is a light sleeper, and any noise in his outer chamber might wake him.

Roll a *Cognition* check for a sleeping Blackwell every two minutes the heroes are mucking about in his living room. If the heroes are actively trying to be quiet, the Target Number for him to awaken is Incredible (11), but this drops to Onerous (7) if anyone makes any loud noises. If he wakes up, Blackwell gets his shotgun from the wardrobe and attacks whoever has dared to break into his chambers!

An enterprising thief can pick up around \$300 worth of valuable trinkets and bric-a-brac from around the room, but the real prize here is in the writing desk. The lock on the desk can be picked with an Onerous (7) *lockpickin'* check, or it can be forced open with a Fair (5) *Strength* check. Forcing the lock automatically wakes up Blackwell, as the desk opens with a loud cracking noise. A quick search of the desk reveals a locked metal box. The lock is rather complicated, requiring a Hard (9) *lockpickin'* check to open. Inside are \$1,000 in various pieces of jewelry, and a large ornate iron key. This is the key to the door in the **Lost Angels Shrine** (page 37) that leads to Grimme's chambers.

CARTER BLACKWELL

Carter Blackwell has risen through the ranks of the Cult of Lost Angels by serving Grimme without question, and he's been rewarded with the command of Rock Island Prison.

Blackwell is a small man, known for his fastidiousness about his looks. This obsession with his appearance and his small size have led many to underestimate the diminutive man, to their detriment. He's actually a cold, calculating killer.

Blackwell stands only 5'2" tall, with black hair and a small, neatly trimmed mustache.

PROFILE

Corporeal: D:4d10, N:4d8, S:3d6, Q:2d8, V:4d8
Dodge 4d8, fightin' brawlin' 5d8, shootin':
shotgun 5d10

Mental: C:3d8, K:3d8, M:4d10, Sm:2d8, Sp:3d6
Academia: occult 4d8, bluff 3d8, overawe 3d10

Edges: Keen, rank 5 (Cult of Lost Angels)

Hindrances: Obligation: Grimme 5, vengeful

Special Abilities:

Black Magic: Zombie 1

Gear: 3 bones of the bloody ones, Winchester
Lever-Action shotgun.

BASEMENT LEVEL

CELL BLOCK C

Patrol 6, Alarm 8

The third of Rock Island's cell blocks is much smaller than the first two, housing only five small cells. These cells are currently empty.

One might wonder what is so special about these cells that they deserve their own cell block. The answer is simple. Grimme has enchanted these chambers to be "manitou proof," cut off completely from the Hunting Grounds. He imprisons the rare huckster, shaman, or Harrowed he captures in here.

The practical result of this is simple. No powers work while a cowpoke is inside one of these cells. That includes a huckster's hex, a shaman's favor, or even black magic. On the upside, a Harrowed placed inside immediately regains full Dominion, but only as long as she's in the cell.

Grimme never actually enters these cells himself. After all he draws his powers from the Hunting Grounds as well.

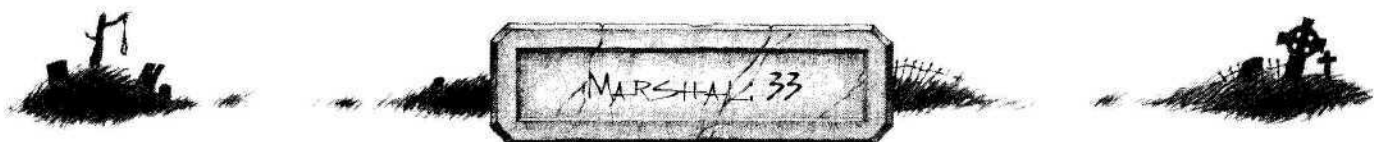
THE POWER ROOM

Patrol 10

This room houses the high-powered ghost-rock generator that provides Rock Island with all of its electricity.

The generator itself is built into the north wall, with only about half of it actually protruding into the room. The generator draws in seawater from outside to provide steam to produce power. A tangle of pipes leads up into the ceiling. These house the cables that carry electricity all over the prison.

The access hatch to the sewage chamber on the subbasement level is in the southeast corner of the power room.





CALIFORNIA SWEAT LODGE

This room is hot-hot and *damp*. Dr. Buchner's generator has a few kinks in it, one of which is a leak or two deep inside of it. While this doesn't actually cause any problems with the generator's operation, it does keep the power room filled with steam most of the time. Any vision-based tasks attempted in this room are at a -2 penalty. *Sneak* rolls are at +2, however.

The generator is tended to by Dr. Buchner's enthusiastic but barely competent flunkies, George and Hubert Simpkins. These brothers fancy themselves mad scientists and have set up a makeshift workshop in the clear space next to the generator. When they aren't tending the generator, the two spend their time working on their "creation," an eight-foot-tall framework of pipes with various gauges, wires, and knobs attached to it. Their creation doesn't actually do anything yet, except make a lot of noise, but George and Hubert are quite proud of it.

Dr. Buchner puts up with George and Hubert because they do know how to take care of the generator, and he can't find anyone else willing to work in the sweaty Hellhole of the power room.



George is short and fat with short, greasy black hair, while Hubert is thin and gangly. He keeps his head shaved. The two argue constantly and loudly about their various "scientific theories." Neither are particularly bright, but their physical capabilities have always served them well, and they can swing a pipe wrench with the best of them.

GEORGE & HUBERT MASTERS

Corporeal: D:2d6, N:3d8, S:2d6, Q:3d8, V:2d8
Fightin': club 5d8, sneak 3d8

Mental: C:2d6, K:2d8, M:2d6, Sm:2d6, Sp:1d6
Science: engineering 2d8

Gear: Pipe wrenches (STR+2d6)

THE SLAUGHTERHOUSE

Patrol 10, Alarm 4

This room plays host to the nasty business of butchering up the bodies of prisoners so they can be properly cooked. Rather than going into gruesome detail, let's just say a human brought down here gets the same tender, loving care that a cow gets when it's slaughtered.

