

A FANTASY GAMES UNLIMITED PUBLICATION

DAREDEVIL

Adventures™

Vol.2 No.2

featuring

The Menace Beneath the Sea

by J. ANDREW KEITH

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DAREDEVIL

Adventures™



This book is a set of adventures designed for use with the DAREDEVILS™ rule system. It is intended for the Gamemaster. Players should not read this book until the adventures are completed. Information is often given in brief form with only pertinent details highlighted with lesser points left for the Gamemaster to fill in. There is still a great deal of information packed into each adventure. Be sure to read all of it before running one of them. Important details are not always in one place. This has been done for two reasons. One, players who do sneak looks at this book will not be able to get all the data they need with a simple peek. Two, often much of the information needed would have such detail that the flow of the explanation would be interrupted. Such material has been abstracted into sidebars. Character motivation will usually be found with the character description while pertinent clues might be as easily found in the description of the location in which they are found as in the overview of the scheme or the description of the action 'off-stage.' Some details in these adventures may have to be adjusted to suit your campaign.

VOL. 2

No. 2

THE SECRET OF TAHUKA HIVAby William H. Keith, Jr.2

It should have been a simple job, really more of a lark than work, but the drone of an engine where none should be was the herald of danger. It was just the beginning of a hazardous flight for life.

SPECIAL FEATURE:

ADDING NINJA TO THE DAREDEVILS WORLDby Bob Charrette10

Deadly Japanese assassins can now be a part of your daredevil adventures. This section includes background and details concerning these black-clad figures of the night. As a special bonus, developed Ninja characters are provided to include in the adventures in this issue and/or to stimulate the creation of other adventures by creative gamemasters.

THE MENACE BENEATH THE SEAby J. Andrew Keith.....14

The evil Doctor Ling returns as he attempts to further his plot involving the Nine Stones of Uighur. Can the daredevils breach his stronghold? Can they defeat his minions? Can they do it in time to save the world from Ling's insidious plan? Find out in this sequel to 'Deadly Coins.'

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A FANTASY GAMES UNLIMITED PUBLICATION

The Secret of Tahuka Hiva

by
William H. Keith, Jr.

A sailing cruise aboard a rich man's yacht in the South Pacific — that was the life! What a stroke of luck to run across Sir Phillip Rodney-Smythe, after we'd wrapped up our last job in Brisbane! At least — we *thought* it was lucky at the time!

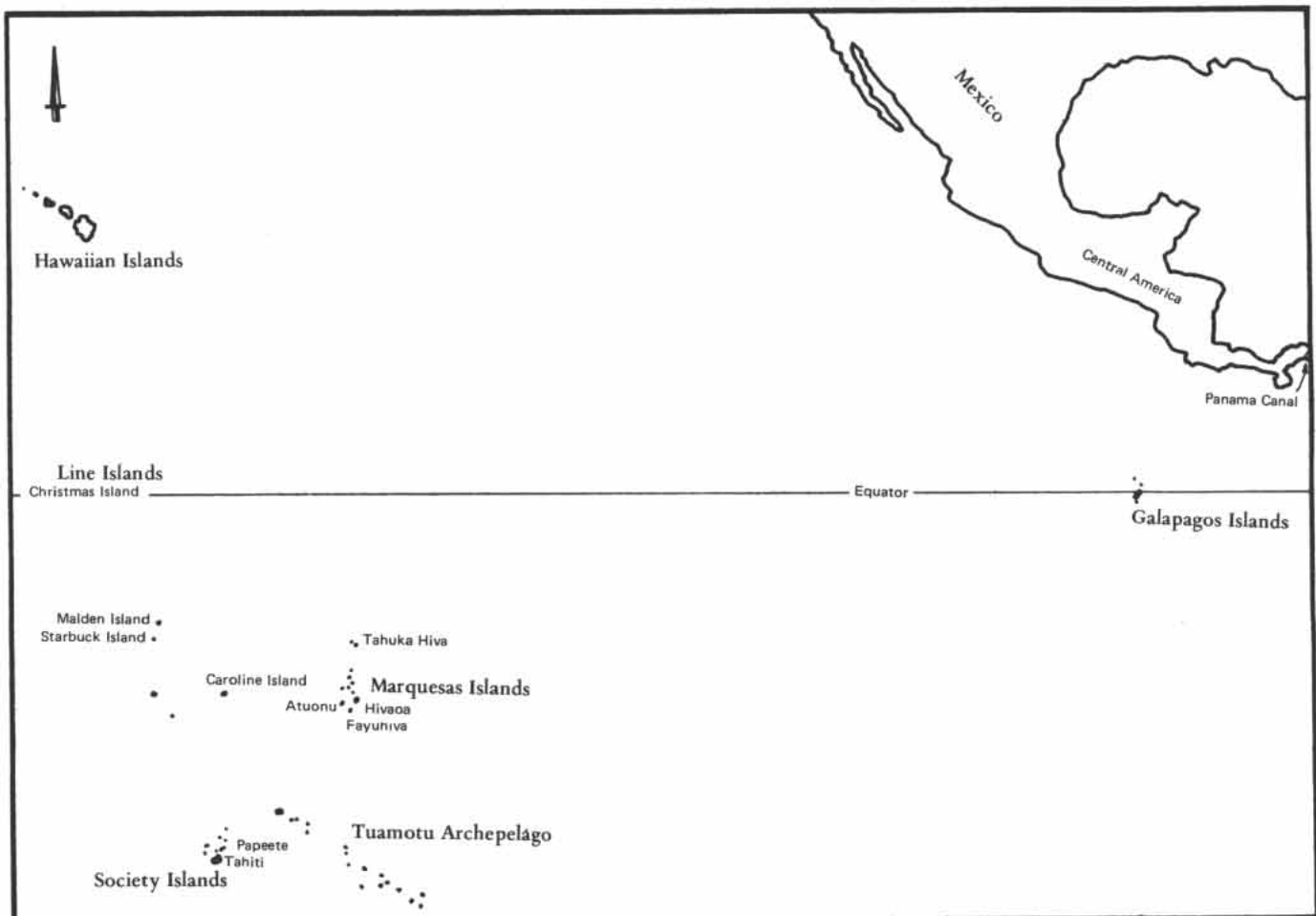
Sir Phillip was an old friend of ours; he'd hired us a year back to protect an important cargo of his on a rustbucket Sovereign Star freighter in the pirate-infested Celebes Sea. When he told us he was looking for some experienced sailors to take his 57-foot ketch *Seabreeze* from Brisbane to San Francisco, we jumped at the chance!

'Sir Phillip was a good employer. He certainly paid well enough — but then, he could afford to, with business and holdings from Hong Kong to Sydney to Vancouver! I think mostly he appreciated the showing we made in that last bloody scrape in the Makassar Straits. I don't really believe he expected a repeat performance.'

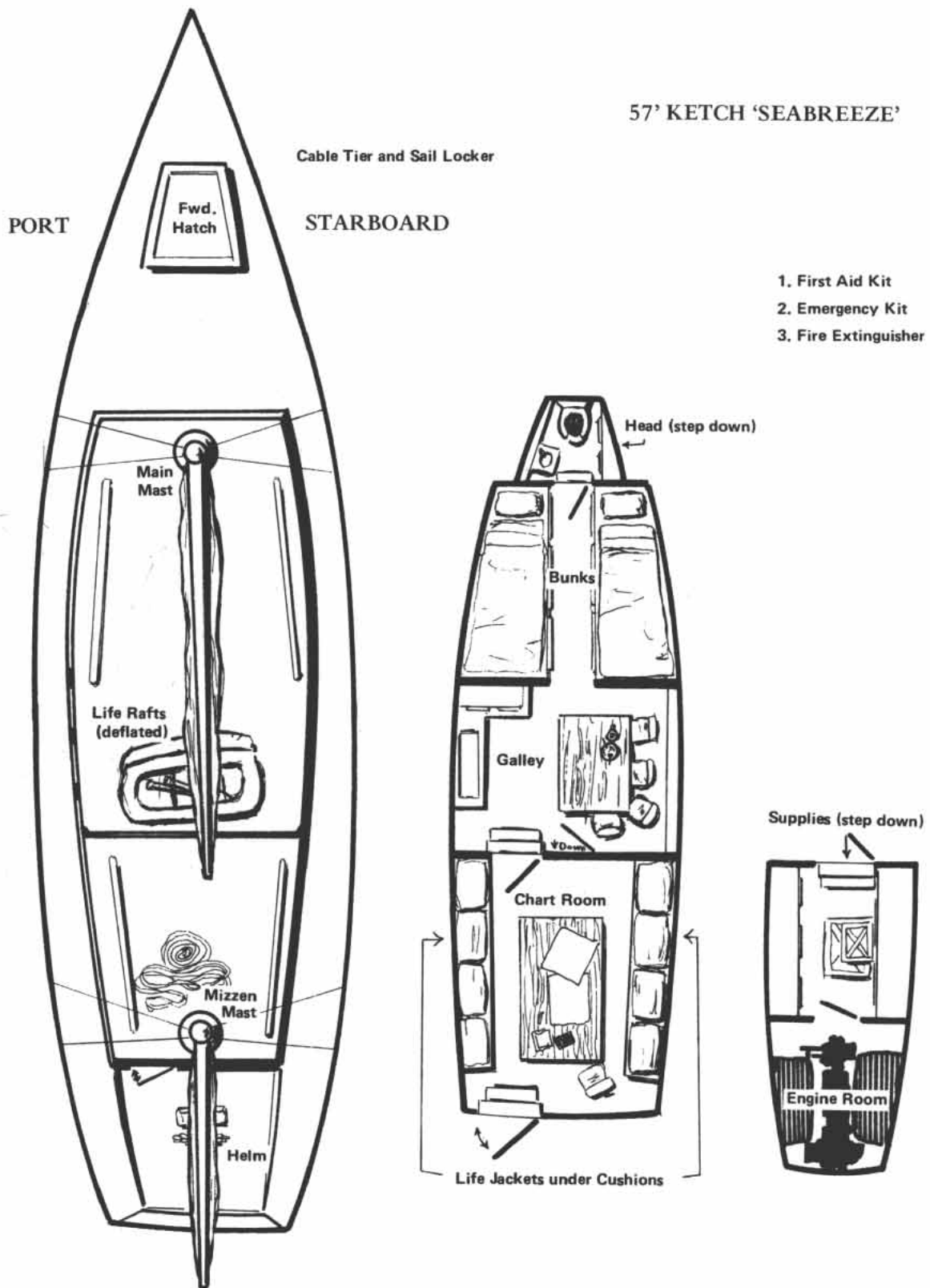
'The Secret of Tahuka Hiva' is a short **DAREDEVILS** adventure, involving an escape from hostile Japanese forces on a lonely Pacific island. It is a test of the resourcefulness and ingenuity of the players in a situation where brains, not firepower, must be the key to success.

