

Dime ADVENTURES



EXPEDITION BEYOND
MOUNT TERROR

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Tab Creations



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INTRODUCTION

Contained in this book is a complete scenario for *Dime Adventures*. The material presented here should be enough to cover somewhere between three and five evenings of play, depending on the pacing provided by the GM and the actions of the players.

SYNOPSIS

Eight months ago, Professor Esther Hedegaard, a geologist at the University of Straumfjörð, received a grant to organize an expedition to the distant and mysterious continent of Antarctica. The expedition plans to be the first to research the geology of the Transantarctic Mountains, exploring their natural structure, collecting mineral samples and assessing if they have any valuable natural resources.

Such an expedition is a risky venture in this day and age. The fringes of the continent have just barely been explored. It remains a land of danger and mystery, and more than one previous expedition has met an untimely end. Professor Hedegaard needs not only scientists, but bold and rugged adventurers, willing to brave the elements and the unknown, to make the expedition work. She needs the heroes!

HEDEGAARD EXPEDITION

The expedition consists of eight members, plus the heroes and Professor Hedegaard herself (so about 12 – 15 people total). Included in this number is an expert in survival, a supply

master, a dog trainer and five grunts to provide the manpower to make the expedition happen. Expedition members are detailed on pages 12-13.

All of the expedition members are scheduled to meet together for the first time in August in Newark, New Jersey, as this is where the ship that Professor Hedegaard has acquired is currently docked. While in Newark, plans have been made to double-check the supplies, meet the expedition's grant sponsors and undergo some basic expedition training.

The expedition should set sail from Newark in September, making its way down the coast of the Americas, and finally reach the port of Punta Arenas in October. This lonely port is at the tip of South America, and will be the final chance the expedition has to resupply before setting out for Antarctica.

From here the expedition plans to sail southeast, making its way toward the Ross Sea, past Mount Terror. The expedition should make landfall in November. From here the journey truly begins, as the expedition must make its way inland, setting up base camp at the feet of the Transantarctic Mountains by December.

This will give the expedition a planned month and a half to investigate the surrounding area, taking samples and exploring, before needing to trek back to rendezvous with the ship. If everything goes as planned, the expedition should depart Antarctica by early February.

Of course, not everything will go as planned.

FIELDING EXPEDITION

Despite Professor Hedegaard's claims, this isn't the first expedition to the Transantarctic Mountains. A year ago, another expedition attempted the same thing. This was the Fielding Expedition, organized through Duke University.

For two months everything went well. The Fielding Expedition set out on the ice and arrived at its destination. The members were in possession of a wireless telegraphy system, which they used to keep in contact with the crew of the expedition's ship, anchored off of Ross Island.

The base camp transmitted regularly scheduled messages, indicating that everything was normal and that the research was going well. Everything was proceeding normally until the night of November 5th. Then the transmissions suddenly stopped. The ship attempted to contact the base camp, but there was no response.

Then, five days later on the night of September the 10th, the ship received one final transmission:

DOGS MAD IN NIGHT. JOHN ON WATCH NOW MISSING. FOUND IN THE ROCK. IN THE FOOD SUPPLY DOGS SAMUEL. TELL SARAH I WON'T BE COMING HOME. STAY AWAY FROM BLOCK ROCK. WE ARE DEAD. STAY AWAY FROM BLACK ROCK.

Following this final message, the expedition's ship waited another two weeks for a reply. None was forthcoming. Eventually, hope was lost, and the newspapers wrote up the Fielding Expedition as one of the biggest scientific failures of the new century. Surprisingly quickly, it faded from public memory and into history. Until now.

THE RETRIBUTERS

The grants which provided the funding for both the Hedegaard Expedition and the earlier Fielding Expedition were contributed by the well-respected philanthropic organization known as the Society for the Advancement of Mankind (SAM).

This organization, however, is more than it might appear. In fact, it is controlled by a clandestine group of time-travelers, known as the Retributers, who secretly operate throughout the world, fighting the agents and spawn of an extraterrestrial menace known as the Devourer.

The Retributers have their headquarters at the End of Time, but their agents in the field (at least those on Arth) rely on a series of sub-bases set at specific weak points in time and space. These weak points can be cracked open, and a series of "jumps" made to reach their End of Time HQ. However, all of these paths back must go through a choke point in Antarctica, some 12,000 years in the past.

The problem is that the base the Retributers have set up at this choke point has gone dark. No communication has been forthcoming for almost two years, and all attempts to jump to that point and investigate have failed. Something must have happened, and the isolated Retributer agents on Arth need to understand what's going on if they're to have any hope of fixing the problem.

Working under the guise of SAM, the Retributers arranged for the Fielding Expedition to be sent to Antarctica. While in the Transantarctic Mountains, they were to secretly attempt to find the remains of the Retributer base under the ice. By examining the remains, the agents might then glean information on what went wrong 12,000 years ago.

But the Fielding Expedition met disaster and never returned.

This was a setback, but it didn't stop the Retributers' need to understand what happened to their base. So they had SAM fund another expedition—this time the Hedegaard Expedition, of which the heroes are a part. They plan to have the expedition search for the remains of the Retributer base once it reaches the Transantarctic Mountains, but they've also learned from their past mistakes. In order to accomplish this, and ensure the success of the expedition, all of the involved NPCs—save for Professor Hedegaard herself—are either Retributer agents or locals secretly in their employ.

THE PREVENTERS

The complications don't end there, however. There exists another group of time travelers—the Preventers—who oppose the Retributers. This opposition group has taken notice of the Hedegaard Expedition, and has their own agents on the move, acting in secret within the ranks of the Fraternal Order of the Right (FOR).

As FOR they will approach the expedition early in the adventure, offering their support and involvement. The result of this encounter is up to the players, but they may inadvertently stumble into the middle of a conflict they don't understand.

Regardless of the outcome of that encounter, the Preventers have hedged their bets by funding their own rival expedition—seeded with their own agents—to travel to Antarctica and beat the Retributers to the remnants of their base. This rival expedition—the Yale Expedition—will serve as antagonists throughout the scenario.

THE DEVOURER

The Retributers secretly operate throughout the world, fighting the agents and spawn of an extraterrestrial menace known as the Devourer. In fact, it is the spawn of this very entity that is responsible for the destruction of the Retributer's base in Antarctica, as will be discovered when the expedition arrives.



Other Adventures

Expedition Beyond Mount Terror can be used alone or in conjunction with other published *Dime Adventures* scenarios. Below are some notes on how to combine this adventure with others.

- **Circles in the Sky:** This adventure constitutes a different expedition, traveling in a different direction. As such, it's difficult to mesh the two scenarios directly, although a team who has gained a reputation for being good on expeditions from one of the scenarios might be more easily recruited for the other.
- **Skull-Spider Island:** Found in the *Dime Adventures: Quick-Start*, this scenario can be easily inserted as an interlude sometime after the expedition first leaves port and before it arrives in South America. In this case, the heroes aren't transporting the Eye of Wadjet, but other important supplies.
- **World's Fair:** The early parts of *Expedition Beyond Mount Terror* could easily be set at the *World's Fair* as part of the fundraising for the journey. This allows GMs to quickly integrate the events of *World's Fair* into the scenario.

The Devourer is a powerful, malevolent and inhuman entity that wants nothing more than the destruction of all reality. From where it comes is not known—perhaps the stars—but what is known is that at some point millions of years ago, it arrived, cracked the world open like an egg, crawled inside and started its eons-long slumber. Some speculate that the Devourer isn't a thing so much as a sentient and malevolent force that infects and pervades the world.