Several human bodies hang from their feet over three metal tables used for butchering, their eyes staring blankly. The room is arrayed with a wide variety of cutting implements, from scalpels and carving knives to bone saws. A chart on the wall shows the various "cuts" of the human body (brisket, ham, etc.). An Incredible (11) guts check is in order. This room is usually deserted during the day. A door in the back leads into the meat locker.

THE BUTCHERS

The fellows that work in this place are just a step above savages, but they are good at what they do.

Tom, William, and Bert divide the world up into two types of people: those they know and those who look good to eat. Even then, the line between the groups gets a little blurry sometimes. With that in mind, if they don't know the heroes, they'd make an excellent addition to the menu.

PROFILE

Corporeal: D:2d6, N:3d8, S:2d6, Q:3d8, V:2d8
Fightin': meat cleaver/bone saw 3d8, sneak 3d8

Mental: C:2d6, K:2d6, M:2d6, Sm:2d6, Sp:1d6
Professional: butcher 3d6

Gear: Meat cleaver (STR+2d4) or bone saw (STR+1d6).





THE MEAT LOCKER

Patrol 12, Alarm 8

Once the butchers in the slaughterhouse have gone to all the trouble of carefully slaughtering the prisoners handed over to them, the last thing they want is for all that meat to go bad.

Two doors lead into the meat locker, one from the slaughterhouse and one from the other kitchen.

The first thing one notices upon entering the room is that it's cold. Tens of hams, chops, steaks, and even a few full carcasses hang from hooks mounted in the ceiling. The sight is all the more disgusting when the viewer realizes this is *human* meat, dressed and hung up like sides of beef. An Incredible (11) *guts* check is in order for all heroes viewing this grisly larder. Reduce this to Hard (9) if the heroes have already been in either the other kitchen or the slaughterhouse. (People get jaded so quickly.)

The attendant, Phil, spends each night checking the carcasses. During the day, this room is empty (at least of living folks). If the heroes are able to slip past the attendants in the slaughterhouse or the other kitchen, Phil is simply going about his business. Otherwise, he's lurking in a dark corner, meat cleaver at the ready.

PHIL, THE MEAT LOCKER ATTENDANT

Corporeal: D:2d6, N:3d8, S:2d6, Q:3d8, V:2d8

Fightin': meat cleaver 3d8, sneak 3d8

Mental: G:2d6, K:2d6, M:2d6, Sm:2d6, Sp:1d6

Professional: butcher 3d6

Gear: Rusty meat cleaver (STR+2d4)

THE OTHER KITCHENS

Patrol 10, Alarm 4

Once all those people are butchered up and dressed properly, they have to be cooked. You can't expect people to eat *raw* human flesh now, can you?

Here a staff of three cooks turns the disgusting products of the Rock Island slaughterhouse into the barely palatable food Grimme distributes to the hungry masses every Sunday.

Two huge stoves lie along the north wall of this room, and two large tables in the center of the room are the main preparation area. A variety of pots, pans, and cooking utensils, all filthy, hang on hooks on the walls and from a rack suspended from the ceiling above the preparation tables.

The cooks are anything but fastidious, and the walls and floor of this room are stained a dull, red-brown color by all the gore that gets spattered around here. The cooks just toss whatever parts they don't want onto the floor, and once in a very great while, they just push the whole mess down the waste grate in the southwest corner of the kitchen.

Aside from requiring anyone entering to make a Hard (9) *guts* check, this mess also makes for some treacherous footing.

Anyone trying to move around the room at more than half Pace should make a Fair (5) *Nimbleness* check. A failed roll means the poor slob has slipped and fallen in the entrails and offal on the floor. This causes no damage, but another Hard (9) *guts* check is in order. The hero also loses her action getting back to her feet. The cooks are used to moving around in the fetid mess and can ignore this penalty.

PETER, MARY, & PAUL, THE CANNIBAL CHIEFS

These three cannibal cultists are responsible for turning out the meat pies, blood puddings, and such that Grimme gives out every Sunday. All three are terribly overweight, as they are given to snacking while they cook.

PROFILE

Corporeal: D:3d6, N:3d6, S:3d8, Q:3d6, V:2d8

Fightin': kitchen implement 5d6, sneak 3d6

Mental: C:2d6, K:2d4, M:1d6, Sm:1d6, Sp:1d4

professional: cooking people 5d4

Gear: Rolling pins and iron ladles (STR+1d6).

INTERROGATION CENTER

Patrol 10, Alarm 4

This euphemistically named room is geared to a totally different type of persuasion than that practiced in cell block B on the first floor. A far more direct kind.

This dank chamber is right out of the Dark Ages. A rack dominates the center of the room, and other torture implements are scattered about: a head-crusher, thumbscrews, a selection of bamboo slivers, a small forge filled with hot coals, along with a selection of pokers, and so on.

Several sets of manacles are set at intervals along the walls, and the floor underneath each of them is stained red-brown.

On this particular evening, the interrogator, Jake Stokes, is in the center of the room as usual, polishing and oiling his torture equipment.





Heroes so captured stop taking the crushing damage, but instead take 1d10 Wind per round as they inhale the foul muck of the sewer. The captured cowpoke can escape if she beats Ed in a contest of *Strength* with a raise, or the tentacles holding her let go. A serious wound causes a tentacle to recoil, while a maiming one severs it. If four or more of the tentacles are seriously injured, Ed stops fighting and pulls itself down into the mud.

CULTIST QUARTERS

Patrol 10, Alarm 6

This series of rooms is used by the members of Grimme's inner circle when they are visiting Rock Island. The rooms are luxuriously appointed, to say the least. The finest furniture and the most expensive rugs and decorations ensure Grimme's most loyal servants live in luxury appropriate to their station.

There are usually about four or five inner circle cultists here at any given time. The posse is lucky this time, however. Grimme has enlisted most of his servants to help him with the ritual for unleashing the power of the Heart of Darkness. Only one cult member is in residence on this particular night.

If you have run your heroes through *Pass the Salt*, the adventure from *The Great Maze* boxed set, they may be surprised to find themselves facing a familiar foe: Caroline DeCarlo, a founding member of the Cult of Lost Angels.