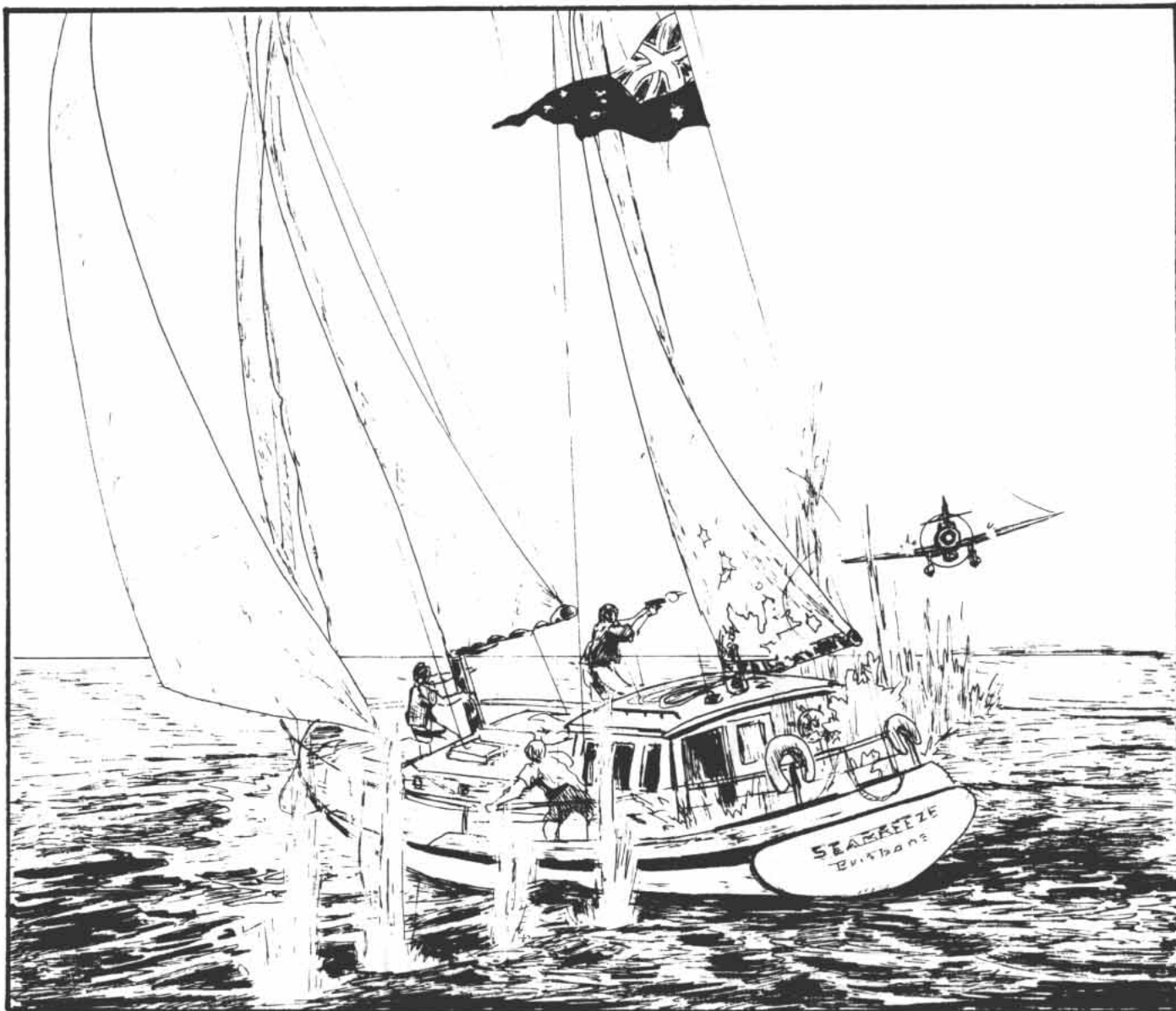
SETTING THE SCENE

The daredevils have been at sea aboard the ketch *Seabreeze* for four weeks, late in the summer of 1938, when this adventure begins. They left Brisbane on August 16th, sailing NE, stopping briefly at New Caledonia, Fiji, and Samoa. A sudden storm during the last week of August blew them far off course, forcing them to make for the Marquesas Islands for minor repairs and fresh water. This accomplished, they set sail again on September 9th, heading north from Tahuata. The next afternoon, they spotted a smudge on the horizon off to the west which their charts said must be the deserted atoll called Tahuka Hiva. At least — it's supposed to be deserted. The crew watches with some cur-



57' KETCH 'SEABREEZE'





VEHICLES OF TAHUKA HIVA

Type	Prototype	Max. Speed (kph)	Accel.	Hand	DUR	BAR	Range in km. (full tank)	Crew	Year
Fighter	Mitsubishi A5M*	439	60	5	10	9	1000	1	1937
Armed with 2 fixed machine guns. Two 30 kg. bombs.									
Seaplane	Kawanishi H6K2**	332	35	1	17	10	6083	3+8-20	1938
Submarine	I7	43/15***	1	NA	15	30	10000	60	1937
Armed with 20 torpedoes (6 tubes), one 140 mm deck gun; 3 light machine guns.									
Submarine	I70	43/5***	1	NA	15	30	10000	61	1935
Armed with 14 torpedoes (6 tubes), one 100 mm deck gun.									
Submarine	I73	As I70 but deck gun is 120 mm.							
Trawler	—	10	1	NA	18	30	16000	8	1930
Makeshift Armament: 2 light machine guns, one 100 mm deck gun.									

• This was the standard Japanese Navy fighter at the beginning of WWII, predecessor of the infamous A6M Zero. It first saw service in 1937, and figured prominently in violent air battles with both the Chinese and the Russians. Code named 'Claude' by the allies, it could carry 2 30-kg. bombs and mounted a pair of fixed .303 Vickers machine-guns.

** This seaplane served as a long-range reconnaissance, bomber, and transport plane. It first saw service during the Sino-Japanese War early in 1938. The earliest models (H6K1 and K2s) had a dorsal turret with a .303 machine-gun, with additional machineguns in an unpowered tail turret and in an open mount on the nose. The H6Ks were code named 'Mavis' by the allies during the war. Though vulnerable to fighter attack, they won a justifiable reputation for efficiency and reliability.

*** First figure is for on surface, second for submerged.

iosity as a lumbering, four-engine seaplane flies overhead, straight for the island.

Fifteen minutes later, the daredevils will know they had real trouble on their hands.

AN UNEXPECTED ATTACK

The first sign of danger is the sight of a high-speed aircraft skimming across the waves from Takuka Hiva. Any daredevils with recent military experience will be able to identify it as a Mitsubishi A5M4, one of the latest Japanese naval fighters. The aircraft will pass close beside the *Seabreeze*, circle, then come in low on a strafing run, twin machine guns spitting fire.

The course of the attack depends largely on what the daredevils do. The Japanese fighter will continue to attack until the *Seabreeze* is sunk, or until the ketch surrenders by hauling down its Australian flag. If the crew surrenders, the plane will circle, preventing the quarry from escaping by short bursts of fire across the bow, until an armed fishing trawler chugs into view to take charge of the prize.

If the daredevils try to run for it, the *Seabreeze* will be sunk. While the lopsided battle can be handled using the usual Daredevil rules for machine gun attack (if so, treat *Seabreeze* as a stationary target, with the Japanese plane firing a pair of light machine guns from effective and short ranges); the following table can be used to help create the drama and excitement of the attack. One attack pass will be made every 1D3 minutes. Roll 1d10 for every attack by the Japanese plane. The *Seabreeze* has a DUR of 8; when this has been reduced to 0, *Seabreeze* will capsize and break in half. Players who dive into the water will escape the immediate danger of fire from the Japanese plane.

die	event*
1	Bullets send fountains of water erupting in quick succession along the starboard side. There is no damage.
2	Bullets shatter the deck along the port side from the mainmast aft. Characters in this area must throw a Speed Critical Saving Throw to avoid being hit. DUR loss = 1.
3	The mainsail is shredded by a long burst of fire, but no other damage occurs.
4	Geysers of water splatter in a double row straight towards <i>Seabreeze</i> . The area between the masts becomes a whirlwind of flying lead and wood splinters, and water begins to pour into the lower deck through a dozen holes. Characters on the lower deck or topsides between the masts must throw a Speed Critical Saving Throw to avoid being hit. DUR loss = 4.
5	Twin rows of spray race in a straight line across the water towards <i>Seabreeze's</i> wheel. The poop deck is splintered, the after railing is shattered, and the wheel and tiller ropes are chopped to bits. Any crewmen at the wheel or on the poop deck must throw a Speed Critical Saving Throw to avoid being hit. DUR loss = 3.
6	Bullets stitch <i>Seabreeze's</i> deck from stem to stern. The mizzenmast cracks two feet above deck, sways, then topples over on the starboard side, in a tangle of lines, canvas, and rigging. <i>Seabreeze</i> is dead in the water and will remain so until crewmen can cut away the debris, (Task Value = 100; Task Turn = 1 minute; use Strength Attribute Saving Throws for Task Points, each man working at the task adds in his Effect Numbers to the total). DUR loss = 5. ALL characters must throw a Speed Critical Saving Throw to avoid being hit.
7	Bullets tear through <i>Seabreeze's</i> hull and hit the gas tank. There is a 'WHOOSH', and a pillar of fire and smoke engulfs the ketch, tearing her in two. Each character on board must throw a Speed Critical Saving Throw to avoid 2d10 points of injury. The survivors will find themselves clinging to debris floating in the water. DUR loss = 8.
8	Fountains of water geyser along the port side, and thuds are heard below deck. A check for damage shows a long line of bullet holes below the water line; the bilge and lower decks are flooding fast. <i>Seabreeze</i> will go down in 1D6 minutes, during which time the Japanese plane will make further attacks. Characters below decks must throw a Speed Critical Saving Throw to avoid being hit. DUR loss = 8.

- 9 Gunfire shreds the mainsail and jib, but causes no other damage.
- 10 *Seabreeze's* auxiliary motor is hit, and rendered useless. She is taking in some water aft. DUR loss = 2.

*During the attack, characters must keep track of where they are, since specific events may cause characters in some parts of the boat to come under fire. Characters with some warning that they are going to be under fire (for example, the Gamemaster describes fountains of water coming in a double line straight towards them) may elect to IMMEDIATELY dive into the sea. Characters who do this will not have to throw the Speed Critical Saving Throw to avoid gunfire, but they will be left behind in the water if *Seabreeze* continues to try to escape. Considerate fellow characters might think to toss overboard comrades a life preserver.



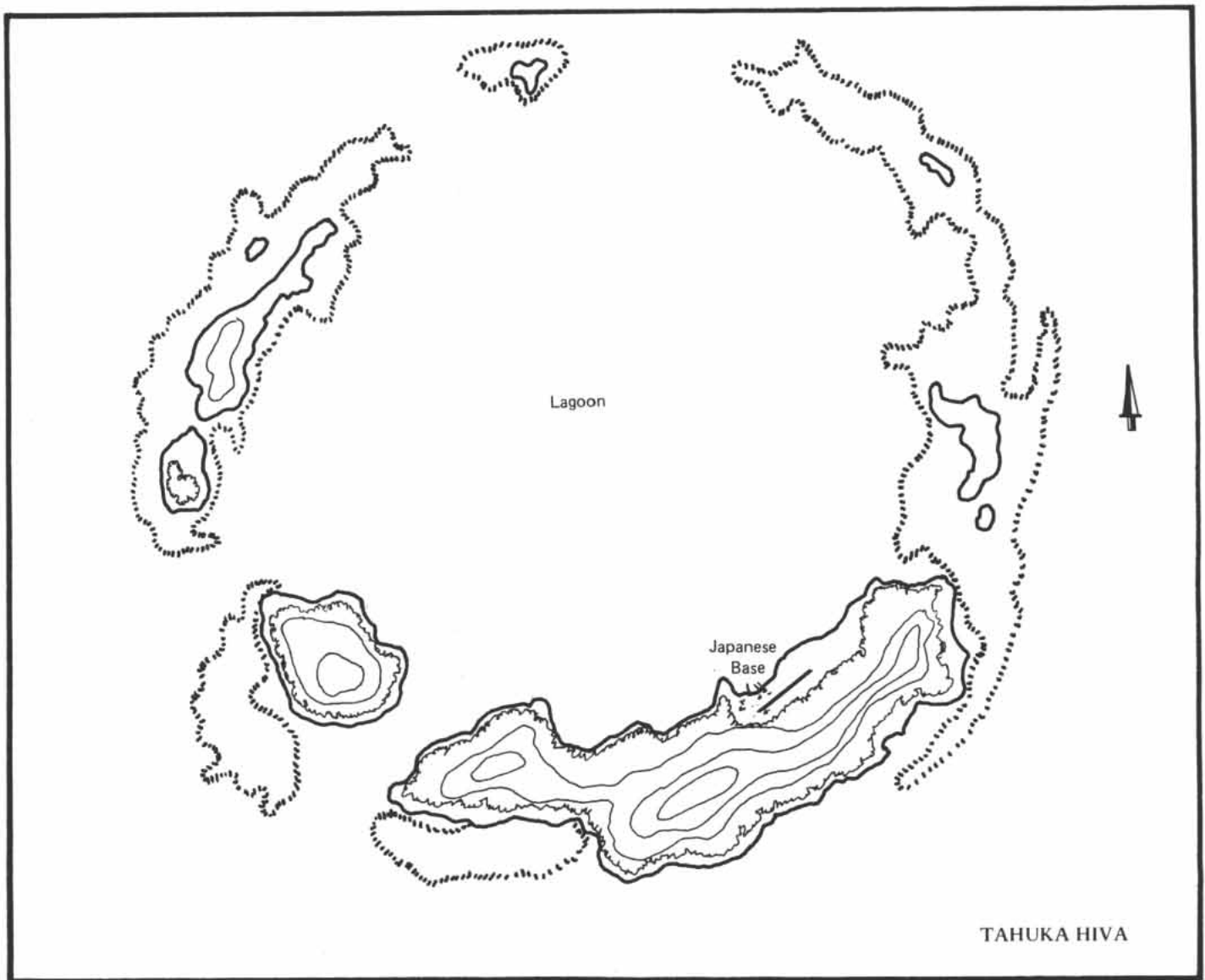
ADVENTURE ON TAHUKA HIVA

The course of events depends largely on what the players themselves decide to do. If they surrender, they will be taken prisoner aboard a Japanese armed trawler (see diagram). *Seabreeze* will be destroyed by gunfire, and the prisoners will be taken back to the Japanese base on Tahuka Hiva.