The Devourer has birthed monstrous, inhuman spawn that sleep deep under the ice in Antarctica, radiating strange energies that twist the world around them. These tentacled horrors exist only for destruction. It also has human agents—crazed cultists or power-mad occultists—who worship it with an insane glee. These agents are in control of their own secret society, the nefarious True Form Foundation.

Ready-Made Heroes

The player characters presented in *Dime Adventures: Ready-Made Heroes* are ideal for use with *Expedition Beyond Mount Terror*. Simply print out the character sheets, let players choose which character each prefers and you are good to go!

Of particular note are: Maximilian who has experience leading expeditions and a rivalry with Adrien de Gerlache, Sir Ruprecht von Dusseldorf who would have an interest in the paranormal aspects of the adventure, and Jutta who has experience in cold climates and an interest in preserving the rugged wilderness.

RUNNING AN EXPEDITION

Realistically, running an expedition—particularly to a remote and hostile land, like Antarctica—is an exercise in careful planning, supply management and logistics. Tools need inventoried, food needs rationed, sled dogs need cared for and fuel supplies need to be preserved.

In a roleplaying game, some players really enjoy this sort of detail and verisimilitude. However, in our experience, most would rather gloss over the bean counting and get to the action of the adventure—and we are forced to admit, the latter approach is more pulp.

As a consequence, this scenario uses an abstract system to track the logistics of the expedition. The goal is to provide the players with the sense that the expedition needs careful planning and logistics, but to do this without forcing the players to handle all the details. That is, a player's character may stay up all night going over supply ledgers by oil lamp, but the player shouldn't have to!

HANDLING SUPPLIES

This adventure uses an abstract system of tracking supplies. It breaks supplies down into four categories: food, fuel, tools and dogs. The depletion of each of these categories will be represented by a Depletion consequence. As the stock of supplies goes down in each category, its Depletion will first be light, then moderate, then severe, then critical. If the consequence would ever surpass critical severity, the supply has entirely run out. Needless to say this is a bad thing, as the expe-

dition then must be immediately abandoned, and even then everyone will likely die.

Supplies will decrease naturally as the expedition goes on and they are used up. Disasters and events can also affect the heroes' supplies. Finally, the players will have a few options throughout the adventure to use up extra supplies in order to gain a benefit.

Furthermore, as the supplies deplete, each category will have its own effect.

FOOD

The expedition plans to spend three months on the ice. Each month on the ice will naturally increase the Depletion (food) consequence a severity. The extra food in the supply is a safety precaution.

- **Running Out:** If the expedition runs out of food, immediately begin starvation (see the *Dime Adventures* core rulebook, page 139).

FUEL

Fuel is necessary to stay warm. It keeps drinking water from becoming im potable blocks of ice. It also makes some equipment warm enough to function. Each month on the ice will naturally increase the Depletion (fuel) consequence a severity, as the supply gets used up.

- **Running Out:** The expedition can no longer warm themselves at night. They will not heal, nor recover from the Fatigue consequence.

TOOLS

Expeditions require lots of tools, from tents, to shovels, from cameras, to spare warm clothing. However, as time goes by tools break, are lost or are used up.

- **Running Out:** Anytime a hero goes to get a tool, the GM should flip one card per severity

of the Depletion (tools) consequence. If a joker comes up, there are no more spare tools of that kind available. She should then note this for future reference. For example, if the hero wants rope and the GM flips a joker, no spare rope is in the supply!

DOGS

Dogs are necessary to pull the two sleds that move the expedition's supplies. Without dogs, the heroes will have to abandon all the supplies where they lay in favor of only what they can carry on their persons.

- **Running Out:** Once Depletion (dogs) reaches severe, there are only enough dogs left to pull one sled instead of both. Once the expedition is out of dogs, they can't even manage that. All supplies are stuck at the base camp, which cannot be moved in a reasonably timely manner. If either sled breaks, the GM should keep track of that on its own.

EXPEDITION MEMBERS

The players should keep track of the health and fatigue of the heroes using the usual systems. The NPCs on the expedition, however, can be tracked using the following simplified system.

Keep track of each NPC's Fatigue consequence. This can be easily achieved by drawing a series of boxes on a game mat or piece of paper. Draw one box for no Fatigue, one for light Fatigue, one for moderate Fatigue, etc. Then have a token for each NPC, moving that token between boxes as that character's Fatigue consequence increases or decreases. This gives the players a very visual indicator of the health of their expedition.

- Anytime an NPC is put to work performing a significant task in the cold—such as setting up a new camp, scouting the area, accompanying the heroes out into the frozen mountains, etc., increase that character's Fatigue a severity.
- If an NPC would take damage, increase that character's Fatigue a severity instead of tracking damage separately.
- If the character's Fatigue consequence would ever be increased beyond critical severity, that character dies—likely frozen to death.

ANTARCTIC SURVIVAL

Antarctica is the last continent to be explored by humanity for a number of very good reasons. Not only is it remote, but it is also a rugged and icy land, hostile to human life. While on the frozen continent, the heroes and their expedition will constantly be at war with the elements.

EXTREME COLD

Needless to say, Antarctica is extremely cold! The GM should take the time to read the rules for temperature extremes on page 139 of the *Dime Adventures* core rulebook. Characters outside of camp should make End-14 flips against the cold every three hours during the day or every hour at night. Feel free to have characters make additional flips if they do something that would cause extra exposure to the cold. Remember, the "Not Until It's Over" rule! Fatigue from the cold won't recover until the heroes can get back to base camp and warm up again!

SETTING UP CAMP

Setting up base camp is a long and involved process. Treat it as an End/naturalist-10 (Tally 10, 1 day) extended action. Every day the heroes can make a flip to make progress setting up the camp. This is likely a Group Effort flip (see the *Dime Adventures* core rulebook, page 90). After each day's progress setting up the camp, have all involved characters make a flip against the extreme cold for exposure during setup. Meanwhile, all characters must spend the night in the equivalent of a satellite camp (see below). Characters who gain too much Fatigue during this process may want to sit out later flips as they recover.

RECOVERY AT BASE CAMP

The healing and recovery rates given in the *Dime Adventures* core rulebook assume a level of comfort beyond what Antarctica provides. Every night spent in the warmth of base camp only heals $\frac{1}{2}$ Endurance in HP and one severity of the Fatigue consequence.

RECOVERY AT SATELLITE CAMPS

When the heroes leave base camp for multi-day excursions, they will often be forced to set up smaller satellite camps. These don't have all the amenities of base camp, but they do provide shelter from the elements. Characters don't heal or recover from the Fatigue consequence for nights spent in these camps, but neither do they get worse.

HOLIDAY AT BASE CAMP

Heroes at base camp can opt to declare one night a holiday. During this holiday, the normally assumed rationing is relaxed, extra fuel is burned and extra food is consumed. This helps the expedition's spirits and allows everyone at base camp to heal normally that night (heal Endurance in HP and remove all Fatigue). Every two times the characters decide to do this, however, the expedition's Depletion (fuel) consequence increases a severity.





LAUNCHING THE EXPEDITION

In this first part of the adventure, the heroes are introduced to Professor Ester Hedegaard and the rest of the expedition members. They will have a chance to tour the ship, attend a fancy dress party, witness a conflict involving the expedition's grant, investigate nefarious sabotage and save the expedition from later on being critically undersupplied.