In the event of an alarm being raised on the subbasement level, DeCarlo is most likely to investigate. She doesn't bother to get any of the prison guards; she regards them as insignificant and incompetent. If the heroes do draw her attention, she deals with them herself.

CAROLINE DECARLO

If you've read *Pass the Salt*, then you know Caroline's story. For those of you who haven't (shame on you!), Caroline DeCarlo is an original member of the Cult of Lost Angels, and one of Grimme's most trusted servants. She was killed in *Pass the Salt*, but death has never really stopped a determined servant of Grimme.

Since the events in *Pass the Salt*, DeCarlo has been hiding out here on Rock Island, getting used to **the fact** that she is now, well, stone-cold dead **She's** mastered a few Harrowed powers with Grimme's help, and she's a much more formidable opponent than she used to be. You might say death becomes her.

DeCarlo appears just as beautiful as she did in life, even though she's actually colder than a mackerel. Once most people have forgotten about her, Grimme expects her to be a very useful agent.

PROFILE

Corporeal: D:2d6, N:2d6, S:2d4, Q:3d6, V:2d6
Dodge 3d6, fightin': knife 5d6, shootin': pistol 6d6, sneak 2d6, quick draw 4d6

Mental: C:2d6, K:2d6, M:3d10, Sm:3d6, Sp:4d6
Area knowledge: Shan Fan 4d6, bluff 2d6, guts 4d6, persuasion 4d10, scrutinize 4d6, search 2d6, streetwise 2d6

Edges: Nerves o' steel, purty

Hindrances: Hankerin': human flesh 1, obligation: Grimme 5

Gear: Double-action Colt Peacemaker, Bowie knife.

Special Abilities:

Harrowed.

Harrowed Powers: Arcane protection 3, unholy reflexes 3.

THE COUNCIL CHAMBER

Patrol 10, Alarm 6

When Grimme convenes a meeting of the inner circle of the Cult of Lost Angels, this is the chamber in which they meet. The room is dominated by an ornate, wooden meeting table surrounded by similarly carved chairs.

Several mosaics are inlaid in the walls here, similar to the ones in the **Atrium** (page 29), and these are also done with painted pieces of human bone. These are much more horrific, showing strange, emaciated giants picking up people and devouring them whole, a man so hungry he has begun to consume himself, etc. Viewing these terrible wall decorations requires an Onerous (7) guts check.

LOST ANGELS SHRINE

Patrol 10, Alarm 6

When Grimme and his minions need to perform minor cult rituals, this is where they come to do it. The stone altar in this chamber is stained a dark, red-brown with the blood of many sacrifices. The walls are draped with heavy, black cloth, and the only light comes from a single lantern hanging from the ceiling.

On the eastern wall, behind the black cloth, is the locked door to Grimme's inner chambers. The door is made of solid iron with strange glyphs and runes engraved into its surface.





This door is more than just locked—it's *sealed*. Picking the lock requires three Incredible (11) *lockpickin'* checks in a row. The door is reinforced as well. For the purposes of resisting damage, it has an Armor of 5. Any magic directed at it also has +10 added to its Target Number.

On the other hand, if the posse has acquired the key from Warden Blackwell's office, the door swings open easily on well-oiled hinges.

THE THRONE ROOM

Patrol 10, Alarm 6

The largest, single chamber on the subbasement level, this octagonal chamber is also one of the most disturbing. Its center is dominated by Grimme's Black Throne, a carved, black-lacquered chair on a raised dais.

The room surrounding the throne is filled with human bones—*lots* of human bones. They are all polished to a bright whiteness, as if they had been sitting in the desert for years.

Outside of the area immediately surrounding the throne and the paths to the exits from the room, the bones are piled from about three feet high toward the center to eight feet by the walls.

Anyone making a Fair (5) *Cognition* check hears a slight rattling and shifting within the piles of bones. This is the bone fiend (see below). The fiend doesn't mess with any group of intruders who don't touch Grimme's Black Throne.

Doors lead out of this room to Grimme's laboratory, the art gallery, and the council chamber.

THE THRONE GUARDIAN

Unfortunately, close examination also incurs the wrath of a bone fiend that Grimme has made a deal with. The fiend attacks immediately after anyone touches the throne. Its clattering makes surprise impossible, however. Start combat as normal.

For full details on the bone fiend, see *Rascals, Varmints & Critters*. This particular fiend lacks a bite attack, since it is made up entirely of human bones.

THE BONE FIEND

Corporeal: D:2dl0, N:4dl0, S:4d8, Q:3dl2, V:2d8

Fightin': brawlin' 4dl0

Mental: C:3dl0, K:2d8, M:3d8, Sm:2d8, Sp:4dl2

Size: 2 to 9

Terror: 9

Special Abilities:

Bone Explosion: If the bone fiend is desperate or has a large surplus of bones, it might choose to use this attack, hurling its body's component bones outward with the same effect as a stick of dynamite, but causing only 2d20 damage. It takes two full rounds for it to take shape again.

Claws: STR+1d4

Invulnerability: As long as there are bones to be had, the bone fiend's body can't be killed, only temporarily disrupted. A serious wound (or greater) shatters a body location. Missing pieces can be replaced easily the next round, so long as intact—or relatively intact—bones remain nearby. It takes one action for the bone fiend to replace any and all bones lost. The only way to actually destroy the bone fiend is to destroy its black skull. This skull is Size 1 in reality, but its toughness makes it a Size 6 for damage purposes. Its black skull is located under the Black Throne.

Multiple Limbs: The bone fiend can animate enough bones to give itself up to six legs and as many as four arms, with accompanying attacks.

Undead.





Variable Size: While the bone fiend usually assumes the size and general shape of a person, it can increase to Size 9, (about 10 feet tall), or shrink down to about the size of a jackalope. A change in size requires an action.

THE ART GALLERY

Patrol 10, Alarm 8

This smaller chamber off the throne room houses some of the products of Grimme's twisted artistic sense. It seems the good Reverend fancies himself a sculptor. His medium? Why, human bones, of course!

The walls of the chamber are covered with an abstract mosaic of bones in bizarre geometric patterns. Skulls, femurs, even vertebrae are arranged and cemented to the walls.