If *Seabreeze* is sunk before the trawler arrives, the daredevils will find themselves drifting, more or less together, on pieces of wreckage straight toward the island. The attack takes place at about 2:00 in the afternoon. They will be washed ashore on the east coast of the main island at sunset, just after 6:00 p.m. Characters should make Health Attribute Saving Throws every 30 minutes during this period. Failure means the character will slip beneath the surface and start to drown.

Moments after the party gets ashore, they will hear a group of men coming towards them out of the jungle. This is a patrol of 8 Japanese marines, hunting for survivors reported by the Japanese plane. Whether or not the daredevils are able to elude the patrol, and whether all or some are found and captured, depends on the situation and the physical condition of the characters.

It should be obvious by now that there is a secret Japanese naval base on Tahuka Hiva which is an out-of-the-way coral atoll 100 miles north of the main body of the Marquesas Islands. A significant fact (known by any of the characters with navigation skill) to note is that it is barely 2100 miles south southeast of Hawaii. The base consists of a single bare-dirt runway; a cluster of huts, supply sheds, and two large oil tanks; and a number of piers jutting north into the deep, central lagoon. (See map). There are four A5Ms parked beside the runway under camouflage netting (including the plane which attacked the *Seabreeze* which will have landed by the time the daredevils see the run-



way). In the lagoon, tied up to one pier, is a gigantic four-engined long-range reconnaissance bomber and transport, a Kawanishi H6K4. Moored nearby is another surprise — the Japanese submarine I7 (complete with a float plane assembled on her deck aft of the conning tower) plus a pair of modern attack subs, the I70 and the I73. The armed trawler is tied up to another pier further along the coast. Ten to twenty Japanese (construction workers and Marines) will be visible working among the buildings, stacking supplies, and camouflaging the A5M which has returned from the attack.

If the daredevils are prisoners, they will be locked in a coconut-log stockade near the large building which is obviously a headquarters. Submarine and Marine officers can be seen going in and out. The prisoners will be given water and food, but otherwise ignored. If the daredevils remain free, they will see the base if they work their way to the crest of the ridge running down the center of the main island; they will have to be careful to remain under cover of the jungle, for Japanese patrols are crisscrossing the island searching for them.

To survive the adventure, the daredevils will have to escape from the island. With resourcefulness and daring, they just might be able to pull it off.

ESCAPE FROM TAHUKA HIVA

Essentially, the only way the daredevils are going to be able to get off the island is to create a really spectacular diversion. It will be best for them if said diversion just happens to put the aircraft and subs out of commission to prevent pursuit. They have two likely hopes of escape — the armed trawler and the H6K4 seaplane. Still another possibility (if enough of the daredevils have pilot skill) would be to hijack all or some of the fighters, as well as either the trawler or the seaplane.

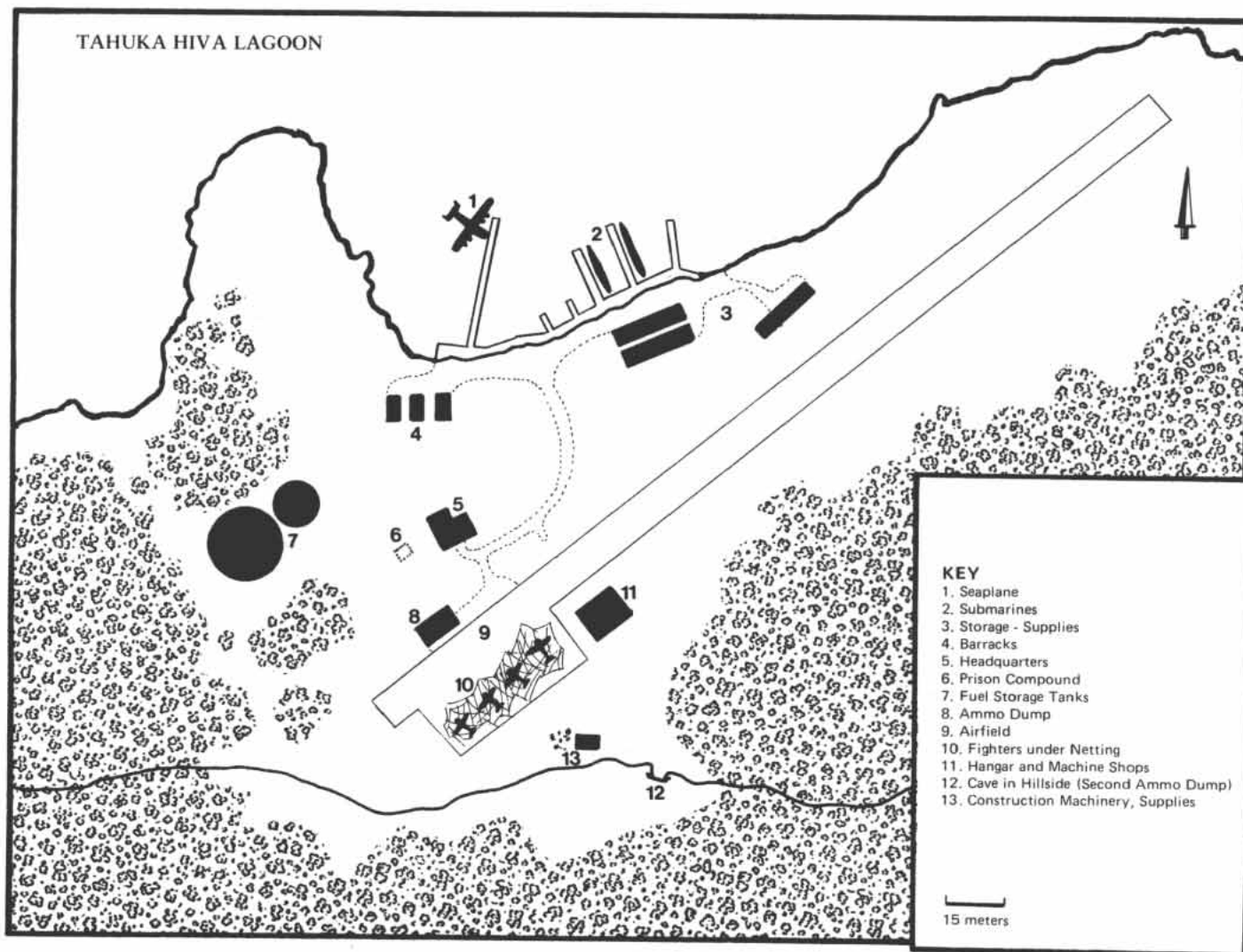
The location of the base ammo dump is marked on the map. There are always two guards patrolling the area, and during daylight hours, intermittent working parties bringing in and stacking additional ammo. The ammo dump includes several cases of hand grenades, a box filled with dynamite, and rack upon rack of 100, 500, and 1000 lb. bombs. The dump seems to be a temporary storage spot for work details are busy moving bombs into a hillside cave, shown on the map, for more secure and dry storage.

One of the storage tanks is filled with diesel fuel, the other, larger one with aviation fuel.

If all of the daredevils are locked in the stockade, they are in a tough spot indeed. Escape attempts are up to their resourcefulness and ingenuity; there is always at least one guard outside the stockade, but it might be possible to trick or jump him, especially at night. If all or some of the daredevils are free in the hills above the base, they might be able to organize a midnight raid.

There are 61 men aboard each of the subs I70 and I73. There are 80 aboard the I7. The sub crews will stay aboard their boats if trouble starts, though they will man their deck guns and will fire at any daredevils they can see in the pier area. The base itself has a complement of 25 construction workers (all unarmed) and 30 Marines. The workers are treated as Poor Quality Rabble. The Marines are Superior Quality Extras. Eight Japanese sailors (Average Quality Rabble) from the trawler have their quarters ashore.

The daredevils may try for the seaplane if one of them has pilot skill. The plane is fueled and ready, and has enough range to reach Hawaii in about 24 hours. The daredevils will have to make sure the four fighter planes are crippled, however, before they leave, for the sea-



plane will stand no chance in combat against the A5Ms. Three Japanese crewmen (Average Quality Rabble), armed with Nambu pistols, will be found aboard the seaplane when it is hoarded.

Alternatively, the daredevils can try to take over the trawler, which will get them to Hawaii in a week, or back to the Marquesas in half a day. Again, the fighters will have to be taken out, and the seaplane and the subs as well, should be crippled for good measure. Grenades or dynamite going off on the decks of the subs might cause enough damage to prevent immediate pursuit. (Use the Blast rating of the explosive as the chance in 10 of damaging the sub).

The daredevils' best hope will be to strike suddenly at night to catch the island garrison off-guard. Dynamite or grenades exploding in either the temporary ammo dump or the storage cave will set off the bombs and destroy much of that end of the base. Dynamite in either of the fuel tanks will make a spectacular display which will also wreck the base and tie up most of the Marines in fire-fighting duties. The fighters can be wrecked by a single grenade in the cockpit, but the seaplane will require several sticks of dynamite on the wing near the engines, or an explosive exploded inside the hull, or in the cockpit to destroy it. The daredevils will have to plan their operation in advance, break out of the stockade (if they are prisoners), acquire weapons from guards or the magazine (racks of rifles are kept there), and capture enough explosives from the magazine to carry out the plan. Encounters with guards, workers, drunken sailors, or patrolling officers are left to the Gamemaster,

and depend on the situation; such encounters should be provided to keep the game exciting — but not in such a way as to make the situation hopeless!

If the daredevils are unable to destroy the ships or aircraft which could pursue them, they may have a battle on their hands at sea. Details are up to the Gamemaster.

The adventure ends when the daredevils have escaped beyond any reasonable Japanese pursuit. Once they make it to the U. S. Naval base at Pearl Harbor, U. S. ships will be dispatched to investigate their report of a Japanese base on Tahuka Hiva. They will find signs of the daredevils' escape, but subs, men, and bombs will be gone, evacuated by the Japanese.

THE 'TREASURE' OF TAHUKA HIVA

The players may, in the course of the adventure, have an opportunity to pick up some military intelligence regarding the Japanese presence on Tahuka Hiva. This might come about if they are able to capture a Japanese Naval or Marine officer; if one or more of them are interrogated by the Japanese commander and subjected to his boasting; or if, in the confusion of their diversionary attack, someone is able to grab some of the papers which will be found on the Japanese commander's desk inside HQ. Presentation of this material to American Military Authorities will earn the daredevils the traditional 'respect and admiration of a grateful government.'

CAST OF CHARACTERS

Huong Lee

Sir Phillip's manservant and companion, a Chinese from Shanghai, who has been with Sir Phillip since 1930. Of slight build and unprepossessing appearance, Huong has hidden qualities — he is acquainted with several oriental martial arts disciplines. More than once he has saved Sir Phillip's life in a Hong Kong alley or Singapore back street; the two men are inseparable. Huong is devoted to the Englishman. He is able to move silently through any type of terrain, and as such is an excellent scout in combat situations as well as being a silent and deadly killer when the need arises.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
17	16	14	20	15	16	3	31

WEAPONS: None.

SKILLS: Martial Arts (10/3); Stealth (11); Business and High Society Subcultures (4); Chinese History (3); Chinese Culture (10); European Culture (5); English Language (12); Chinese Language (15).

CLOTHING: Street clothes (Armor Value 1).



Sir Phillip Rodney-Smythe

Sir Phillip is an Englishman living in and running his many business interest from Brisbane, Australia. He is a millionaire several times over. He started out with a small shipping company in Hong Kong, which he built into a Pacific-wide empire. Among other interests, his holdings include the shipping line Southern Cross, with offices in Hong Kong, Manila, Brisbane, Sydney, and Singapore. His passion is sailing; he owns several sailboats, including the luxurious 57-foot ketch *Seabreeze*.



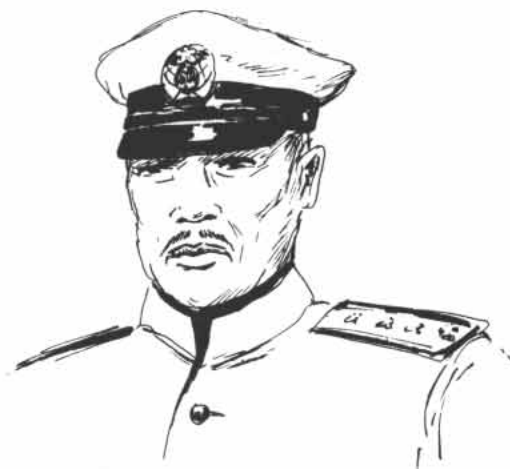
Sir Phillip fancies that he has been engaged in a quiet war with the Japanese, ever since they moved into Shanghai in 1937. Sir Phillip lost a lot of money during the Japanese occupation of the city, and he never misses an opportunity to strike back at Japanese trade interest whenever he can. His latest exploit was to buy out a large Dutch rubber plantation in Borneo, and find markets in Australia and the U. S. for rubber which had been consigned to Japan. He regards this 'war' as a good-natured game.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
19	30	12	12	13	14	2	35

WEAPONS: A Browning HP36 pistol and a custom big game .600 caliber nitro rifle are carried in his cabin aboard the ketch.