MEETING THE PROFESSOR

The adventure begins with the heroes in Newark, New Jersey. They've just sat down to meet with Professor Ester Hedegaard, who is organizing the expedition. She just arrived here

from Straumfjörð in Vinland last night, and is looking to set everything in motion, preparing for the expedition's launch.

Professor Hedegaard will introduce herself and have each of the heroes do the same. This is a good chance for players to describe their characters' appearance, specialties, personality, etc. Hedegaard should come across as enthusiastic about the expedition, extremely knowledgeable about geology, but clueless about many of the other practicalities. She's intelligent enough, however, to know that she's clueless in certain areas, and will depend upon the expertise of the other expedition members to make up for these deficiencies. She will tell the heroes exactly this—she's counting on them!

Professor Esther Hedegaard

"The world is full of scientific mysteries just waiting to be solved!"

Str 5, **Dex** 4, **Spd** 4, **End** 6, **Int** 7, **Per** 3, **Chr** 5, **Det** 6

Defense 5/11, **Willpower** 9/18, **DR** 0, **HP** 11, **Wealth** 5, **Lifestyle** 5

Skills: Athletics 2, Lib-Arts 3, Mechanics 2, Melee 1, Naturalist 3, Science 4, Socialize 2

Geologist's Pick: +3♥ vs. Defense (♠8/♥6/♦4/♣2).

♠♥ **Stuck:** The pick gets stuck in the target, Professor Hedegaard loses her grip on it and she is disarmed.

Fists: +3♥ vs. Defense (♠6/♥4/♦3/♣1).

Equipment: Clothes, Geologist's Pick, Geology Toolkit, Wallet

Professor Hedegaard is a well-respected geologist at the University of Straumfjörð. For her this expedition is a dream come true, and she has many theories about the geological evolution of the Antarctic continent.

THE SHIP & THE CREW

The reason that the expedition is meeting in Newark is that the ship which Professor Hedegaard has acquired for the expedition is docked here. The ship—the Cap Nor—is a wooden-hulled barque equipped with three masts and two auxiliary steam engines. The ship was purchased secondhand and is a veteran of exploratory expeditions, having previously been on excursions to East Graenland and the Antarctic Ocean.

With the introductions complete, Professor Hedegaard will suggest that the heroes accompany her to look over the ship and meet several of the other expedition members that she has hired for the journey. This involves a trip to the docks, and the GM should use this opportunity to cement in the players' minds some of the important NPCs with whom they will be interacting throughout the expedition. Stats and descriptions of the other expedition members follow.

- Success on a Per/vehicles-10 flip will allow a hero to inspect the ship, verifying that it's seaworthy and in reasonable shape for its age.

EXPEDITION MEMBERS

All of the other expedition members use the stat block below, with the modification and descriptions listed.

- **Catherine Sarteu:** Head porter of the expedition. A neat freak and a bit of a workaholic. Endurance 7. HP 12. Awareness 4.
- **Isaak Manfred:** Arctic climate outfitter and survivalist. A curt and short-tempered fellow who always drinks the last of the coffee. Naturalist 4.
- **Jacqueline Beaumont:** Porter for the expedition. Will attempt to attach herself to one of the heroes and follow her around like a lost puppy. Melee 4. Guns 4.
- **Omar Bongo:** Porter for the expedition. Ranking embedded Retributer agent.

Retributer Agent

"Whatever befell the Antarctic base must be discovered!"

Str 5, Dex 6, Spd 5, End 6, Int 5, Per 5, Chr 6, Det 5

Defense 8/16, Willpower 8/16, DR 2, HP 11, Wealth 4, Lifestyle 3

Skills: Animals 2, Athletics 2, Awareness 2, Deception 3, Guns 2, Mechanics 3, Melee 2, Naturalist 2, Science 3, Stealth 3, Vehicles 2

Retributer Pistol: +5♥ vs. Defense (♠10/♥7/♦5/♣2). Auto 3, Range 2, Reload 2, Shots 9.

♣ **Dazing Strike:** Increase the target's Dazed consequence a severity, or two with a critical hit.

Knife: +5♥ vs. Defense (♠10/♥7/♦5/♣2).

Equipment: Hidden Radio, Retributer Pistol (Conceal), Retributer Undersuit (DR 2)

This stat block represents the other expedition members which Professor Hedegaard has hired under the advisement of her grant sponsors at FOR. Remember, these characters are not only expedition specialists, but secretly Retributer agents as well.

Quiet, but quick-thinking. Intelligence 7. Willpower 9/18. Tactics 3.

- **Sascha Hülsen:** The supply master. Has a good head for numbers and attention to detail, but is always correcting people's grammar. Int 7. Willpower 9/18. Lib-Arts 4.
- **Tim Johnson:** Porter for the expedition. A bit of a slacker. Likes to spend extra time with the dogs. Stealth 4.
- **Will Lieber:** Porter for the expedition. Impressive musical talent. Always carries around a harmonica. Charisma 7. Willpower 8/17. Socialize 3.
- **Wolfgang Ramberg:** Sled dog trainer and handler. Friendly, but awkward. More comfortable with dogs than with people. Animals 4.

ALTERNATE FUNDING OFFER

As the professor, the heroes and several members of the expedition are leaving the ship, they will be approached by a group of fancily dressed men and women waiting on the docks. One of these men will speak, introducing himself as Wendell Patton, a representative of the Fraternal Order of the Right (FOR), an organization with an interest in financing worthwhile endeavors of scientific merit around the globe.

Mr. Patton will ask to speak with the professor and heroes regarding a potential opportunity for additional funding for their expedition.

- Any hero present can make a Per/empathy-10 flip. A success indicates that she gets a feeling for how the other characters are reacting to this offer. Professor Hedegaard seems giddy with excitement, while the other members of the expedition all seem to be giving off a vibe of tense hostility.

What's going on here is that Mr. Patton and his associates are Preventer agents operating as members of FOR. They are making an attempt to influence, infiltrate or impede the Hedegaard expedition, which they suspect is being undertaken at the behest of their Retributer rivals. If they can influence the expedition using money and get their own agents embedded, that's great! Otherwise, they're already hedging their bets by financing their own expedition (as will be revealed tomorrow at the dress party). Meanwhile, the other expedition members are Retributer agents. They recognize this attempt for what it is, but aren't in a position where they can afford to blow their cover.

The professor will excitedly ask the heroes what they think. Let the players answer however they wish and the professor will accept their expert advice.

- If the other expedition members are asked why they are tense, they'll deny it if asked publicly, or simply say "those people give me the creeps" if asked privately.
- If the heroes ask the professor, she will say that more funding is always better, right?
- If the heroes ask Mr. Patton or his associates why they are interested in funding the expedition, they will reply "Antarctica is the last great unexplored frontier, and we wish to be among the first to learn its secrets."
- If, for some reason, stats are necessary, Mr. Patton's stats are on page 30 and his associates use the Preventer Agent stats on page 17.

The intent of this scene is to clue the players in that something weird is going on with the expedition and that not everything is as it seems, without giving away the sides involved or their covert natures. Ideally this scene should leave the players wondering "what just happened there?"

ASSIGNMENTS

The heroes are on the expedition for a reason. Each should be expected to contribute in some way. Perhaps one is a skilled physician and will be the doctor for the expedition. Maybe another one is a skilled survivalist, another sponsor, a celebrity to attract attention to the expedition or a scientist interested in the Antarctic. If these roles aren't clear, the GM should have the players discuss them among themselves.