Standing on pedestals throughout the room are more three-dimensional works. All of the sculptures are abstract, twisted shapes, ranging in size from a foot high up to one 10-foot sculpture that almost scrapes the ceiling of the chamber. The most disturbing thing about the whole room is that there is a certain beauty in what Grimme has created here. In any case, anyone viewing the chamber should make a Onerous (7) guts check.

GRIMME'S LABORATORY

Patrol 10, Alarm 10

This room is where Grimme performs his obscene arcane experiments. A set of shelves on the west wall holds a variety of glass jars containing various organs, both animal and human. Glass beakers also hold a wide variety of strangely colored fluids and ichors. None of them are labeled.

Lying on a large table is what appears to be the neatly dissected body of an emaciated human male. A variety of surgical tools are arrayed around the corpse. The body has been slit open from stem to stern, and all of the internal organs have been removed and placed around the body.

Four doors on the south wall lead into a set of four jail cells. All but cell #4 are empty.

The dissected corpse is that of a faminite. Reverend Grimme has been trying to divine their origins for quite a few months without much success. Recently, his servants captured one of the creatures just south of the city. Grimme had it brought to Rock Island for study. (See *The Great Maze* for more details on faminites.)

Stacked neatly next to the corpse are extensive sketches and notes on the anatomy of the faminite. The Pinkertons or Texas Rangers would pay a pretty penny for the notes.

CELL #4

Stone is chained up here, held in place by Grimme's enchantments. Even Grimme hasn't been able to take away all of Stone's powers, just restrain him. Even so, he still retains enough of his powers to look human (alive, that is).

Hopefully the heroes still have the patch Old Pete gave them. Stone actually looks shocked when the heroes show it to him, as well as if they address him as Jasper.

Stone pretends to be far more exhausted than he actually is. He does not speak, answering questions only with nods and head shakes. Stone is sizing up the heroes to figure out who they are and why they are rescuing him.

Stone does know the Heart of Darkness is no longer here. Reverend Grimme has it now.

Stone is "able" to walk, and he accompanies the heroes along whatever path they decide to take out of the prison. He doesn't engage in combat unless the characters are really outnumbered or outclassed. Use Stone to bail the heroes out if they get in too far over their heads. Otherwise, he's quiet and observant, feigning injury when needed to avoid questions.

GETTING OUT

If the heroes exit the prison the way they came in, after fighting their way past the sewer monster, they find Old Pete waiting for them.

If things don't go so well, they may have to make their exit from the prison another way-like out onto the docks or even over the wall into the bay. Assuming the heroes still have the flare, Old Pete and the boat pull into view two rounds after it is set off.

If the heroes fail to get Stone, Pete is nowhere to be found outside the Rock. He and his boat are gone. After a while, Old Pete enters the prison and rescues Stone himself. He catches up with the posse later, assuming they make it to shore. When he does, he enlists their help in stopping Grimme (too late, of course).

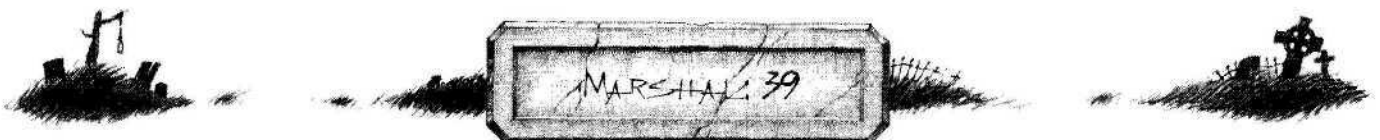
Go on to **Chapter Four: Mass Murder.**

BOUNTY POINTS

Getting the warden's key: 2 points.

Killing the bone fiend: 3 points.

Getting Stone off Rock Island: 5 points.







CHAPTER FOUR: MASS MURDER



Assuming the heroes manage to get off the island without getting killed, they should find themselves back on Old Pete's boat again, speeding their way back to Lost Angels. The man they've rescued from imprisonment passes out as soon as they get on the boat. Old Pete spends a few moments just staring at the man, then goes back to piloting the boat. He takes a rather roundabout way back to the City of Lost Angels. "To throw off any pursuit," he says.

As some point, Old Pete digs around in the small hold of the knifeboat and pulls out a small leather satchel. He tosses this to the heroes, "for service rendered," he says. The satchel contains \$500 in Union gold coins. Strangely (if anyone thinks to look) the coins are marked as being minted in 1878. Kind of odd.

The first rays of the sun are just creeping over the horizon when the boat finally slips up next to the docks of the city.

Stone awakens with a grunt, his eyes flickering open, disoriented for a moment. Then he speaks. "Grimme has the gem," he rasps. "He's gonna do something with it—something big—and he's gonna do it today."

Just then the morning silence is broken by the eerie tolling of a church bell. It's coming from the Cathedral of Lost Angels. Grimme's calling folks to early services.

"In fact, I'd say he was goin' to do it now. We've got to stop him, by any means necessary." Time to go to church.

STONE'S RUSE

There's a lot more going on here than meets the eye. Both Stone and Old Pete want to get their hands on the Heart of Darkness, but both of them also know what Grimme's plan is and want it to succeed. Stone knows about Grimme's plan because he overheard it while imprisoned by Grimme. Old Pete has found out through other resources of his.

In any case, neither of them holds the slightest illusion about actually stopping Grimme, nor do they want the adventurers to get there in time to stop the ceremony. At this point, they know it's too late to actually stop things, so it's time to get moving. Keep in mind Stone still doesn't know who Old Pete is, and he thinks he's using this stranger as well.

THERE AIN'T NO PLAN

If the heroes seem reluctant to accompany the two on what must seem a suicidal mission (after what they've seen on Rock Island), Stone feigns great concern about "all those poor people" Grimme's ceremony is going to hurt. He urges the posse and Old Pete to accompany him to the Cathedral to stop whatever is going to happen, and he declares he'll go by himself if he has to. "I can stop him," Stone says. "Why do you think he had me locked up?"