SKILLS: Pistol (5); Rifle (6); Athletic Swimming (7); Horsemanship (9); Hunting (7); Seamanship (14); Survival (6); Finance (7); Military Science (3); Navigation (8); High Society Subculture (8); Business Subculture (10); European Culture (12); Chinese Culture (5); European History (10); English Language (20); Chinese Language (5).

CLOTHING: Tropical work clothes (Armor Value 1).



Captain Tomoyuki Yamamura

Yamamura is the Japanese Imperial Navy Captain in command of the operation on Tahuka Hiva. He is, curiously for one with such an audacious assignment, a rather unimaginative man who is content to follow plans exactly as drawn up in Tokyo by the military chiefs of staff. His orders are to hold the island, build the airstrip, remain hidden, and make sure that fishing and incidental small craft which might blunder into Tahuka Hiva's secret do not report their discoveries. Soon after the airstrip is completed, he will be relieved by an Admiral who will arrive with additional submarines to beef up the outpost and make it operational.

If Yamamura captures the daredevils, he will interrogate them the next day. He will be satisfied with their explanations of innocence but will, of course, have no thoughts of releasing them. He will report their capture to Tokyo, and await orders which, presumably, will be to dispose of all evidence. Yamamura can be relied on to carry out orders instantly and to the letter unless the daredevils fail to 'cooperate.'

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
13	23	20	10	10	10	2	27

WEAPONS: Carries a Nambu pistol.

SKILLS: Pistol (6); Rifle (6); Autofire (6); Bayonet Training (7/2); Brawling (7/2); Athletic Swimming (5); Seamanship (6); Interrogation (14); Civil Engineering (6); Military Science (10); Navigation (7); Politics Subculture (7); Japanese Culture (10); Japanese History (5); Japanese Language (18); English Language (9).

CLOTHING: Japanese Navy Uniform (Armor Value 2).

Japanese troops from Yamamura's Special Navy Landing Force unit (the Marines) are armed with Arisaka rifles. Treat them as Superior Quality Rabble.

WEAPONS AND EQUIPMENT ABOARD THE SEABREEZE

For once, the daredevils might find themselves seriously out-gunned in this adventure! After all, this IS a pleasure cruise, and the *Seabreeze* yacht is unarmed.

At the discretion of the Gamemaster, the daredevils may be allowed to bring weapons along, especially favored personal weapons. Since this is not a gun-running scenario, they should be prevented from hauling machine guns, submachine guns, and other portable artillery aboard. Pistols, and perhaps a rifle or two, are permissible.

None of the weapons available to the daredevils will be of any help during the strafing attack by the Japanese fighter (though they are welcome to have fun standing valiantly on the foredeck blazing away at the oncoming aircraft with Smith-Wesson .38s if they wish!) They will fare little better in a gunfight with the trawler — which mounts a pair of machine guns, a deckgun, and carries a crew of 8 armed with Arisaka rifles.

Daredevils might manage to hold onto individual small arms if they have to swim for it. There is a 50% chance that any gun exposed to seawater for more than an hour will be fouled, and require more extensive cleaning and servicing than can be performed on a beach, in the dark, without tools. In nearly every case, daredevils who want to arm themselves on Tahuka Hiva will have to take those

weapons from the Japanese, either by ambushing Marines or by breaking into one of the ammo and supply dumps.

Other equipment carried aboard *Seabreeze* which the daredevils should know about is a well-stocked first aid kit, a Very pistol with ten flares, a survival kit which includes fishing tackle, a signal mirror, knife, compass, three hand-held day-night signal flares, and concentrated rations for fifty man-days. Also aboard are two rubber lifeboats (each of which has a 50% chance of being holed and made useless by the air attack) and a shortwave radio.

The Gamemaster is advised to leave the daredevils in doubt about any attempt to radio for help during the Japanese attack. Several stations are within range — including a small airfield at Tahuata a hundred miles south, but it will take time to raise them, and reception will be poor. If they surrender, but continue trying to radio for help, the Japanese plane will make another strafing run; the Japanese are monitoring all broadcasts in the area. If they try to call for help during the attack, the radio operator might — just barely — be able to pick up a faint signal from Tahuata saying '*Seabreeze*, this is Tahuata, we read you. What is the nature of your problem . . . ' just as machinegun bullets smash the radio and end all hope of rescue from the outside.



ADDING NINJA TO THE DAREDEVILS WORLD

by Bob Charrette



Ninja! To most who recognize the name it conjures up visions of black-suited assassins creeping through the nights in feudal Japan. As far as daredevil adventurers are concerned, this could well be the case. Just as easily, these infamous masters of espionage and assassination could have survived into the modern world, continually practicing their craft.

This section of Daredevil Adventures is designed to provide you with material to incorporate ninja into a daredevils campaign. A background and history of the ninja is provided first. It is based on what is known of the real ninja with interpretations and variations added to give a colorful background from which to draw adventures. This is followed by a section detailing ninja group organization. In addition, several sidebars provide sample ninja agents, some specific ninja non-player characters, as well as Skills, Gimmicks and weapons for ninja. If you are interested in getting more ninja stuff for your campaign, check out BUSHIDO from this publisher. It has much more on ninja that can be easily adapted as well as other Japanese stuff.

HISTORY OF THE NINJA

The origins of the ninja are obscure.

Ninja are first directly identified in Japan in the late sixth century. At this time ninja in the employ of Prince Regent Shotoku were used to clandestinely determine the truth in certain matters. Ninja influence and activity increased in Japan while its practitioners remained obscure.

Ninjutsu, the Art of the Ninja, was associated with certain sects of 'yamabushi' in its early days. These yamabushi were groups of rebellious priests who took to the wilder regions of Japan and the trainings of martial and secretive disciplines in order to protect themselves from persecution. This persecution is thought to have been based as much on their political stances as their adherence to variant religious and mystical beliefs.

It would seem that over the years, certain believers developed their military techniques at the expense of their religious orientation. These practitioners of Ninjutsu formulated their own codes of conduct and righteousness. They split from their various religious sects and formed their own groups modelled on the clans of the ruling samurai class. They dropped religious trappings and used their skills and knowledges to further their own aims which were not always what the prevailing culture would accept as right and proper. Eventually, some of the clans discovered a ready market for their skills.

This market was the very ruling class that despised the ninja and their practices. Samurai found that they could hire ninja to do things that were forbidden to the samurai by their code of Bushido. The samurai could excuse this two-faced approach as long as it was successful for the Japanese can be a very practical folk and what is successful has already been accomplished and is, neh. The ninja found pay a suitable reward for the exercise of their peculiar skills.

This form of symbiosis was in its heyday during the Momoyama period (about 1575-1600) or the Age of Warfare. Ninja were in constant demand by ambitious warlords. As the period drew to its close ninja influence began to wane. Severe blows to groups in the heartland of Ninjutsu, Iga Province, were struck by the warlord Oda Nobunaga. When Ieyasu Tokugawa took control of Japan and brought peace to the land the obvious uses of ninja disappeared.

In the Tokugawa period, the ninja found new ways to employ their skills. Many were incorporated into the Shogun's secret police. Others turned to common crime. Some left Japan to seek employment and a home in other lands. Still others simply went underground and bided their time. Regardless of the course taken, all were quite happy to let the general public believe that there were no more ninja.

All the courses taken leave a gamemaster the opportunity for action. Almost certainly some ninja will be working for the Japanese secret service. This could be a chilling thought to daredevils in the Pacific in the late thirties. Ninja operating on their own in the traditional ways of spying, assassination and sabotage could turn up anywhere in the world. Such ninja could be working for their own ends or be in the employ of a specific customer. Some of those clans that left Japan might have enlisted with other powers either national or individual. (Remember the assassins in 'Fu Sung's Revenge' in Daredevil Adventures Vol.1 No.1. They could have been ninja). Among those clans that went underground could be some that have retained their mystical backgrounds and/or operate as the yin to the yang of unscrupulous ninja clans.

NINJA ORGANIZATION

A ninja clan consists of three ranks. Each member of the clan, regardless of sex, is assigned to one of the ranks. The head of the clan is the jonin. His middle managers are called chunin. The rest are agents or genin.

The jonin decides the clan's policy and direction. His is the ultimate authority. He is a planner and rarely acts in person. In some clans his identity is even kept secret from the rest of the clan. When this is the case, he usually functions as a chunin, at least as far as can be seen. He will pass his instructions as jonin on in some fashion of secret messages.

The chunin are the day-to-day managers of the clan and its activities. They assign genin to jobs and handle the detailed planning of those jobs. They are the interface between the clan and its clients. Like the jonin, they rarely take part in jobs themselves for their knowledge and experience is too valuable to be put at hazard casually. Chunin often maintain cover identities in several places in order to provide a place of contact for prospective clients.

The genin are the rank and file of the clan. They are the agents who perform whatever services the clan has contracted to provide. Genin, once contracted to a service, are essentially sold completely. They will

perform their task even if it costs them their lives. If they fail, the clan will be dishonored. It would then be required to complete the task even if the clan is destroyed in the process. If there is no way to complete the task, some *jonin* would call for the ritual suicide of the *genin* who failed in order to restore the clan's honor.

GENIN

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
12	16	12	17	16	15	3	29

SKILLS: Ninjutsu (14); Specialist weapon (14/4); Katana (12/3); Throwing (12); Martial Arts (12/3); Athletic Skills (10); Japanese language (18); Japanese Culture (12); Criminal Subculture (12).

WEAPONS: Specialist weapon; 9 shuriken; ninjato (or katana).

CLOTHING: Ninja suit (AC5); 40% chance of Ninja mail being available.

GIMMICKS: 1D3 Blinding eggs (40%); 1D3 grenades (20%).

NOTES: Genin will be equipped by their masters for any special tasks. In game terms, this means that the gamemaster must decide what, if any, additional Gimmicks the agents are carrying. The genin may also have special skills suitable to the task at hand. Such skills will be at a Basic Chance of Success of 12.

SUPERIOR GENIN

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
16	20	15	22	20	20	3	38

SKILLS: Ninjutsu (17); Specialist Weapon (16/4); Katana (15/4); Throwing (15); Martial Arts (15/4); Athletic Skills (15); Japanese Language (18); Japanese Culture (15); Criminal Subculture (15); Target Culture and Language (14); Disguise (12); Mimicry (10).

WEAPONS: Specialist weapon; 9 shuriken; ninjato (or katana).

CLOTHING: Ninja suit (AC5); Ninja mail available.

GIMMICKS: 1D3 Blinding eggs; 1D3 grenades (30%).

NOTES: Superior genin are trained to operate in countries other than Japan. They are 'targeted' for a country and taught its language and culture. They are also taught an additional Subculture Skill in order for them to better function in their disguise identity. They will have this Skill at a Basic Chance of Success of 10. Many superior genin are also trained in 2D3 additional weapon skills to a BCS of 12.

CHUNIN

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
25	20	12	15	15	15	3	31

SKILLS: As superior genin plus mastery (BCS 20) of Ninjutsu and 1 Combat Skill; extensive knowledge (BCS 17) of the Language, Culture, Law, and History of two countries; Occult Studies (4); Interrogation (10); Traps (12).

WEAPONS: Normally none carried except where generally sanctioned by the culture.

CLOTHING: Normal street clothes for the area; Ninja suit and ninja armor available.

GIMMICKS: Desired gimmicks available.

NOTES: Chunin only engage in operations or combat when absolutely necessary.

JONIN

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
30	30	10	13	13	10	2	30

SKILLS: As chunin plus mastery (BCS 20) of 2 more Combat Skills; extensive knowledge (BCS 17) of the Language, Culture, Law, and History of 2 more countries; Occult Studies (10); Politics Subculture (15); Military Science (12); Interrogation (15).

WEAPONS: As chunin.

CLOTHING: As chunin.

GIMMICKS: As chunin.

NOTES: Jonin only plan operations for chunin and genin to execute. They always have agents on hand for protection and/or to cover an escape to continue a battle on another day.



NINJA GIMMICKS

This section contains a selection of ninja Gimmicks, both traditional and 'modern'.