At this point the heroes should each receive a task that they need to accomplish before the expedition departs. The GM should make something up based around the role that the hero is fulfilling for the expedition. This should get the players engaged, and ideally give them a reason to interact with the rest of the expedition members. They may optionally involve a flip of some sort. Some ideas are provided below:

- The expedition doctor must perform a physical on each member of the expedition.
- The expedition celebrity must give a speech to the press.
- An expedition scientist must check over the supplies of scientific equipment.
- An animal trainer or sled master must check on the health of the dogs.
- The expedition quartermaster must go over equipment manifests and supplies.

These assignments should represent several days of time in the game world—after all, there's a lot to accomplish and an expedition requires a lot of planning. After several days go by, the professor then expects all of the heroes to attend one final, but important, dress party before the expedition sets sail. She will drop by to remind the heroes of this while they go about their assignments.

"GENTLE PERSUASION"

Other than the professor, the heroes are the only members of the expedition who aren't embedded agents. To the Retributors, they represent an unknown quality and this makes their planners nervous. To test the heroes' mettle, they have paid several local thugs to "gently persuade" the heroes to leave the expedition. From the perspective of the Retributors, if this convinces the heroes to leave, then that's one less unknown variable to account for. If it doesn't, then at least they know that the heroes have the mettle to potentially be useful in the Antarctic.

The hired thugs aren't original planners. They simply follow the heroes at a distance until they can catch them relatively alone—such as on an empty Newark street at night. Then they show up, clubs in hand, demanding that the heroes agree to leave the expedition or else "they'll receive a hurtin'."

- Use the Thug stat block on page 229 of the *Dime Adventures* core rulebook. There are a number of thugs equal to the number of heroes. They are minions.
- The thugs don't know anything other than some man in a suit paid them a lot of money (Income 5) to intimidate the heroes into leaving the expedition.

RESEARCH

It's possible that one of the heroes will decide to do some research at this point. Perhaps she wants to look up information about Antarctica, about the expedition's SAM sponsors or about Professor Hedegaard.

- Doing research on any of these topics requires a Det/lib-arts-10 flip.

- Success will turn up basic information on the subject, but also references to the Fielding Expedition, which disappeared in Antarctica a year ago. The hero will dig up the basic information about the expedition as well as the expedition's final transmission (see page 4).
- Professor Hedegaard was a consulting expert during the Fielding Expedition's preparation, although she did not go on the expedition. If questioned, she will admit this, but didn't bring it up earlier because she doesn't want to unduly worry the members of her current expedition.
- As with the Hedegaard Expedition, SAM was the sponsor of the Fielding Expedition.

FANCY DRESS PARTY

Regardless of each hero's individual assignment, they are expected to attend a dress party which Professor Hedegaard is hosting ahead of the expedition's official launch. The party is taking place at the rather fancy Robert Treat Hotel. Formal attire is requested, refreshments will be served and each of the heroes will have a chance to mingle with the grant sponsors and other members of the expedition.

This party is important because representatives of the expedition's grant sponsor, the Society for the Advancement of Mankind, will be in attendance and will be making early evaluations of the expedition. The professor wants to impress the SAM representatives, as she has hopes for future funding. Additionally, for all of the expedition members, the party represents one last hurrah in civilized lands before the expedition sets sail.

Behind the scenes, the dress party represents a chance for the Retributer agents embedded

on the expedition to receive their final instructions before setting out. It also represents a chance for the higher-up Retributer agents attending the expedition to evaluate the heroes and decide if they're going to pose a problem for the expedition's secret goals.

Narratively, the dress party represents another chance for the players to realize that something strange is going on with the expedition. During the party they may catch hushed snippets of conversation between the expedition members and the SAM sponsors. It also provides a dramatic backdrop for the revelation about the rival expedition that will also be voyaging to Antarctica. Finally, it also keeps the heroes occupied, while their supplies are quietly sabotaged (see page 17).

SAM REPRESENTATIVES

Two representatives of the Society for the Advancement of Mankind are present at the dress party. These are also the two highest-ranking Retributer agents on Arth. Over the course of the party they will make a point to talk to the heroes, sizing them up, and also quietly give instructions to the other expedition members. They use the Retributer Agent stat block (see page 12), with the modification and descriptions listed below.

- **Mary Hanson:** An older woman with an elaborate picture hat and a cane. She is the ranking Retributer on Arth. Int 9, Det 9. Willpower 12/24. Lib-Arts 4, Tactics 4.
- **Morgan Reeves:** A stunningly handsome man with a tailored suit and universally flirtatious attitude. Int 7. Chr 9. Willpower 10/21. Persuade 4, Socialize 4.

PROFESSOR HEDEGAARD'S FUNDING WOES

If the players earlier advised Professor Hedegaard to take the Fraternal Order of the Right up on their funding offer, they will find her at the dress party looking somewhat downtrodden. If asked, she will explain that while she initially took the heroes' advice, her current grant sponsors at SAM refused to have anything to do with an expedition partially funded by FOR and they threatened to pull their funding. Because of that, she was forced to turn back around and decline FOR's funding offer. She's now bummed, thinking about what might have been.

- She doesn't know why SAM refused to allow FOR to fund the expedition as well. (They explained to her that they don't want their good name associated with villains like FOR, but it didn't stick with her.)
- If the heroes ask the SAM representatives about this, they'll give the heroes the same explanation, further stating that FOR often funds cultural endeavors to which they object. Success on a Per/empathy-10 flip will allow a hero to discern that they're not being told the whole truth.

ARRIVAL OF THE RIVAL EXPEDITION

An hour into the fancy dress party the doors of the hotel ballroom will fly open and in will walk a group of uninvited and fancily dressed men and women, looking smug. These are the leaders of the Yale Expedition, flush with newly expanded funding from the Fraternal Order of the Right. They're here to crash the party and flaunt their intent to beat the Hedegaard Expedition to the Transantarctic Mountains.

Make their entrance unexpected and dramatic. Have them taunt the heroes' expedition, then allow the heroes to react however they wish. During their time at the party, they will announce that they're fully provisioned and plan to leave first thing tomorrow morning, well ahead of the Hedegaard Expedition!

After making their point and flaunting it, and after the heroes have had the opportunity to react, the rival expedition will take their leave and prepare for the morning.

- Adrien de Gerlache, a Belgian explorer of some renown, has been hired to lead the Yale Expedition's efforts. His stats can be found on page 31.
- Wendell Patton, the FOR representative who approached the heroes earlier, is also present. His stats can be found on page 30.

LEAVING NEWARK

With the revelation that a rival expedition is leaving tomorrow morning, Professor Hedegaard will want to move up the timetable and have her expedition depart from Newark as soon as possible. She will ask each of the heroes if their individual tasks are accomplished, and if they could be ready to leave in the next day or two rather than in a couple weeks as originally planned. If they seem ready, she will tell them to plan to leave soon then. However, these plans will soon receive a setback...



Preventer Agent

"Of course I can handle those Retributer bastards!"

Str 5, **Dex** 6, **Spd** 7, **End** 6, **Int** 6, **Per** 6, **Chr** 6, **Det** 6

Defense 9/19, **Willpower** 9/18, **DR** 2, **HP** 11, **Wealth** 5, **Lifestyle** 4

Skills: Athletics 2, Awareness 2, Deception 4, Guns 3, Mechanics 3, Melee 3, Naturalist 3, Science 3, Socialize 2, Stealth 3

Preventer Pistol: +6♥ vs. Defense (♠10/♥7/♦5/♣2). Auto 3, Range 2, Reload 2, Shots 9.