Old Pete immediately agrees to help, and hopefully the heroes do likewise. If they still



MASS MURDER

seem reluctant, have Stone remind them that the thing they are looking for is likely there as well—unless they want Grimme carting it back out to Rock Island again, that is. As a last resort, Old Pete offered the heroes another \$1,000 in gold if they'll assist him again.

Once a course of action is decided upon, Old Pete digs four double-action Colt Peacemakers and a box of ammunition out of the hold of his boat. He hands two of the guns to Stone and keeps two for himself. He smiles behind his wooden mask.

"It's payback time," he says gravely.

GET ME TO THE CHURCH ON TIME!

Old Pete leads the posse through streets of Lost Angels toward the massive hulk of the Cathedral of Lost Angels. He sets a brisk pace.

As the heroes and their two companions head toward the cathedral, they notice the streets of Lost Angels are almost deserted. It seems most folks have headed to the cathedral for Reverend Grimme's morning services, hoping for another free meal.



With a Fair (5) *Cognition* roll, they notice strange, black clouds forming in the sky above the city. As the heroes get closer to the center of the city, the clouds grow larger and heavier, casting a shadow over the city streets. The air feels thick and charged with electricity.

The already sparsely populated streets of Lost Angels empty out as people run for cover. Lighting flashes inside the hovering clouds, and the careful observer can see what seems to be strange forms moving and writhing within them.

As the heroes enter the plaza surrounding the Cathedral of Lost Angels, the chants of the church attendees become audible: long periods of chanted prayers punctuated by one screaming voice, barely audible outside the thick, stone walls of the cathedral.

Just as the heroes' feet land on the bottom steps of the massive stone church, the first drops of rain begin to fall—and they burn! The rain is acidic, doing 1d6 damage per round of exposure. The acid rain ignores armor. Prudent characters head for the church doors. Old Pete and Stone lead the way.

INSIDE THE CATHEDRAL

The front doors of the cathedral lead into an atrium area, where a set of red velvet curtains are all that separate the posse from its enemy. Pete and Stone stop to give their weapons a last check.

Quite a sight greets the eyes of any hero who peers through the curtains. The first thing that catches the heroes' attention is Grimme himself, a tiny figure at the far end of the hall, pounding his pulpit and preaching fire and brimstone to the assembled multitude.

Snippets of his speech float to the heroes' ears, something about "the coming storm," "standing firm against the damned," and "the very gates of Perdition being cast open." It doesn't make much sense, but it doesn't sound good either.

About 2,000 people line the pews in front of Grimme. They all stand as if mesmerized, hanging on his every word.

Guardian Angels are arrayed all around the room, standing to the left and right of every entrance and guarding the pulpit. They too seem caught up in the spell of Grimme's sermon.

A character making a Hard (9) *search* check can see a small, crystalline object lying on the podium in front of Grimme. It's the Heart of Darkness, the object of the heroes' search, and it's glowing!



A FINAL WARNING

As the adventurers prepare to enter the main chamber, Old Pete leans his head in close to them and says, "This could get ugly. If we get separated, meet up at the Sorensen & Co. warehouse. It's in the north part of the Waterfront district. I've set up a hideout there. Good luck."

And with that final word, he and Stone throw the curtain open and lead the way into the main hall.

GRIMME PROSPECTS

Just as the posse begins to walk down the long aisle leading to the front of the cathedral, Grimme's voice reaches a fever pitch, and it rings out impossibly loud in the hall. "For the forces of Hell are arrayed against us, my brethren. God save and protect we poor sinners! Amen!"

The assembled crowd speaks as one, echoing the words of their holy leader. "Amen!" they resound, and there is silence afterward as the last syllable of the word dies.

ENTER THE DEMONS!

All of a sudden, the stained glass rosette window above and behind Grimme shatters inward as a massive form slams through it and lands on the ground behind Grimme, its wings spread wide. It is a vision right out of the Book of Revelation.

The demon—for what else could it possibly be?—stands about 15 feet tall at the shoulder, with a 20-foot wingspan. Its skin is a deep, red color, and its massive hands end in sharp, black claws. Horns sprout from each side of its head, and the demon's mouth is a mass of razor-sharp teeth. The cloven hooves of its feet strike sparks off the stone floor of the church as it lands.

"Foolish servant of a dead god," the thing roars in a deep, booming voice, "your petty faith cannot save your flock from the wrath of Hell!"

Grimme whirls to face the thing, a strange warm glow beginning to surround his body. A look of determined rage flashes on his face. "You dare violate the sanctity of the Cathedral of Lost Angels, foul despoiler? I am the avenging fist of the Lord! Begone!"

The demon laughs uproariously, a sound that shakes the very foundations of the Cathedral. Grinning wildly, the creature breathes out a billowing cloud of thick, black smoke that fills the entire end of the church where the two stand. The smoke dissipates as quickly as it

appeared, revealing a horrible assemblage of about a hundred twisted beings. They gibber and snarl as they look at the transfixed crowd. They look hungry, and the crowd is one big buffet.

"My servants will keep yours occupied, puny mortal. Stop me if you can." With that the smaller demons surge forward into the crowd.

All Hell breaks loose.

DEATH IN THE PEWS

What happens next is exactly as Grimme planned it. Grimme rushes the huge demon, and the two begin a titanic wrestling match. A black aura appears around the demon's body, and it wars with the glow surrounding Grimme.

The crowd panics as the demons wade in and begin slaughtering the innocent parishioners. There's a mad rush for the doors, and many folks are trampled as they attempt to claw their way out of the pews. The heroes are caught in the middle of it all.

Demons are slaughtering folks all around the posse at this point. Old Pete and Stone wade into the crowd, guns blazing. A large demon lurches and claws its way towards the heroes, accompanied by a horde of its smaller brethren.

It's time to fight.

THE DEMONS

The demons Grimme has summoned come in four sizes: tiny, small, large and oh-my-God. Fortunately, there is only one oh-my-God sized sucker, and Grimme is "dealing" with that one. The tiny ones crawl all over everything and flit through the air. They're repulsive, but more an annoyance than anything else. The other two sizes are a bit more problematic.