BLINDING EGG: A small, impact-sensitive container which holds a chemical mixture. A foe hit with the egg will be temporarily blinded and subject to a fit of sneezing and choking. This leaves the victim unable to act as if he had been Stunned. Two Health Critical Saving Throws are required to remove the effects. The first relieves the sneezing and choking. The second restores his vision. These Saving throws may be attempted one per turn on the Bookkeeping Phase. The powdery contents may be used as a powder in the ninjato scabbard. The egg may be delivered by throwing it with Shurikenjutsu or directly thrust into a victim's face by a Martial Arts attack. In the latter case, the attack does no damage and the target gets a Speed Critical Saving throw to avoid the egg. If the egg has been avoided, the ninja gets a Deftness Attribute Saving Throw to retain the egg to try again later.

Task Value: 20

Production: Ninjutsu

BOMBS: Treat these as regular grenades for size and weight but double their explosive rating(s).

FLASH GRENADE: A 1 kg. device which when detonated by fuse, electrical current or impact, will emit a bright flash. Any characters within 4 meters of the explosion who are unprepared for the flash must make a Speed Critical Saving Throw or be partially blinded for 1D3 Detailed Turns. These grenades may be thrown for accuracy with Throwing Skill (or Shurikenjutsu).

Task Value: 30

Production: Chemistry

GRENADES: Treat these as the mini-grenade gimmick.

NINJA ARMOR: Ninja armor consists of tightly linked mail woven through with cords to silence it. It may be worn under clothing without being particularly noticeable. The mail hood, which may be concealed under the hood of the Ninja Suit, can function as a 'fabric helmet'. The armor yields an Armor Class of 5/10 and weighs 25 kg.

Task Value: 150

Production: Blacksmith

NINJA SUIT: This is a black suit of clothing in a traditional Japanese cut which includes a face-concealing hood and scarf. It adds +1 to the ninja's Basic chance of Success when attempting to blend into the darkness using Ninjutsu. The suit is usually reversible with a second color on the other side. Such colors provide a similar bonus to the black when worn in the appropriate environment (white=snow; green=live vegetation; brown=earth or dead vegetation; grey=stone or concrete) but reduce the Ninjutsu BCS (-2) for blending in when worn in a contrasting environment such as white at night.

Task Value: 50

Production: Ninjutsu

SMOKE GRENADE: A 2 kg. device used like a grenade. On explosion, it will generate enough smoke to fill a sphere with a 5 meter radius. Any movement within the smoke is treated as if on Treacherous Ground. Any characters within are treated as if blind. Once a character has exited the smoke, he will be treated as partially blind until he makes a Health Attribute Saving Throw. Such throws are made in the Bookkeeping Phase. In still air, the smoke will begin to disipate after 5 minutes, quicker if there is wind.

Task Value: 40

Production: Demolitions

TETSUBISHI (caltrops): Small, multi-pointed items that always have at least one point up when scattered on the ground. They are often poisoned. The percentage chance that a character moving through an area which has been prepared with tetsubishi is equal to the number scattered divided by the square footage of the area. Thus, 24 tetsubishi in a 200 square foot area (10x20 foot room) yield a 12% chance that any character passing through the room will step on one. Bare or lightly shod feet are particularly vulnerable but a running man will provide enough pressure for the tetsubishi to penetrate the typical shoe. One hundred tetsubishi weigh 1 kg.

Task Value: 4

Production: Ninjutsu

NINJA SKILLS

These are a selection of skills, above and beyond those normally available, that may be used by ninja characters. Some are variations on or combinations of regular skills, some are skill versions of Special Powers and still others are completely new. Ninja normally only teach their special skills to members of their own clan. Many clans treat the teaching of these skills to outsiders as an offense punishable by death (that of the student as well as the teacher).

NAWANUKE—JUTSU: This skill functions as the Escape Artist Special Power. Deftness+Speed+Natural.

NINJUTSU: This is the art of the ninja. With this skill, a ninja may exercise the Shadow Blend Special Power, use Stealth Skill and build certain Gimmicks. Deftness+Speed+Natural.

SHURIKENJUTSU: This skill functions as Throwing Skill but also allows the ninja to throw shuriken and Blinding Eggs. Deftness+Wit+Combative.

KENJUTSU: This skill allows a ninja to use either the katana or ninjato as a weapon in combat. Strength+Deftness+Combative.

KYO—TETSU—SHOGE: This skill allows a ninja to use the kyo-tetsu-shoge weapon. Deftness+Strength+Combative.

OTHER SKILLS: Certain other regular skills are commonly used by ninja. These skills function in the normal way and may be used as chosen or alternate skills for a ninja character: Mimicry; Survival; Tracking; Cryptography; Disguise; Interrogation; Lockpicking; Traps; Military Science; Culture Skills; Subculture Skills; Firearm Skills; Armed and Unarmed Combat Skills.

NINJA CHARACTERS

Presented here are several ninja characters which could be introduced into your adventures. The 'notes' section for each character contains suggestions as to how the particular character might be incorporated into the adventures in this book or other adventures of your own devising.

Hoshi Kamamura

Hoshi Kamamura is an ambitious man. His predecessor as jonin of his clan was satisfied with ruling the underworld of the 'Japan-town' of (fill in the city of your choice although a west coast city is more appropriate). Kamamura wants more and is moving to take over the rest of the city's crime. He will freely use the skills of his agents to frighten off his opposition with threats of death and demonstrations of their ability to fulfill those threats. If unsuccessful with threats, there will be no hesitation to act.

Kamamura's clan is well entrenched in Japantown. Residents know of him though few have actually seen him. The population believes that he is simply an efficient 'yakuza' or gangster although some few are aware that he uses ninja genin. Residents know that it is worth their life to inform on Kamamura or his people and operations.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
32	29	14	18	12	16	3	38

SKILLS: As a standard jonin, his countries of expertise are Japan, China and the U.S.A.; he has mastered Kenjutsu, Shurikenjutsu, and Pistol.

WEAPONS: Always carries an M1911A1 with spare clip and 2 Blinding Eggs; a master katana is new at hand in his office; any other weapons can be acquired with time.

NINJA WEAPONS

Some of the weapons used by the ninja are outlined here. A brief description is given of each. Accompanying the descriptions is a table detailing the specifications for using the weapons in Daredevils. Most weapons may be considered Archaic Weapons that require separate Skills for the character using them. Some, as specified, are treated as variants of the same weapon and a category type skill will be named. The best example of this is the category skill of Kenjutsu or Japanese sword-fighting technique which allows the use of both the katana and the ninjato.

Katana

The katana was the traditional fighting sword of the samurai. It has a two-handed grip and a single-edged, slightly curved blade (about 24"). While not a ninja weapon proper, its fine cutting qualities make it a weapon that would not be disdained by a ninja. Traditional ninja would be familiar with it both as a weapon highly likely to be found in the hands of an opponent and as a weapon to be used while in certain disguises. This sword is used with Kenjutsu Skill.

Kyo-tetsu-shoge

The Kyo-tetsu-shoge is a peculiar weapon consisting of a weighted ring connected to a special knife by a length of rope (usually about 10 feet). The knife has a straight blade from which a curving hook protrudes in the plane of the blade. The knife may be used normally or thrown at a target and recovered immediately if a Deftness Attribute Saving Throw is made (otherwise an action is required to recover the knife). Naturally since the knife is attached, its range for this returning throw is limited by the rope. The weighted ring may be thrown in a similar fashion.

The rope also allows a special kind of attack called Entangling. See the Weapon Statistics Chart.

Nekode

Nekode are clawed gloves. Ninja may use these with Martial Arts Skill to increase the damage done by an attack. Nekode may also be treated as the Suction Cups Gimmick for purposes of climbing. A character wearing Nekode may not grasp anything in his hands until the gloves are removed.

Ninjato

The ninjato was the traditional sword of the ninja. It is a straight blade (about 20") with a two-handed grip. The hand guard was oversized to allow its use as a step to allow the ninja extra height equal

to the blade length when starting a climb over an obstacle such as a wall. The scabbard for this sword could become a weapon in its own right. This sword is used with Kenjutsu Skill.

Scabbard

The scabbard of the ninjato may be used as a blowgun. Its range is the user's Health in feet. The blowgun delivers a dart which by itself will do little damage but may carry a poison or drug.

The scabbard may also be used to deliver a powder (see Ninja Gimmicks) in a similar fashion. The range is the user's Health Critical Saving Throw in feet. The powder will be dispersed in a direct line from the user and will affect any in that line.

Shuriken

Shuriken are small, easily-concealed throwing weapons. They come in two types. Star-shaped or multi-pointed shuriken were essentially distraction weapons and delivery systems for poison. They were not likely to kill on their own. Blade-shaped shuriken or shaken were more likely to kill as they could penetrate more deeply. Shaken may be used with Throwing Skill but star shuriken may not. A user of Shurikenjutsu (shuriken technique) may freely use both kinds.

WEAPON STATISTICS CHART

Weapon	Strength Group	Weapon Damage Multiplier	Weight in kg.	Notes
dart	NA	none	.03	
does no 'damage' but may carry poison.				
jo stick	2	2, s	1	
katana	2	2, 1	2	
katana, master blade	2	2.5, 1	2	
kyo-tetsu-shoge, knife, weight	2	1.4, 1 1.5, s	3	special attack •
nekode	2	1.5, 1	2/pr.	
ninjato	2	1.8, 1	2	
shuriken (star)	1	1, 1	.25	thrown only
shuriken (spike)	1	1.3 (1.5), 1	4	

*Entangling attacks use the Effect Number to determine if the target is rendered immobile. If the Effect Number of a successful attack exceeds the target's Speed Critical Saving Throw value he is entangled. If not, he suffers Distractions equal to the Effect Number. An Entangled character may attempt a Strength Critical Saving Throw to break free on the Bookkeeping Phase of a Detailed Turn.

CLOTHING: Expensive, tailored business suit with cunningly concealed, padded steel plates (AC 5/5).

SPECIAL POWERS: Spirit Power; Charismatic, Communicative, and Esthetic Talent Powers and Abilities (12).

NOTES: Kamamura will provide an adventure by himself once the gamemaster works out a specific plan for his conquest for the underworld of a particular city. Such an adventure could well be spread over several sessions as the player character slowly, in the course of dealing with other matters, discover the war between the ninja and the other mobsters. The opposing gang bosses should be developed along with the forces at their command as well as specific crimes and incidents to occur as the adventure unfolds.

Kamamura commands 4 chunin, each with 2D10 genin. He also maintains a personal bodyguard of 4 superior genin and a special enforcer (superior genin but he has a Strength of 35 (and thus DRT of 48), Ninjutsu (20), Cat Ability and Spirit Power).

Kashi Minataro

Kashi Minataro is a chunin of a clan that left Japan for China during the Tokugawa Shogunate. The clan prospered in its new home and eventually became allied with the Blue Dragon Society. Its jonin now works under the direction of Doctor Ling.

Minataro is a cautious man who prefers not to act unless he is reasonably sure that he understands the situation. Once in action, though, he rarely hesitates and will often participate in an action as if he were a genin.

ATTRIBUTES: As standard chunin.

SKILLS: As chunin; he has mastered the jo stick (Nightstick Skill) and his specialist weapon is the kyo-tetsu-shoge; his countries of knowledge are China and India.

WEAPONS: Ninjato; jo stick; kyo-tetsu-shoge; 3 shuriken (one of which is treated with curare).

CLOTHING: Ninja suit.

NOTES: Minataro, if used, is serving Doctor Ling as an advisor in keeping the operation a secret as well as a bodyguard if necessary. The ninja will prefer to let the other agents of the doctor hazard themselves first in any attempts to stop the daredevils unless specifically ordered to do otherwise by the doctor.

Yoshi Tadamora

Yoshi Tadamora is a highly trained genin of a 'white ninja' clan. That is to say, his clan has held to the old tenets of using the ninja's special skills to morally justifiable ends. As a genin for his clan he acts to counter the actions of ninja from less scrupulous clans.

Although fully capable of functioning in the modern world, Tadamora has been educated to utilize traditional methods and tools in his battle against the 'black ninja'. According to his elders, this approach allows a statement to be made concerning the deviation of the other clans from the true way.

Tadamora's training leads him to conceal evidence of any ninja activity in accordance with the belief that the clan must be responsible for the 'policing' of ninja. It is not the business of any outsider. This will not prevent Tadamora from working with or using non-ninja to achieve his ends but, if he does so use others, he will do it in such a way as to conceal at least his own nature as much as possible. His code does not include the killing of those who learn of ninja activity although he often will attempt to explain away any evidence or discredit witnesses.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
22	24	16	24	21	18	3	38

SKILLS: Ninjutsu (18); Shurikenjutsu (16); Kenjutsu (16/4); Martial Arts (17/4); Athletic Skills (15); Japanese Language and Culture (19); American Language and Culture (15); French and Portuguese Languages (14); Disguise (16); Mimicry (16); Pistol (14); Knife (14/4); Criminal, Business and Law Enforcement Subcultures (15); Lockpicking (15); Traps (14); Interrogation (12); Chemistry (8).