♣ **Bloody Shot:** Increase the target's Bleeding consequence a severity, or two with a critical hit. Additionally, the trail of blood makes the target easier to track, granting a +4 bonus to do so.

Knife: +6♥ vs. Defense (♠10/♥7/♦5/♣2).

▲ **Equipment:** Hidden Radio, Preventer Pistol (Conceal), Preventer Undersuit (DR 2)

The Preventers are time travelers who oppose the Retributers and who have secretly embedded themselves in positions of power within FOR and other organizations across Arth. This stat block represents a field agent qualified to trek around Antarctica.

SABOTAGE!

While the heroes were attending the dress party, Preventer agents were sneaking aboard the Cap Nor, the Hedegaard's Expedition's ship, and sabotaging the supplies. Tools were dumped into the harbor, food containers were cracked open to let spoil, fuel was spilled and dogs were let loose.

When the heroes next head to the ship, or when the other expedition members head there the next day, they will discover the sabotage. Unless something is done to fix it, the expedition will be critically undersupplied!

As it currently stands after the sabotage, the expedition suffers from the Depletion (dogs), Depletion (food), Depletion (fuel) and Depletion (tools) consequences, all at moderate severity. Heroes can take actions to

fix these shortages, but every action takes two days, as the heroes have to gather new supplies and have them loaded on the ship.

- Rounding up the missing dogs requires a Per/animals-10 flip. On a success, the Depletion (dogs) consequence drops to light. It's removed entirely with Mag 5+.
- Finding and resealing the broken food canisters requires a Per/crafts-10 flip. On a success, the Depletion (food) consequence drops to light. It's removed entirely with Mag 5+.
- Cleaning up the spilled fuel and refilling the canisters requires a Det/investigate-10 flip. On a success, the Depletion (food) consequence drops to light. It's removed entirely with Mag 5+.
- Purchasing new tools at an affordable price requires a Chr/socialize-10 flip. On a success, the Depletion (tools) consequence drops to light. It's removed entirely with Mag 5+.



SOUTHWARD!

During this part of the adventure the expedition will make its way from the port of Newark, down the coast of Americas, make a final stop in Punta Arenas and then venture southward onto the ice. Along the way the tension should build as problems are revealed and the heroes are pitted against both the environment and a tight timetable.

DEPARTING NEWARK

Now that the competing Yale Expedition has revealed itself, both Professor Hedegaard and her SAM grant sponsors are anxious for the expedition to leave Newark as soon as possible. They are only willing to wait a couple days as the heroes round up some of the lacking supplies (see page 17).

- Convincing them to wait an additional two days requires success on a Chr/persuade-10 flip. The TN increases by +4 for every successive delay.

On the day the expedition leaves, all expedition members gather at the Cap Nor early in the morning, then perform one final check of the ship and supplies before setting off with the morning tide.

VOYAGE BY SEA

The voyage from Newark to Antarctica is expected to take almost two months, counting time at stops along the way to refuel and

resupply. This will give the heroes a good deal of downtime, albeit time in which activities are confined by being on a ship.

- The Cap Nor is crewed by 10 sailors, led by Captain Holger Von Meyer. These are freelance sailors hired by Professor Hedegaard to stay with the ship. They are not members of the expedition proper. None of them are Retributer agents, nor do they have any idea of what's going on behind the scenes. Use the Pirate stats on page 227 of the *Dime Adventures* core rulebook.

This would be a good moment to go around the table and have each of the players describe what her character is doing to pass the long voyage. It might also be good to emphasize the length of the voyage by having a few events happen along the way. Ideally events should be chosen to suit the hero's strengths, backstory or experience. Give personal objectives a moment to shine. To spur creativity, some ideas are given below:

- Tim Johnson may fall overboard and need saved from a hungry shark! Use the Shark stats on page 233 of the *Dime Adventures* core rulebook.
- Perhaps Jacqueline Beaumont finds herself growing close to one of the heroes during their time on the ship together (see page 12).
- A mysterious illness may spread among the crew and a hero with medical expertise

may need to come up with a cure, aided by a survivalist who can extract the cure's necessary ingredients from the sea.

- For a change of pace, as the heroes are passing the Caribbean, considering running the “Skull-Spider Island” adventure found in the *Dime Adventures: Quick-Start*. Some details may need to be changed to fit the journey, but it makes for a fun single-session pulp adventure!

Finally, it would be good to keep in mind that during the voyage the heroes will be cooped up on a ship with the other expedition members. This provides plenty of time to interact, overhear whispered conversations, do some snooping or even do some inappropriate fraternizing. If the players haven't caught on yet as to the full extent of the secrets behind the expedition, this would also be an opportune time to drop some clues and stir the players' curiosity.

Managing the Mystery

Throughout the adventure the GM should take care when dropping hints as to the nature of the expedition. The goal is to balance keeping the players' interest piqued, while at the same time not pushing them so far that they dig in their heels and demand to know what's happening here and now.

Depending on the players, this admittedly can be a tricky proposition. The GM should make sure that she gets a sense of her players and how far she can push them, then drops hints appropriately. Ideally the heroes will be strung along until the expedition lands in Antarctica, at which point the GM can prepare the big reveal. Once on the ice there's little to do but to go along.

If the worst happens and the players do dig their heels in and demand an explanation, here are a couple ways the GM may handle the situation:

- Interrupt the scene. Maybe at the very moment when the hero is demanding an explanation, gunmen kick down the door and start firing. Just make sure to shift the hero's priority in the moment. This might provide enough distraction that it takes the hero another session or so to go back to demanding answers.
- One of the expedition members could take the hero aside and provide a half-truth: SAM and FOR are secretly working against each other. The two rival expeditions are the result of this proxy war. They both believe they will find remarkable resources in the Transantarctic Mountains that they don't want the other group to obtain first. This might be enough of an explanation to sate the hero's curiosity for now.

PORTS OF CALL

The Cap Nor is a wooden-hulled, three-masted steamship, a barque. It uses its sails for propulsion when the winds are favorable. It burns coal to power its steam engines when the winds are not. Because it can only carry a limited amount of coal, along the journey the ship must stop at several ports of call to refuel. This is especially true if the expedition is trying to make good time in the voyage, rather than waiting for favorable winds. Additionally, each port of call represents a chance for the expedition members and sailors to have a day not cooped up on the ship, to exercise the dogs so that they will remain in good shape and to do any necessary shopping.

Narratively, each port of call represents a chance for the heroes to get involved in other sorts of adventures, to spy on the activities of the other expedition members or even to pursue personal side-plots.

The plan is for the expedition to make stops at ports of call along the way. The first will be in Grenada, the second stop is at Rio de Janeiro and the final stop will be at Punta Arenas in Patagonia.

GRENADA

The first coaling stop the expedition makes is at the British colony of Grenada. It represents one more chance for the heroes to hunt down replacement supplies, although the difficulty of any flips to resupply here are TN 14 rather than TN 10.

The Yale Expedition has already visited the island, and the Preventer agents have hired local thugs to assault the heroes when they make it here.

- Use the Thug stats on page 229 of the *Dime Adventures* core rulebook. There are a number of thugs equal to the number of heroes. They are minions.

RIO DE JANEIRO

Rio de Janeiro is the capital of Portugal Novo, and the largest city that the expedition will stop at along the way. There's plenty to see and do here, although unless the GM dictates otherwise, there is only one event of relevance to the ongoing plot of the adventure.