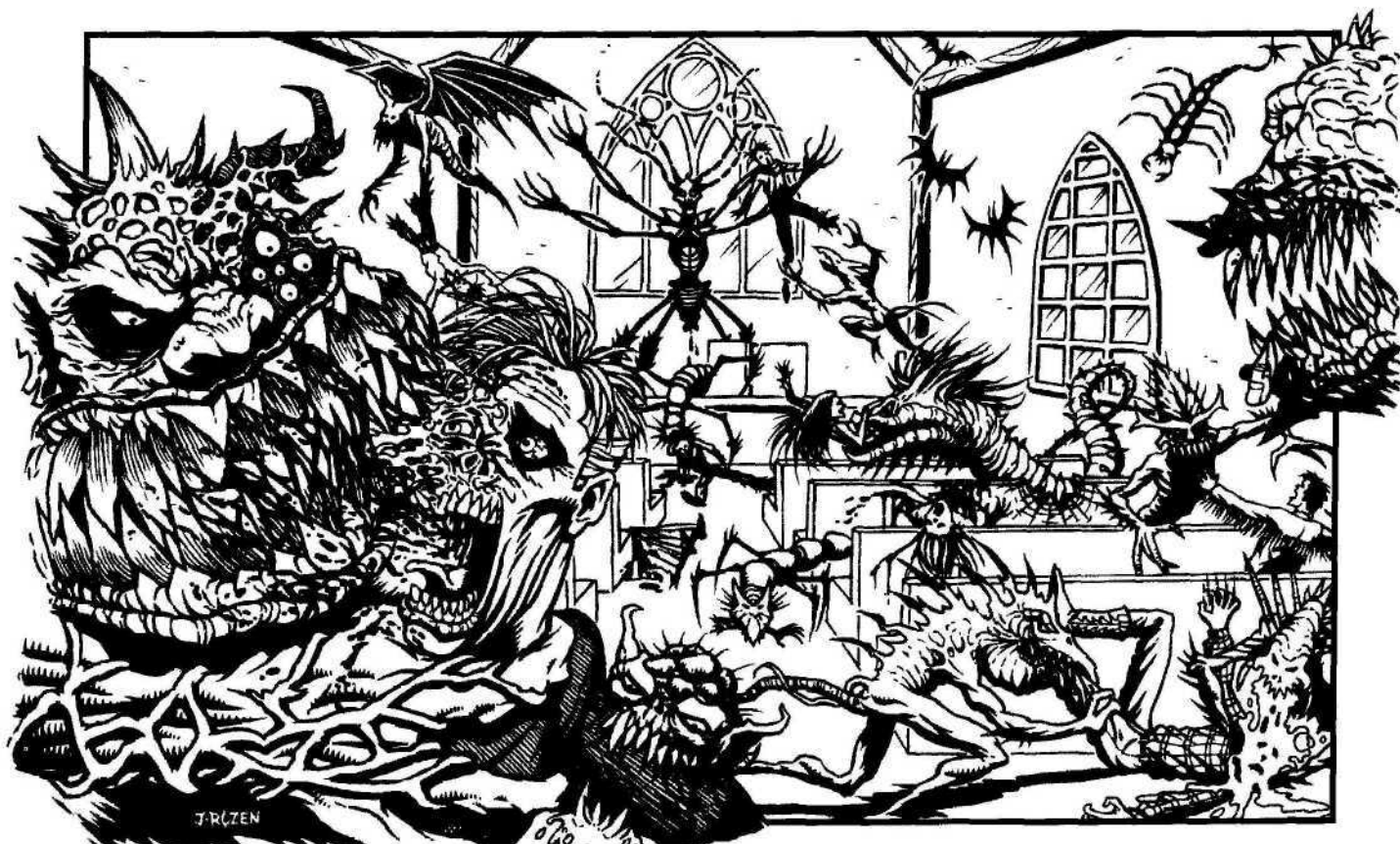
The demons come in a bewildering variety of shapes and colors. Some are emaciated and thin, while others are bloated and fat. Their colors range from the bright red of their leader to sickly shades of green, yellow, and even purple.

The small ones scuttle about, savaging any poor souls they can get their brimstone-encrusted hands on. The larger ones rip into whole groups of screaming innocents, some spitting acid or fire, and one even breathing out clouds of stinging insects.

The heroes have to face one of the larger ones and about 10 of the smaller demons. There are actually many more ravaging their way through the cathedral hall, but with 2,000 panicked people in the way, that's about all the posse can get to.



MASS MURDER



LARGE DEMON

Corporeal: D:3d6, N:4d8, S:5d10, Q:3d8, V:4d10

Fightin': brawlin' 5d8

Mental: C:3d6, K:1d4, M:4d8, Sm:1d6, Sp:2d6

Size: 12

Terror: 9

Special Abilities:

Claw: STR

Bite: STR+1d8

Fiery Breath: Every other round, the demon can spit flame from its mouth (like a flamethrower that does 3d10 damage).

SMALL DEMONS (10)

Corporeal: D:2d6, N:4d6, S:4d6, Q:3d6, V:4d6

Fightin': brawlin' 4d6

Mental: C:1d6, K:1d4, M:4d6, Sm:1d6, Sp:1d6

Size: 4

Terror: 7

Special Abilities:

Claw: STR

Bite: STR+1d6

Venom: A venomous bite reduces the victim's *Nimbleness* by -1 die type for the next five minutes. Multiple bites are cumulative.

FACING THE FORCES OF HELL

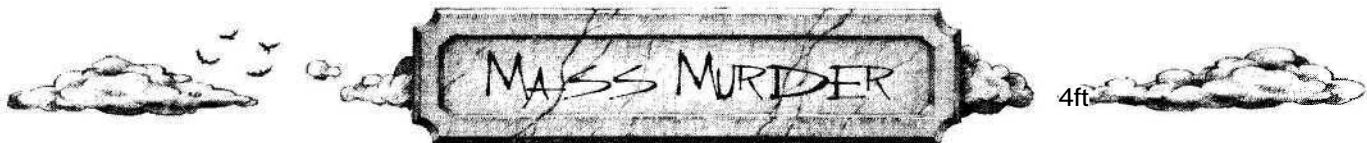
The demons all fight to the death. The combat lasts until all the demons the posse faces are dead, or 10 rounds, whichever comes first.