WEAPONS: When in ninja garb: Ninjato; 9 Shuriken; 3 Blinding Eggs; Nekode. When in disguise: 3 Shuriken (well concealed) and a Colt Police Positive (with a permit, forged of course).

CLOTHING: Whatever is appropriate to the situation; ninja suit and armor available.

GIMMICKS: Most available at need from prepared stashes.

NOTES: Tadamora is best used to help the player characters out in an adventure where they are facing ninja and seem outclassed. His common cover as a Japanese-American free-lance journalist allows

him great freedom of travel and should even provide a certain amount of cover from the player characters if he continues to show up in adventures (after all, isn't what the daredevils are doing of interest to the American reading public?).

Tadamora usually has 1D3+2 genin available to aid him.

Kiyomasa Yamahito

Kiyomasa Yamahito is a top genin of a Japanese based clan in the employ of certain imperialistic elements of the Japanese secret service. He is a cold man with no scruples save loyalty to his clan. Yamahito's clan is one of those that use their skills at the direction of their mercenary jonin with no concern of the moral implications of their deeds. Yamahito goes even further than most of the clans genin for he is a full-fledged sadist. This genin is a clever and dangerous opponent both in combat and in the war of nerves and deceit called espionage.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
22	30	16	27	21	20	4	43

SKILLS: Use those of Yoshi Tadamora plus Demolitions (16); Mechanic (7); Traps (18).

WEAPONS: In Ninja garb: as Tadamora plus Nambu pistol, 2 darts tipped with curare and 2 ninja grenades. In disguise: Nambu pistol, ninja grenade and throwing knife.

CLOTHING: As Tadamora.

SPECIAL POWERS: Spirit Power.

NOTES: Yamahito could be operating on Tahuka Hiva Island, either with or without the knowledge of the military staff. He would be there to ensure the loyalty of all members of the expeditionary force as well as ensuring the secrecy of the base from any/who might come upon it. It would be at his discretion whether he would inform the military commander of any actions he took. His non-military affiliations would in any case be a likely source of friction between him and the other Japanese on the island.

In 'Menace Beneath the Sea', Yamahito could be a spy planted in Dr. Ling's organization by the Japanese secret service in order to keep an eye on their former associate. The ninja's orders would be to help the doctor as much as possible as long as his plans did not interfere with Japanese interests.

With his training, this genin could also be functioning in the States as an agent of the Imperial Japanese secret service carrying out missions of sabotage, espionage, and assassination. In such a case, he would likely have 2D6 standard genin associates and there would be an appropriately trained chunin in charge of the operations.



The MENACE Beneath the Sea

by
J. Andrew Keith

Based on an idea by
William H. Keith, Jr.

'The Menace Beneath the Sea' is a full-fledged DAREDEVILS adventure. A sequel to 'Deadly Coins', this adventure revolves around a set-piece situation and locale. The Gamemaster must mesh this given situation with the correct background and the decisions and actions of the Player Characters. This may require modifications in the material presented here to best fit the needs of telling an exciting and dramatic story. Subtle direction of the adventure is of key importance, and a thorough understanding of the adventure's background and overall direction is essential to such subtlety. Through judicious manipulation of events, the Gamemaster should be able to build this adventure into a solid narrative filled with a steadily mounting sense of tension and impending danger, and ending in a satisfying climax.

The background presented in this adventure is designed to be adapted to any story line. A separate section, entitled 'What Has Gone

Before', presents the background of the adventure. Different possible openings are given to allow integration of this material with 'Deadly Coins,' or to allow it to be played independently.

Setting the Scene

'The Menace Beneath the Sea' begins in the year 1932. With Japanese ambitions stirring, the East is becoming a region of increasing tension. From Hong Kong, where 'Deadly Coins' took place, to the Japanese home islands themselves, there is a growing awareness that a time of reckoning between East and West is at hand.

Most of this adventure takes place on the island of Tsushima, located in the Tsushima Straits between Japan and Korea. Site of a famous naval engagement in the Russo-Japanese war, Tsushima now conceals a far greater menace than any the world has known before . . .

WHAT HAS GONE BEFORE

A mysterious break-in was the first link in the chain. Unknown vandals turned the Hong Kong hotel room of Sir Roger Fentiman upside down, killing his valet and making off with three old, corroded Czarist Russian coins which the young baronet had purchased only a few days before in a local coin shop. Nothing else was taken. The case baffled Hong Kong police.

The trail led further, though . . . back to the coin shop, where two martial arts experts killed the owner and stole his account books. They had seemed extremely interested in a number of coins similar to those Fentiman lost. With the aid of Marie LeValier, the owner's daughter, a band of daredevils were able to uncover connection to two people — one, an American historian named Willoughby, had purchased several coins from the same batch as Sir Roger's, while the other, a Chinaman named Chin Lee, had sold the coins to the shop originally.

By the time the leads were followed up, the trail was turning cold. Both Willoughby and Chin Lee were brutally murdered by the same assassins. Each part of the trail introduced new clues, and a picture began to emerge . . . a portrait of the sinister, enigmatic Chinese leader known as Dr. Ling.

As head of a secret organization, the Society of the Blue Dragon, Dr. Ling was revealed as a powerful figure determined to expel the 'foreign devils' of the West from the Orient. In some way the coins were tied to Ling's activities, for it was martial arts experts of the Society who were behind the thefts and killings encountered by the daredevils.

Ling was finally traced to one of the more obscure islands that make up Hong Kong. There, at a centuries-old archeological site, Ling and his cohorts excavated an ancient cache which had been established by fleeing Sung leaders in the face of the Mongol invasions. Dr. Ling was seeking a particular object — an unthinkable ancient gemstone. This was one of the so-called 'Nine Stones of Uighur' and a relic of the Lost Continent of Mu.

Though attacked by the daredevils, Ling escaped from Hong Kong, and has fled back to his secret lair. Here he works while he searches for more of the lost stones and a way of unlocking the tremendous powers of destruction within them.

CAPTURED!

This version of the adventure is geared as a sequel to 'Deadly Coins'. It presupposes that the daredevils were not successful in their confrontation with Dr. Ling in Hong Kong, and were taken prisoner there. It can also, however, provide the basis for an adventure involving a group which sets out to rescue a captured party. This possibility is explored further below.

The Opening Scene

Captured by Dr. Ling and his henchmen at Tung Chung, the daredevils and their companion, Marie LeValier, have been taken aboard a small freighter and confined in the ship's hold. After several days at sea, they are finally brought out on deck. They find the ship anchored in a sheltered harbor beneath a towering cliff. Atop this is an ancient Oriental monastery which overlooks the bay.

The daredevils are transferred to a smaller fishing boat, and watch as the boat sails directly towards the cliff face. Just as it seems a wreck against the rocks is inevitable, the stones seem to move, swinging inwards. The cliff face holds a concealed, water-level tunnel which leads into a great subterranean cavern.

The daredevils see signs of bustling activity all about them. Several boats and two small Japanese-made submarines are tied up at a quay. There are also several large assemblies of enigmatic equipment in the cavern. These latter are only half-glimpsed as the party is taken off the boat and herded by armed guards to an elevator set in the cavern walls. In a few minutes, the group is taken up, disembarking in a dusty, stone-lined cellar. Here they are confined in a series of detention cells to await the attention of Dr. Ling.

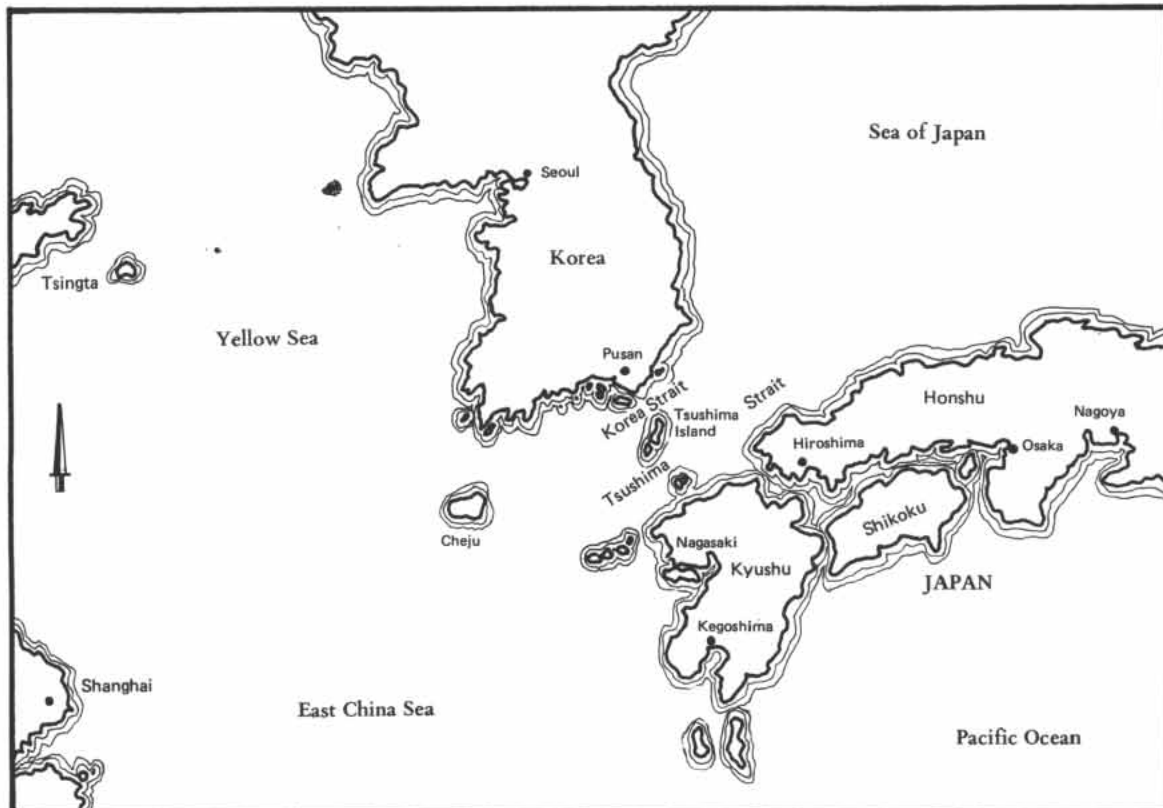
The Course Of The Adventure

Since in this version of the adventure the daredevils begin as prisoners, the Gamemaster should arrange an opportunity for the party to escape from Ling's minions. This might occur as they are being taken somewhere for interrogation. Use the description of the underground complex in the main body of the adventure to resolve the escape attempt.

As the adventure proceeds, it is best if the Gamemaster can interject an encounter which will cause a chain reaction leading to the destruction of the base. Escaping before the devastating explosion which wracks the entire hidden fortress is a staple of action-adventure stories, and will be a satisfying and exciting climax to the adventure.

Characters

The characters should be those who participated in 'Deadly Coins'. If the Gamemaster wishes, however, a new group of daredevils can be started out instead. If so, use the background presented for new groups in 'The Pursuit of Dr. Ling'. In this case, a group of non-player daredevils (including Marie LeValier) will have been captured by Ling, and may be encountered during the course of the adventure. The Gamemaster will have to provide Non-player Characters to fill out the captured party, if this course is adopted.



THE PURSUIT OF DR. LING

This version of the adventure is also geared as a sequel to 'Deadly Coins', and presupposes that the daredevils were victorious in their confrontation with Dr. Ling. It can, however, be played by a group with no prior contact with Dr. Ling.

The Opening Scene

Since the escape of Dr. Ling from Hong Kong, the daredevils have been questioned intensively by government and police officials concerning the nature of the enigmatic mastermind and his actions. The gemstone recovered from the Sung horde is turned over to local experts in geology, but has yielded none of its secrets to them. It remains an artifact totally outside the realm of known science. Newspaper reports have carried pictures of the stone and accounts (heavily edited, to avoid references to Ling or his activities) of its finding.

A highly placed government official, Sir William Davies, has been favorably impressed by the daredevils. He promises each member of the party \$100.00 per week if they will endeavor to discover more about Dr. Ling. Through some sources at the Foreign Office, Sir William has learned that the Society of the Blue Dragon, Ling's secret organization, seems to be associated with an ancient Buddhist monastery built on the island of Tsushima in the straits between Japan and Korea. He will provide this bit of information if the daredevils accept his offer.

Sir William offers an advance of 2 weeks' salaries to all members of the group, from which to purchase equipment. In addition, a seaplane (an Iris Blackburn Mark III; see stats given elsewhere in the adventure) is available. If none of the daredevils has pilot skill, a non-player character, Jack Carter, will be hired by Davies.

Course Of The Adventure

After a long flight from Hong Kong to Tsushima Island, the seaplane lands in an anchorage (the players can choose this as desired). From here, the party may explore as they wish, with the Gamemaster using details from the main body of the adventure to provide for encounters and events along the way.