- While the heroes are out and about in Rio de Janeiro, have anyone present make a Per/awareness flip. The hero with the highest total overhears Mocci M'Ba, a sailor, conversing with others about his recent experiences.

As Mocci speaks, it quickly becomes clear that he is talking about the time he spent with the Yale Expedition, sailing from Newark to Rio. Apparently he was so spooked by what he saw, he abandoned the expedition while on shore leave, and is looking for new work. He tells stories of the Yale Expedition having hushed conversations, strange ways and even stranger technology. He believes that "something was off" about the whole affair, as if those on the expedition have no fear of death or sense of what's real.

The players are free to react to this however they wish. They might have questions for him or even offer him a position on their ship. If the Retributer agents hear his story, however, they will want to know everything and then silence Mocci so that he doesn't give too much information away to others.

- Success on a Chr/socialize-10 flip convinces Mocci to tell all he knows.

LAST STOP IN CIVILIZATION

Regardless of how the Cap Nor is doing in terms of fuel, the ship will need to stop at the port of Punta Arenas. This port is located in Patagonia, near the southernmost tip of South America. Not only is it an important waypoint for ships traveling the Straits of Magellan, but it is also the last human settlement that the expedition will encounter before it sets out to the frozen south.

Behind the scenes, this stop is also important to the Retributer agents on the expedition, as there is a dropbox containing their final instructions, located in the ruins of Puerto del Hambre, just a day's journey from Punta Arenas.

While the heroes are out and about, they should notice that many members of the expedition seem to be missing, whereas they can usually be found hanging around the ship or at the local pubs. Pick the members that the heroes are most likely to miss.

- If the heroes ask the other expedition members they will try to cover for the missing individuals. Success on a Per/empathy-10 flip will allow a hero to realize that the member being questioned isn't saying all she knows.
- Asking the locals will reveal that the unaccounted for expedition members were spotted heading out of town in the direction of Puerto del Hambre.
- For more information on Patagonia, see page 44 of the *Dime Adventures* core rulebook.

PUERTO DEL HAMBRE

Puerto del Hambre, formally known as Ciudad del Rey Don Felipe, was a Spanish settlement founded in the 1500s to combat piracy. The settlement was ill-fated, and all of the original settlers either starved or froze to death, except for a single survivor, who was rescued by the English pirate captain, Thomas Cavendish, in 1587. Today the settlement is a ruin located 36 mi. (56 km) south of Punta Arenas.

Because of its remoteness, this site was chosen as a message drop and secret resupply by the Retributers. It was used during the doomed Fielding Expedition, and the Retributers agents embedded in the Hedegaard Expedition are planning a trip there to pick up any final instructions that might have been left, and any necessary replacement tech.

Unfortunately the location of this secret drop has leaked to the Preventers. Their agents recently visited when the Yale Expedition was in port and took all of the stored supplies. They then attacked and drove the local Patagone giants into a frenzy. These Patagones now watch the site, looking for the little humans to return so they can get their revenge.

- Once the heroes enter the ruins, a number of Patagones will attempt to sneak up and attack them. There are half as many Patagones as heroes (round up). Their stats are on the next page.
- After the fight the heroes can encounter the expedition members who ventured out here. They will be obviously upset (their secret drop is not here).

Patagone

Has difficulty telling the little people apart.

Str 13, **Dex** 6, **Spd** 6, **End** 10, **Int** 4, **Per** 4, **Chr** 5, **Det** 5

Defense 7/15, **Willpower** 7/14, **DR** 0, **HP** 34

Skills: Animals 2, Athletics 3, Awareness 2, Crafts 2, Melee 2, Naturalist 2, Stealth 3

Fists: +5♥ vs. Defense (♠14/♥12/♦11/♣9).

♣ **Head Smash:** Increase the target's Dazed consequence two severities, or three with a critical hit.

♣ **Knockback:** The target is knocked back a zone and on a critical hit also increases her Prone consequence a severity.

Size +1: Patagones are large and powerful. This has been factored into their Defense and HP.

Ever since Magellan first visited Patagonia, stories have been told about the giants that live there. These giants stand twice human height and wear no clothes.

INTO THE UNKNOWN

After the expedition leaves Punta Arenas, only a week or so of the voyage remains until the Cap Nor reaches the Antarctic ice. This is the most perilous segment of the journey by sea, as there is no one here to rescue a stranded ship and the seas have been just barely explored.

It is also the Antarctic spring, and the earlier the heroes set off and the better time they made during their voyage, the worse the weather will be. Indeed, setting off early may have allowed the Hedegaard Expedition to keep pace with the Yale Expedition, but it also makes approaching the Antarctic coast more unpredictable and dangerous.

ANTARCTIC STORM

As the Cap Nor approaches the ice, a fierce storm will be brewing in the west. Unless the heroes spot it early and prepare the ship in

time, it may take damage, the sails may be torn and precious supplies may be lost.

■ Noticing the developing storm in time requires a successful Per/naturalist-10 flip. On a failure, when the storm hits, the ship will be unprepared and supplies will be lost. Increase the Depletion (dogs) or Depletion (fuel) consequence a severity.

Regardless, the heroes will still need to help the sailors lower the sails and prevent expedition members from being washed overboard. If the heroes don't act and instead leave it to the crew, they will manage to accomplish one of these two tasks successfully, but in their haste leave the other one unfinished.

■ Lowering the sails requires a Str/vehicles-10 flip. On a failure, the expedition will lose more time as repairs must be made.

■ Saving an expedition member from being washed overboard requires a successful Spd/athletics-10 flip. Pick the expedition members the players like the most to put in jeopardy.



BOTTOM OF THE WORLD

In this section of the adventure the heroes will finally set foot on the Antarctic continent. Not only will they have to battle the elements, they'll encounter the ruins of the Fielding Expedition, face rivals, discover deadly creatures under the ice and the truth behind SAM's funding of the Hedegaard Expedition will be revealed!

ONTO THE ICE

Once the storm is passed, the expedition is free to make a second attempt at venturing onto the ice. This is where the real work of the expedition begins. Not only do the heroes have to transport themselves safely off the ship, but they have other characters to coordinate with and several tons of supplies to move as well. Getting all these people and things off the ship and sorted is a lengthy process in dangerously cold conditions that is likely to take several days.

Make sure to review the Antarctic Survival rules on page 8. During this time the heroes can sleep on the ship at night, recovering all their Fatigue and Endurance in HP. Once they set out on the ice, however, the full survival rules will be in effect.

- Transporting everything correctly is an extended Int-10 (Tally 10, Interval 1 day) action. Failure means that a complication of some sort arises. Perhaps one of the

expedition members is exposed to the cold long enough for her to require medical attention. Or maybe one of the Depletion consequences for the expedition's supplies is increased a severity.

SCOUTING INLAND

Once all of the supplies are off the ship, they'll need to be moved inland by dogsled until they arrive at a suitable spot for the base camp. Ideally this will be at the base of the Transantarctic Mountains, so that the expedition can begin to explore from there.

Scouting out a suitable spot for a base camp will mean an extended trip by dogsled for the heroes. During the trip they will have to sleep in satellite camps (see page 9).

- Scouting out a suitable spot will require three flips: Det/animals-10 to ready the dogs, Str/vehicles-10 to operate the dogsled and Per/naturalist-10 to pick out a suitable spot for the camp.
- Failure on any of the flips means that the scouting trip is delayed until things can be done properly, and all of the characters present increase their Fatigue consequences a severity.
- In addition, for each of the above flips, have the heroes check for Fatigue from the cold, as per the Antarctic Survival rules.