Escaping from the church during the fight nearly impossible. Anyone who wants to make a dash for one of the exits needs to make an Incredible (11) *Nimbleness* check to move through the crowd, and even then he can only move at one quarter of his Pace. A failed check gets the character no progress and 2d6 trampling damage from the onrushing people.

During the fight, anyone who looks can see Stone blazing away in another part of the crowd, but Old Pete disappears after the first round of combat. This is when he snags the Heart of Darkness and retreats to the rendezvous point to set up an ambush.

GRIMME TRIUMPHANT!

All through the fracas, Grimme continues to struggle with his opponent, until finally, with a mighty cry of pain, the demon recoils from Grimme's burning touch. "He is too strong!" the



Hellspawn cries. "He is truly the instrument of the Lord! We must flee, my brothers!"

With that, it leaps into the air, the wind from its wings whipping through the hall. The demon rises quickly, fleeing out the smashed window through which it entered. The remaining demons inside all utter one unified screech and dissolve into puddles of black muck. The clouds outside disperse like the breath of God Himself has blown them away, and the sun shines again on Lost Angels.

Grimme turns to the crowd, the glow still surrounding his body. "My children, we are victorious!"

PICKING UP THE PIECES

The aftermath of this struggle is pretty horrible, just the sort of thing Grimme was hoping for. Hundreds lie dead or dying on the floor of the cathedral. The plaza outside the cathedral is filled with thousands of folk, either rushing to see what happened or fleeing the church interior. The air is filled with the cries of the wounded and the terrified prayers of those who witnessed the assault.

More importantly for Grimme, the ritual worked. The range of his "holy mandate" has been greatly expanded to a 75-mile radius around the City of Lost Angels. What effect this may have on the local power balance remains to be seen.

Grimme immediately begins to organize the cleanup of the cathedral and medical care for the survivors. He's gotten what he wanted, and he looks like a savior for doing it. He's as happy as can be.

Stone emerges from the crowd pretty much unscathed (naturally), but Old Pete is nowhere to be found. Stone suggests the posse might want to get out of the church. "We failed," he says, "and I don't particularly want to go back to that island, if you don't mind." Stone reminds the posse of the rendezvous location and heads off to it himself.

If anyone looks around, the Heart of Darkness is nowhere to be found.

THE ROUND-UP

The Sorenson & Co. warehouse is easy to find. It's exactly where Old Pete said it was, on the north end of the Waterfront district. The only doors to the warehouse are located on its front: a huge set of cargo doors with a smaller personnel access door to the right.

The interior of the warehouse is full of large, wooden crates, most full of mundane items like crockery, furniture, and the like.

The group finds Old Pete in a cleared-out area about 20 feet across, at the very back of the warehouse. Old Pete is sitting at a small table, the Heart of Darkness lying in front of him.

"I think this is what you are looking for," he rasps, turning in his seat.

THE DOUBLE DOUBLE-CROSS

Before anyone can answer, Stone pushes past the heroes, drawing both of his pistols.

"I'll take that," he says, pistols trained on the posse and Old Pete. As he grins, his features shift, and his human face melts away, displaying his true, Harrowed face beneath!

"Well folks, I think it's time I said good-bye to y'all—but first..." His eyes turn to Old Pete, still seated. "Who the Hell are you, and how do you know so much about me?" Stone barks angrily.

"That's a complex question, but I'll try to keep it simple for you," the masked man says. Old Pete stands, removing his mask as he does so. "Actually, I'm you." His face, a carbon copy of Stone's, emerges into the light. Old Pete is Stone's twin, from the top of his decaying head down to the last piece of rotted flesh! "I'm you, you're me, and the two of us have many things to talk about." Old Pete picks up the Heart of Darkness and gestures to the back wall of the warehouse. "Shall we? The future awaits."

The surprise is obvious on Stone's face, but his expression quickly turns to one of amused curiosity. He's definitely distracted, but before the heroes can make use of the moment, the crates behind them burst open, and out lumber 10 walkin' dead who've been waiting for Old Pete's signal. They're armed with Colt Walkers and a bad attitude and they come out with guns blazing.

OLD PETE'S WALKIN' DEAD (10)

Corporeal: D:2d8, N:2d8, S:2d10, Q:3d10, V:2d8
Climbin' 2d8, dodge 3d8 fannin' 3d8, fightin':
brawlin' 4d8 shootin': pistol, rifle, or shotgun
4d8, sneak 3d8, swimmin' 2d8

Mental: C:2d10, K:1d6, M:1d6, Sm:1d6, Sp:1d4
Overawe 5d6, ridicule 1d6, search 3d10

Size: 6

Terror: 7

Special Abilities:

Bite: STR

Undead

Gear: Colt Walkers and plenty of ammo.



MASS MURDER

THE ESCAPE

As the first action on the first round of the ensuing combat, both Stone and Old Pete use their *ghost* power to walk straight through the back wall of the warehouse. They take the Heart of Darkness with them, leaving the posse to face the walkin' dead.

Should some enterprising huckster or Harrowed decide to follow through the back wall and manage to do so on the same round, they are cold-cocked by a prepared Old Pete. Everything goes black for that character. She wakes up after the combat, out back of the warehouse and nursing a nasty headache.

THE CHURCH POLICE!

If the heroes were really badly beaten up by the demons at the cathedral, Old Pete's walkin' dead may be cleaning their clocks at this point. If their bacon needs saving, who should show up but the Guardian Angels!

Grimme tracks the posse down through arcane means and sends two flights (that's 10 Angels) to the warehouse, hoping to catch up with Stone and Old Pete.



If your heroes are handling the walkin' dead well by themselves, the Angels arrive just as the combat is winding down.

The Angels aren't here to arrest or harass the posse. Everyone saw their valiant actions against the demons at the cathedral, after all. The Angels greet them as heroes!