Characters

At least some of the player characters should be held over from a previous session of 'Deadly Coins'. Some new characters may be included. Of the non-player characters, only Jack Carter will be available to accompany the daredevils.

If the Gamemaster so desires, an entirely new band of player-characters can be used, hired by Davies to track down rumors of a secret society, active in Hong Kong, which is apparently based in Tsushima or otherwise associated with it. In this case, however, no reference should be made to the mysterious gem. The name Lind should be given by some rumors to be that of 'the Master' who controls the Society of the Blue Dragon.

ON TSUSHIMA ISLAND

The map shows the layout of Tajido Bay, a small anchorage on the northern edge of the island of Tsushima. Rocky cliffs dominate one side of the bay, atop which stands an old, crumbling Buddhist monastery. Opposite is the small fishing village of Tajido. More detailed maps of each separate point of interest are provided later in this text.

The map of Tajido shows the rough layout of this small village. Most of the people (both male and female) here are fishermen, and the village seems almost deserted during the day, when the boats are out. In addition to fishing, the villagers have oyster beds where pearls are periodically harvested by divers.

Outsiders visiting Tajido may notice the arrival of small freighters which periodically anchor offshore. These arrive about three times a week. If watched, the freighters seem to have no particular business here for no cargo is discharged or taken on. Often they are gone before dawn the next day.

If watched throughout the night, it will be discovered that these mysterious visitors leave the village well after dark. Their lights can be seen moving across the bay towards the cliffs under the monastery. If the observer continues to watch, the lights vanish totally a short time later. These ships sometimes return later the same night, or on a subsequent night, but usually do not return toward the village at all. Inquiries, however, will indicate that several of the freighters call regularly, vanish in the night, and then return weeks later to repeat the process. This has been going on for nearly two years.

Villagers know little about any of this and care less. When questioned, they will admit to some knowledge of ship movements, but have no explanation for any of it. A few, as a result of hints dropped by the ships' crews, have surmised that the inhabitants of the monastery may have a better idea of what is happening, and will cheerfully urge the daredevils to 'seek enlightenment from the Masters of the Dragon'.

In all interactions in the village, persons encountered should be Average Quality Rabble or Extras.

CAST OF CHARACTERS

Jack Carter

A seaplane pilot, Carter owns and operates the *China Girl*, flying just about anywhere, with just about any cargo, so long as the price is right. Sir William Davies has hired Carter and his plane to assist in an investigation of Dr. Ling's activities. The handsome, dashing fly-boy has his faults, particularly a love of gaming tables, barroom brawls, and pretty women. These tend to get him into frequent trouble.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
20	13	20	20	15	14	3	31

SKILLS: Pistol (11); Rifle (10); Brawling (9/2); Gambling (9); Pilot (17); Seamanship (11); Survival (7); Mechanic (12); Military Science (8); Navigation (9); American History (6); European/American Culture (7); Chinese Culture (4); Polynesian Culture (4); English Language (14).

WEAPONS: Usually carries a Colt New Service .45 revolver (.45 Colt). An old Springfield rifle and spare ammunition for both are stored aboard his plane.

CLOTHES: Wears leather flying clothes (Armor Value 3) when engaged on a mission and in other casual situations. For occasions when this is inappropriate, he wears normal street clothing (Armor Value 1).



Chen Wang

One of Dr. Ling's chief lieutenants, Chen Wang is an old frail-looking Chinese mystic. He was, in fact, one of Ling's earliest teachers in mystic arts in Tibet, and accompanied his pupil back into the world when Ling returned to China from his years of self-denial in the fastness of the Himalayas. Chen Wang is much stronger than he appears, and would not seem to have aged as quickly as most men. He is still a capable and dangerous practitioner of the Martial Arts disciplines of his Tibetan masters. Dr. Ling has placed him in command of the Society of the Blue Dragon and its Guardians. In this capacity, he oversees the training and use of these powerful human weapons.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
28	39	25	25	13	13	3	45

SKILLS: Martial Arts (20/5); Athletic Acrobat (10); Athletic Climbing (12); Athletic Jumping (12); Athletic Running (11); Athletic Swimming (10); Horsemanship (8); Stealth (18); Survival (8); Tracking (8); Interrogation (8); Traps (12); Navigation (8); Occult Studies (13); Politics Subculture (6); Criminal Subculture (7); Chinese History (10); Chinese Culture (7); Chinese Language (19); Tibetan Language (6); Polynesian Language (7).

WEAPONS: None. Chen Wang's mastery of Martial Arts gives him potent weapons at all times.

CLOTHING: Chinese silk robes (Armor Value 1).

SPECIAL POWERS: 'Cat' Ability; Danger Sense; Escape Artist; Self-Healing; Shadow Blend (BCS = 13); Spirit Power.



Sir William Davies

An administrative official in the Hong Kong Colonial government, Sir William is an aristocrat of considerable accomplishment and competence. From a variety of subtle clues, he has learned something of Dr. Ling and the Society of the Blue Dragon, and is now determined to track the villain down and discover his purpose. Sir William is intended as a sponsor only, but can be used actively to accompany the daredevils if the group is particularly small. He should be treated as an Average Quality Rabble. Though he has a broad range of talents, Sir William is not particularly excellent in any one area. If he is used in the adventure, his lack of practical experience and knowledge will keep him from taking much of a lead except when the Gamemaster wants to exert some control over the course of action.

If an adventure involving the capture of the daredevils is under way, the Gamemaster may wish to have Sir William arrive with a force of British Marines to attack Ling's secret base, thus aiding an escape attempt. Such troops would be Superior Quality Extras armed with Lee Enfield rifles.

WEAPONS: Normally unarmed. On a mission outside Hong Kong where danger might be expected, he carries a 9mm Walther PP.

CLOTHING: Wears normal street clothes (Armor Value 1) under most circumstances.



Marie LeValier

Daughter of a French father (Jacques LeValier, owner of a Hong Kong coin shop) and an English mother, Marie grew up in her father's business. When her father was killed by henchmen working for Dr. Ling, Marie set out to avenge him.

Marie's involvement in this adventure depends largely upon the background selected. For example, she may be part of the captured group of daredevils if Ling was victorious in Hong Kong. She can always be introduced if the Gamemaster desires, since if she did not accompany the adventurers she could have followed the daredevils to their confrontation with Ling and been captured as she skulked about on the outskirts of the main action. If the daredevils won in Hong Kong, she may ask to go with them on their new adventure, or she may simply stow away and appear when it's too late to do anything about it. If it is a brand new group of daredevils assembled, she may be a prisoner in Ling's stronghold.

Marie can always be counted upon to behave rashly, if she thinks she has an opportunity to avenge her father. The Gamemaster can find in this a useful way to keep the adventure moving along.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
16	12	8	10	15	17	2	27

SKILLS: Pistol (5); Driver (5); Research (11); Restoration (11); Finance (5); Business Subculture (9); European/American culture (7); Chinese Culture (7); English and French languages (14); Chinese Language (10); English History (4); Numismatic History (history of coins) (10).

WEAPONS: Colt New Service (.44 special).

CLOTHING: Normal street clothes (Armor Value 1).



Dr. Ling

Dr. Ling is a Chinese scientist of obscure background. An old man, Ling is believed to have studied in Tibet for many years before appearing again in his homeland as an advisor to the Dowager Empress in the last years of the Manchu Dynasty. He is the secret head of the Society of the Blue Dragon, and has pursued a course of determined opposition to the West.

While in Tibet, Ling discovered and translated many ancient inscriptions relating to the history, science, and technology of the lost continent of Mu, which sank beneath the Pacific Ocean thousands of years ago. Among the information he discovered was the secret for harnessing and controlling volcanoes, and for creating earthquakes, both processes mastered by the Murians. He also learned of the Nine Stones of Uighur, a collection of large, artificial gems of some unknown substance which were used in the gigantic mechanisms which triggered the destruction of the lost continent. He has embarked upon a campaign to recover the lost stones as part of his plot to unite the East in a great empire under his leadership.

For several years, Ling worked with the Japanese, hoping to use them as the instrument of his crusade against the West. Two years ago, however, he realized that he could not continue to work with them, as they refused to really embrace the idea of working with other Orientals against the Westerners. The High Command did not fully accept Ling, and would not abandon plans directed at China. The final break came when Ling's plans for a stupendous new battleship, electrically powered and featuring innovations that would make it the most awesome weapon afloat, were drastically revised



and altered to suit the hidebound opinions of the High Command. Still, the resulting plans are impressive and work is scheduled to begin soon on the battleship, which is to be known by the name of *Yamato*.

Since leaving Japanese service, Dr. Ling has been working on his own to carry out his plans. He is currently searching for the Nine Stones intensively. An inscrutable, sinister figure with a brilliant mind and a fiendish sense of humor, Dr. Ling is a very dangerous opponent.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
40	39	10	10	10	10	2	35

SKILLS: Martial Arts (15/4); Pistol (10); Stealth (11); Survival (9); Cryptography (19); Interrogation (20); Research (20); Restoration (10); Traps (10); Anthropology (8); Archeology (8); Chemistry (10); Finance (10); Geology (10); Chinese History (20); European History (10); Murian History (10); Linguistics (10); Military Science (9); Occult Studies (10); Physics (10); Rhetoric (7); Academic Subculture (15); Criminal Subculture (9); Political Subculture (8); Chinese Culture (18); Polynesian Culture (9); Japanese Culture (14); English and Micronesian (9); Tibetan and Russian (10); Murian Language (14); Chinese (17).

WEAPONS: Nambu pistol; dagger.

CLOTHING: Normally wears silk Oriental robes (Armor Value 1).

SPECIAL POWERS: Compulsion; Talent Abilities and Powers for Charismatic (11), Esthetic (11), Scientific (10), Spirit Power.

Toshiro Yabuka

One of Dr. Ling's principal henchmen, Toshiro Yabuka is a Japanese samurai, of the old traditional school. After rising to high rank

in the Japanese army in the Russo-Japanese War and World War I, Yabuka resigned his commission, loathing the increasing westernization of Japan. Soon afterwards, he joined Dr. Ling's Society of the Blue Dragon, and quickly became one of the Oriental scientist's chief aides. He is now the head of Ling's military and paramilitary operations, as his counterpart Chen Wang is in charge of the Society's activities, especially with regard to the Guardians. Honorable and brave, Yabuka is a dangerous and wily opponent.

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
17	22	24	22	22	22	3	45

SKILLS: Pistol (10); Rifle (9); Autofire (9); Archaic Weapon—Samurai Sword (14/4); Athletic Jumping (8); Athletic Running (8); Athletic Swimming (8); Horsemanship (8); Stealth (10); Survival (10); Tracking (7); Cryptography (6); Interrogation (8); Military Science (10); Criminal Subculture (4); Japanese Language (19); Japanese History (11); Japanese Culture (16); English Language (5).

WEAPONS: Wears a holstered Nambu pistol and a Scabbarded Katana (STR Group 2; WDM 2.1; Wt. 1.9); sometimes carries an Arisaka rifle as well.