Leaving Tasks to the NPCs

This is a roleplaying game. The heroes are the main characters, so they should be front and center! It's possible, however, that the heroes will delegate tasks entirely to the NPCs. This is fine, but there will be consequences—after all, we want the heroes involved! Here are some guidelines for handling this situation.

- Regardless of anything else, any NPCs sent out to perform a task come back with their Fatigue consequences increased a severity (see page 8).
- If the GM judges that the task was particularly difficult or dangerous, pick one of the NPCs who was sent out. This character comes back horribly frostbitten, injured or dead! If alive, she will need to be transported back to the ship to recover.

SETTING UP BASE CAMP

To set up base camp, all the supplies and expedition members will need to be transported to the chosen site and then the camp constructed.

With all of the supplies off the ship, this should be straightforward, if lengthy. Simply have a day pass, increase the Fatigue consequence for all NPCs a severity and have the heroes each flip against Fatigue from the cold.

- Resisting the cold en route is an End-14 flip. Failure results in a severity of Fatigue.
- Rules for setting up base camp can be found on page 9.

With a base camp established, the expedition can begin its exploratory work in the Transantarctic Mountains. Professor Hedegaard is excited to begin examining the geology, even if her teeth chatter while she exclaims her excitement. The other expedition members, meanwhile, are secretly making plans to trek to the location of the hidden Retriber headquarters.

RUINS OF THOSE BEFORE

As the heroes head up into the Transantarctic Mountains—regardless of how they get involved—the first thing of note that they will discover are the ruins of the Fielding Expedition's doomed base camp. To the untrained observer this appears as little more than a few bits of cloth and other manmade items sticking out from the Antarctic ice, half-buried. Closer inspection, however, will reveal the nature of the camp.

If the heroes have yet to hear the story of the Fielding Expedition, Professor Hedegaard will take this moment to solemnly recount the story of the expedition's doomed voyage to the Antarctic (see page 4). Otherwise, allow the players to come to their own conclusions.

- Success on a Per/investigate-12 flip will turn up enough salvageable tools to supplement the expedition's dwindling supply. On a success, lower the expedition's Depletion (tools) consequence a severity.

THINGS UNDER THE ICE

Just as the heroes are finishing up their survey of the Fielding Expedition's ruins, one of the expedition members should suddenly start screaming about a *thing* under the ice.

There is little time to react, but heroes will hear the ice creak and see a section of it bust open. Out of this crevice will crawl a terrible creature composed of tentacles, teeth and eyes, with a fluid-like form and a harrowing wail. This is a spawn of the Devourer, and it has been lying in wait to ambush either the Retributers or their Preventer rivals.

- Use the Alien, Starspawn stats on page 5 of the *Cryptid Codex* supplement. If the GM does not have this supplement, substitute in the Giant Killer Prairie Dog stats, but re flavor as appropriate (see the *Dime Adventures* core rulebook, page 238).

SECRETS REVEALED!

In the aftermath of the spawn's attack, the other expedition members will begin to worriedly talk among themselves about it. Shit has just gotten real in their view as Retributer agents, and at this point all pretense of being simple explorers falls away.

The Retributer agents weren't expecting to find Devourer spawn here, rather they were assuming that the loss of their base in the Antarctic was a Preventer plot! The revelation that Devourer spawn are present comes as a shock for them as well. In their minds it also means that events have suddenly taken a turn very much for the worse. At least the Preventers are human, with human motives and weaknesses. The Devourer and its spawn, on the other hand, are alien and powerful beyond comprehension.

From the Retributer's conversation, it should become immediately clear to the heroes that their "fellow expedition members" not only know what the thing under the ice is, but also have a great deal of context that the heroes lack.

This would be a good time to demand answers. Even if the heroes aren't that straightforward, one of the expedition members will pull them aside—pick the member with which the heroes are the most friendly—and explain things. (For the full story, see pages 4-6.) The tone of this explanation should vary with how friendly the heroes have been with the other expedition members. However, the GM should make sure that all of the relevant information comes to light—it's no fun for players if the big reveal never happens!

How players react to this information is up to them, but if necessary, remind players that they are otherwise all alone in a deadly land with limited supplies, terrible Things That Man Was Not Meant to Know and other hostile agents who will shoot first and ask questions later. Some semblance of cooperation is the best hope of survival.



RIVAL CAMP

While the heroes have been undergoing their own journey, the Yale Expedition has also traveled to Antarctica and established a base camp some 10 mi. (16 km) away. The Retriber agents in the expedition will want to pay this camp a visit to survey what resources the Preventers have at their disposal. This is doubly important now that Devourer spawn have been encountered in the Antarctic.

- Locating the camp requires success on a Per/naturalist-10 flip. Failure means time wasted in the cold. Have all of the heroes make an extra flip against Fatigue from the cold.

SMOKE SIGNALS

The first sign the heroes will see of the Yale Expedition's base camp is a long thin trail of smoke, such as might be given off by a cooking fire. As the heroes approach closer, however, something seems not quite right about the smoke.

The rival expedition's camp is in tatters. Tents have been ripped. Fuel tanks have been pushed over, ripped open and spilled. Tufts of fur from dogs litter the frozen ground. A broken sled sticks out of the ice. A dozen paces from the camp the ice has been cracked open, leaving a deep crevice. No bodies are to be seen.

This is the aftermath of an attack by Devourer spawn. If the players don't come to this conclusion on their own, one of their fellow expedition members will point it out.

- Success on an Int/investigate-10 flip allows a character to notice that there are remains of only one sled. A proper expedition would have at least two, indicating that either one

sled got away or the spawn attacked while one sled was out scouting.

- A Per/investigate-10 flip allows a character to pick through the ruins and salvage supplies. Success decreases either the expedition's Depletion (food) or Depletion (fuel) consequence a severity—assuming the heroes can transport the supplies back to base camp.

SCOUTING PARTY RETURNS

The spawn attacked while a party from the Yale Expedition was out scouting, and this scouting party will return right as the heroes are picking through the rubble.

Imagine what this scouting party thinks: When they left, the camp was whole and largely healthy. They haven't encountered any Devourer spawn. Upon their return, they find their means of survival destroyed and their sworn enemies looting the broken remains of their camp. They're inclined to shoot first and ask questions never.

- There are a number of Preventer agents equal to the number of heroes. Their stats can be found on page 17. They are minions.
- A charismatic hero might be able to salvage the situation with some good roleplaying and a successful Chr/persuade-14 flip. The hero only gets one shot, however; after this the Preventers stop listening.

SURVIVOR

After the confrontation the heroes will encounter Ezra Weisbender, a survivor from the Yale Expedition. Depending on the circumstances, he could be someone who escaped the spawn attack and then collapsed from the cold outside of camp or even a member of the

scouting party who just returned. Whatever his story, he has some information that can be passed along to the heroes.

- The scouting expedition just returned from “the Black Rock.” Several expedition members, including Adrien de Gerlache and Wendell Patton, were dropped off there to continue investigating. They are expecting to be picked up when the scouting party returns.
- Wendell Patton appeared worried by whatever it is he found there, but he didn’t share whatever was worrying him with the others.
- Both the Preventer and Retributer agents in the expeditions know that the Retributer base is located under the Black Rock. This will be mentioned.