TYPICAL GUARDIAN ANGEL

Corporeal: D:2d6, N:2d8, S:2d8, Q:2d6, V:2d6
Fightin': brawlin' 3d8, shootin': pistol, rifle & shotgun 2d6, sneak 2d8

Mental: C:2d8, K:1d6, M:1d8, Sm:2d6, Sp:2d6
Guts 3d6, faith 4d6, overawe 2d8, search 2d8, streetwise 3d6

Edges: Lawman 1

Hindrances: Self-righteous

Gear: Winchester 76s and plenty of ammo

BOUNTY AWARDS

Killing the small demons: 1 point per demon.

Killing the large demon: 5 points.

Killing Old Pete's walkin' dead: 3 points.

THE AFTERMATH

Cleanup continues for the remainder of the day at the Cathedral of Lost Angels. The Guardian Angels and members of the Church are everywhere, tending to the injured and surveying the damage. The heroes may want to pitch in with the cleanup, or they might just slink back to their lodgings to lick their wounds. Wherever they go in the city, they're recognized for their valor at the fight in the Cathedral.

Regardless of how the heroes spend the remainder of the day, they receive a visitor the next morning, a very special visitor with a dire warning about Stone and Old Pete's plans.

What's that? You want to know more? Well, you'll just have to pick up part three of the *Devils Tower* trilogy, *Fortress o' Fear*, for that compadre.

ENDING IN THE MIDDLE

There always the possibility that your heroes have had enough at this point. They just may not have the sand to pursue the Heart of Darkness any longer. If this is the case (as unlikely as we hope that is), they shouldn't end up empty handed. Old Pete's gold spends as well as anyone's, and they also have something even more valuable in the Weird West: knowledge. They've seen the dark heart of the Great Maze and lived to tell about it.

MASS MURDER

BOOT HILL

NO STONE UNTURNED

DRUNK BAR PATROLS

Attack:

Fist 3d6/3d6

Blackjack 3d6/3d6+1d4

Defense:

Brawlin' 3

THE ROCK

SHARKS

Attack:

Jaws 5d8/3d12+2+1d8

Defense:

—

BLOOD SHARKS

Attack:

Jaws 5d8/4d12+1d8

Defense:

—

GUARD CAPTAINS

Attack:

Fist 4d8/2d8

Bowie knife 3d8/2d8+1d6

Gatling pistol 5d8/3d6

Defense:

Brawlin' 4

Dodge 3d8

Special Abilities:

Black Magic: Zombie 1 (see page 23 for details).

TYPICAL GUARD

Attack:

Fist 3d6/2d8

Bowie knife 4d6/2d8+1d6

Shotgun 3d6/2d6+4d6

Defense:

Brawlin 3

BLOODY ONES

Attack:

Bite 4d10/3d8+1d6

Claws 4d10/3d8+1d6

Defense:

Dodge 2d10

Brawlin' 4

Terror: 9**Special Abilities:**

Terror: 9

Undead

STEVEN GALLA

Attack:

Whip 5d8/3d8

Pistol 3d8/2d6

Defense:

Dodge 4d8

ELIZABETH HARDCASTLE

Attack:

Bowie knife 5d10/3d6+1d6

Pistol 4d8/3d6

Mental:

Dodge 2d8

TYPICAL PRISON WORKER

Attack:

Fist 3d6/2d6

Defense:

Brawlin 3

GEORGE & HUBERT MASTERS

Attack:

Wrench 5d8/2d6+2d6

Defense:

—

THE BUTCHERS

Corporeal:

Meat cleaver 3d8/2d6+2d4

Bone saw 3d8/2d6+1d6

Defense:

—

THE CANNIBAL CHIEFS

Attack:

Kitchen implement 5d6/3d8+1d6

Defense:

—

MASS MURDER

WALKIN' DEAD (10)

Attack:

Bite 4d8/2d10

Pistol 4d8/3s6

Mental:

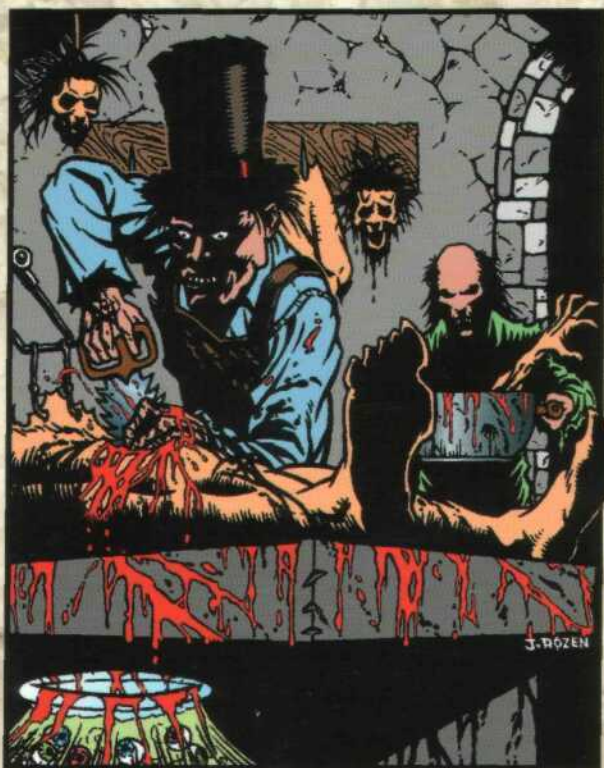
Brawlin 4

Dodge 3d8

Special Abilities:**Terror:** 7**Undead**



Tastes Like Chicken!



At least that's what they say about flesh of a kind you've never tasted before (and we sincerely hope your heroes haven't). Of course, there are plenty of folks in the City of Lost Angels who have been reduced to such horrors. You'd better pray for your heroes, because that's exactly where they're headed.

Once in LA, the heroes are charged with trying something no one in their right mind would attempt. The jewel they're looking for—the fabled Heart of Darkness *itself*—is apparently on Rock Island, the impenetrable fortress prison sitting in the heart of shark-infested Prosperity Bay. It's up to them to make a desperate attempt to actually *break into* the prison, and there are more than just a few greenbacks on the line.

Heart o' Darkness is the second in the world-rocking *Devils Tower* trilogy of adventures. Even if the heroes managed to get this far, they can't afford to fail now *because—whether they know it or not—the fate of the city and everyone in it hangs in the balance.*



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