THE BLACK ROCK

The Black Rock is a large igneous rock formation sticking out of the Transantarctic Mountains. Its dark color stands in stark contrast to the surrounding ice. Under this formation lies a secret facility that the Retributers have built and use as their base of operations. The GM is free to draw up the layout of this facility, making it as simple or as expansive as needed for the story.

TREK TO THE BLACK ROCK

The trek up the mountains to the Black Rock is a difficult one. The base was intentionally constructed in a location meant to be hard to reach and defensible.

- There are many treacherous paths to avoid, where ice and rocks threaten to cause an avalanche. Picking the best path requires that one character succeed in a Per/naturalist-12 flip. Failure results in wasted time and a severity of Fatigue.
- Climbing the rugged mountains here is a difficult task, requiring each hero succeed on a Str/athletics-12 flip. Failure results in a severity of Fatigue.
- Finally, gaining entry to the Black Rock facility requires that either the characters rely on one of the Retributer agents or succeed on a Per/thievery-12 flip to locate the hidden door and its operating mechanism. Failure means all heroes must flip against Fatigue from the cold and locating the door may be attempted again.

DOORS TO OTHER WORLDS AND TIMES

At the very heart of the Retributer base is the Door Room. This circular room contains advanced technological equipment and doorways leading to other times and worlds. Currently the machines are powered down and the doorways stand empty—all except one. This glowing portal is currently the sole source of light in the room. Through the open doorway a swirling and maddening dance of lights and colors can be seen. It’s through this door that the Devourer spawn crawled shortly before they consumed everyone in the facility. And it is this door that must be closed.

- Closing the door requires three successful Int/mechanics-10 flips. Each flip requires 1 AP and must be performed in different rounds.

Wendell Patton

"Fools, you are being used! Now surrender to the superiority of the Preventers!"

Str 5, **Dex** 6, **Spd** 9, **End** 6, **Int** 8, **Per** 6, **Chr** 7, **Det** 6

Defense 10/21, **Willpower** 10/21, **DR** 2, **HP** 22, **Wealth** 6, **Lifestyle** 5

Skills: Athletics 2, Awareness 2, Deception 4, Empathy 4, Guns 3, Lib-Arts 3, Mechanics 3, Melee 3, Naturalist 3, Science 3, Socialize 2, Stealth 3, Tactics 4

Preventer Pistol: +6♥ vs. Defense (♠10/♥7/♦5/♣2). Auto 3, Range 2, Reload 2, Shots 9.

♣ **Bloody Speech:** Increase the target's Bleeding consequence a severity, or two with a critical hit. Additionally, Wendell may make a short monologue without interruption.

Knife: +6♥ vs. Defense (♠10/♥7/♦5/♣2).

Villain: As a villain, Wendell has twice the usual number of HP and on his turn may take up to three actions requiring a flip.

Equipment: Hidden Radio, Preventer Pistol (Conceal), Preventer Undersuit (DR 2)

Wendell Patton is the Preventer agent in charge of their operations on Arth. In the Yale Expedition he is acting as the FOR representative. He is fond of dramatic gestures and is ruthless to the core.

THE SPAWN ATTACK!

Before the heroes can fully investigate the room or begin closing the door, they will be interrupted by the sudden appearance of a rampaging Devourer spawn! One will show up and initiate combat. At the end of each round, another will emerge from the doorway until there are three total. If the heroes don't know about closing the door, one of the other expedition members will take this opportunity to shout, "They're coming from the portal! We must close it—and quickly!"

- Use the Alien, Starspawn stats on page 5 of the *Cryptid Codex* supplement. If the GM does not have this supplement, substitute in the Giant Killer Prairie Dog stats, but re flavor as appropriate (see the *Dime Adventures* core rulebook, page 238).

CONFRONTATION

While the heroes have been investigating the facility, Wendell Patton and Adrien de Gerlache have been hiding from the spawn. With the threat of the spawn no more, they will take this opportunity to confront the heroes, hoping to defeat them while still reeling from the previous fight.

Adrien is silent, as all this is still as new to him as it is to the heroes. Wendell, on the other hand, loves a dramatic flourish and will take the opportunity to monologue and gloat about how the Preventers will now be in control of this base and will have sole access to all Arth! Wha ha ha!

- Adrien and Wendell's stats are on this page and next. They will fight to capture, not kill. Wendell wouldn't miss the opportunity for a post-capture taunting speech of forcible exile through one of the portals.

Adrien de Gerlache

"We shall be the first to set foot upon the Transantarctic Mountains!"

Str 6, **Dex** 4, **Spd** 5, **End** 7, **Int** 5, **Per** 6, **Chr** 5, **Det** 6

Defense 7/15, **Willpower** 8/16, **DR** 0, **HP** 20, **Wealth** 6, **Lifestyle** 3

Skills: Animals 2, Athletics 2, Awareness 2, Crafts 2, Guns 1, Lib-Arts 2, Medicine 2, Melee 2, Naturalist 4, Socialize 2

Revolver: +3♥ vs. Defense (♠10/♥7/♦5/♣2). Conceal, Range 2, Reload 2, Shots 6.

♣ **Leg Shot:** Treat this attack as a Called Shot to the leg. The target's Prone consequence increases a severity, and she may not use that leg for movement for the rest of the round.

Danger Sense: When Adrien would normally be surprised at the beginning of combat he does not suffer the usual reduced AP.

▲ **Toughness:** Adrien adds his Endurance to his HP (already figured).

Equipment: Backpack (Container 5), Revolver (Conceal), Rope, Tent, Trail Rations

Adrien de Gerlache is a Belgian explorer of some renown who has been hired to lead the Yale Expedition's efforts in Antarctica. He does not know about the Preventers, but is fiercely protective of his expedition.

- Adrien is feeling out of his element, and a clever player might be able to turn him against Wendell. This requires good roleplaying and success on a Chr/persuade-14 flip.
- A number of Preventer Agents equal to the number of heroes are hidden in a nearby room to call as backup if needed. Use the Preventer Agent stats on page 17. They are minions.

CONCLUSION


At this point the Devourer spawn have been defeated, the doorway has been closed and the Preventer plot has been foiled. The heroes are victorious!

Still, they are in Antarctica with a hopeful professor and likely have many questions that are still unanswered. What happens from here is up to the GM and the continued interest of the players. GMs looking for a quick conclu-

sion can "fade to black" and cut to the expedition's triumphant return to civilization. On the other hand, if the players hope to finish the expedition, the GM can make use of the Antarctic survival rules and have them make some Int/science flips for geology work.

Whatever the case may be, the Retributors now have their base back and the heroes know too much. Depending on how friendly the heroes are with the agents, they may find themselves being recruited into the Retributors, or maybe the time travelers will return in the future as antagonists looking to "tie up loose ends." By this point, they've also run afoul of the Preventers, who may jump to the assumption that the heroes are Retributer agents, and look to eliminate them in the future.

Whatever the case may be, there are many more stories waiting to be told!



Antarctica, the final continent, is the mother of all blank spots on the map. Its frozen reaches are largely unexplored, and most the land has yet to be seen by human eyes. The heroes are part of an expedition that seeks to travel to the interior of the continent. In this, they will face rival expeditions, plotting secret societies and the challenges of the frozen wastes. But nothing can prepare them for the shock of what awaits where no human has yet to tread.

Dime Adventures: Expedition Beyond Mount Terror is an adventure supplement for ***Dime Adventures***. It features an astonishing expedition scenario, and is designed to run anywhere from three to five gaming sessions.



Tab Creations