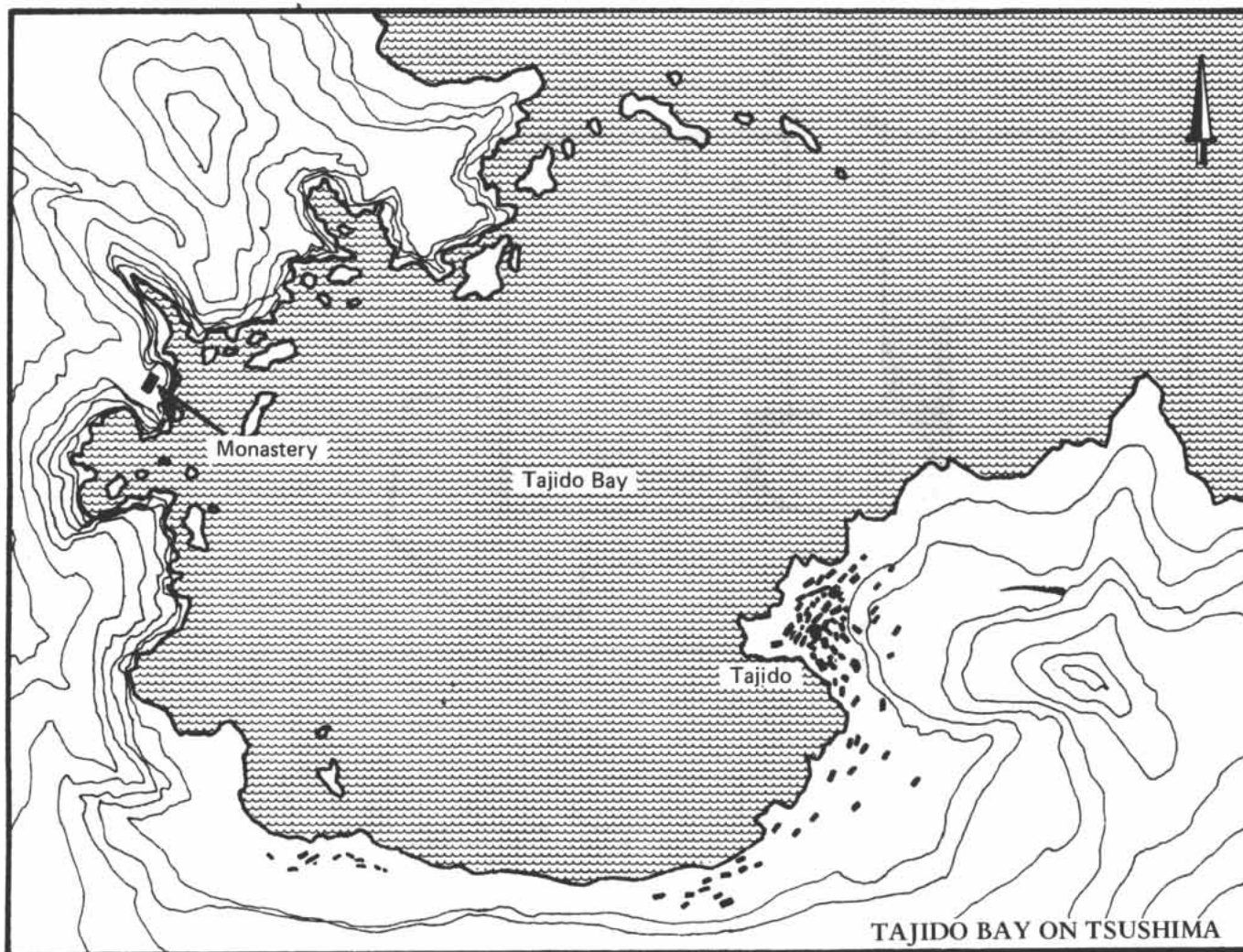
CLOTHING: Usually wears a military uniform of his own design (Armor Value 2). On occasion, he affects traditional Samurai robes (Armor Value 2), and has been known to wear an old suit of Samurai armor (Armor Value 8).

THE CHINA GIRL

A Blackburn Iris Mark III, the *China Girl* is one of only a handful of seaplanes built by Blackburn in England in the late 1920s and early '30s. Jack Carter purchased the plane in England, just before it was due to be scrapped, and flew it on a memorable journey from London to Hong Kong via various European, Middle Eastern, and Indian ports. Since then, he has been taking cargoes and passengers for hire in Chinese waters.

Max Speed (kph)	Accel.	Hand	DUR	BAR	Range (km)	Passengers	Yr
190	40	2	15	10	1000+	2 + 4	1930





THE MONASTERY

Atop the cliffs on the northwest side of Tajido Bay, the monastery is a small, walled compound. It is reached by taking a narrow, winding road from the village to the base of the mountain, and then ascending a series of steps cut into the rock. The climb is long and wearying. Time of the ascent is determined by dividing 1200 by the Speed Attribute of the slowest character of the party. This gives the total number of minutes spent climbing. Every 30 minutes, a Strength Attribute Saving Throw should be made to continue safely. If it fails, a Deftness Attribute Saving Throw should be made to avoid a catastrophic fall. Every 30 minutes of climbing cause 1D10 points of 'Subdual damage' to a climbing character due to fatigue.

The monastery itself is illustrated in the accompanying maps. Built by Buddhist monks several centuries ago, the structure was abandoned a hundred and fifty years ago. More recently (in 1919) it became home to the Society of the Blue Dragon. The ornate, stylized dragon symbol of the society is painted on the double gates at point G.

A massive wall surrounds the monastery, and forms a courtyard and promenade overlooking the bay behind the building proper. The wall is patrolled constantly by guards — Superior Quality Rabble armed with Arisaka rifles. The courtyard is filled daily with acolytes practicing the martial arts disciplines of the Society, often under the eye of Chen Wang or other masters.

Area 1 is the entry hall. It is grim, spartan stone unadorned by any furnishings and decorations. Two sentries, armed as above, stand guard at the door.

Area 2 is a grand staircase, sweeping in two semicircles to the upper floors.

Area 3 is a ceremonial chamber, dominated by a great dragon throne on a raised dais. Dr. Ling receives visitors here when he seeks to awe them. In back of the throne, a concealed door leads to an area behind the wall used as a dressing room and observation area. Camouflaged wall slits allow a view of anything taking place in the room proper.

er. It also is possible to fire from concealment through these slits, and Ling sometimes posts guards here to keep watch during audiences.

Area 4 denotes the large rooms used as meeting or conference chambers. At times, classes for acolytes are held here, while on occasion, one of the rooms will be taken over by Ling or his subordinates for planning or discussion purposes.

Area 5 contains offices of various types. There is a 60% chance that these will be occupied at any given time. The occupants could vary from clerks or off-duty guards and students to Ling's lieutenants or even Ling himself.

Area 6 is Chen Wang's private quarters and study. It is sparsely furnished and dominated by large windows overlooking the courtyard.

Area 7 is a balcony overlooking the stairs and the floor below.

Area 8 is Dr. Ling's office. Many old books and ornate scrolls can be found here, along with maps showing the Far East and the Pacific Ocean. Careful inspection of these maps will reveal that one is a chart of earthquake zones and volcanoes (a Wit Attribute Saving Throw or a Geology BCS roll is needed to determine this). Another shows the outlines of a hypothetical landmass dominating the Pacific Ocean — the Lost Continent of Mu.

Area 9 is Ling's private room, and contains a bed, sanitary facilities, and a small closet. Little of interest will be found here.

Area 10 contains stairs that lead down to the area behind Ling's dragon throne in the ceremonial hall; this is a private route Ling uses to get to and from the chamber.

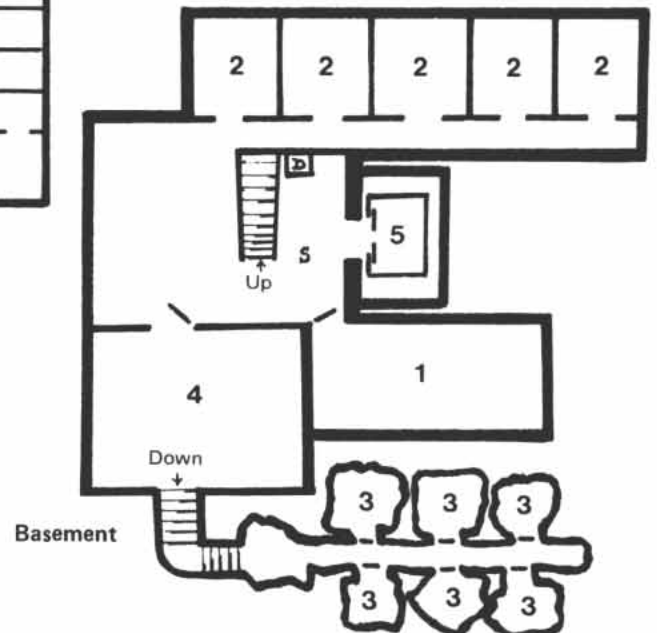
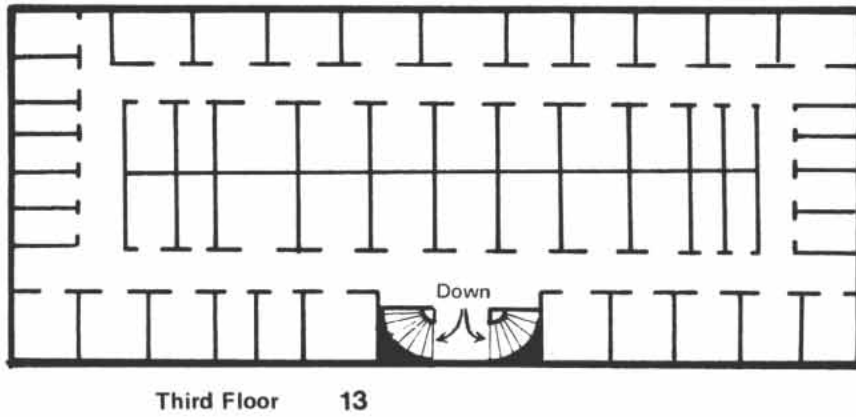
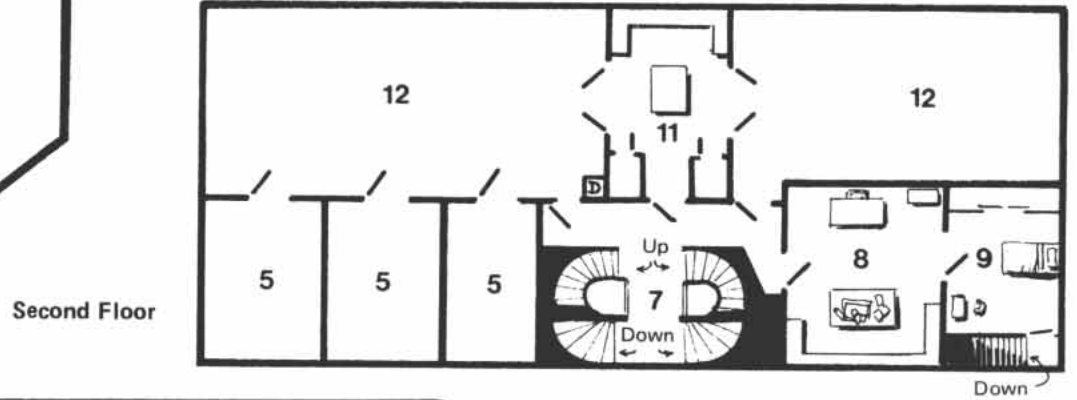
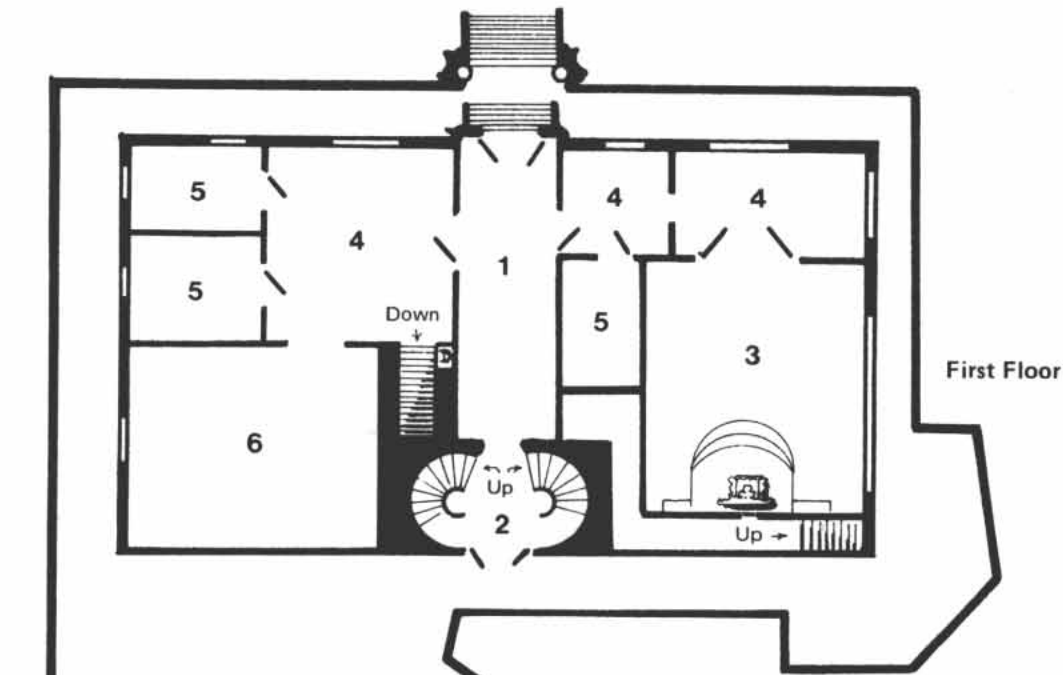
Area 11 is a kitchen, complete with storerooms.

Area 12 denotes the two large communal dining halls in which the acolytes of the Society eat.

Area 13, the top floor, includes a large number of tiny rooms, once monastic cells, in which the Society members live a simple life of meditation. All are virtually identical, and hold nothing of great interest. The floor has accommodations for 50 people.

The stairs marked 'B' on the ground floor lead down to the basement level of the monastery.

MONASTERY



THE BASEMENT

Below the monastery's ground level, a basement area holds storage, confinement facilities, a generator, and access to the secret underground complex where Ling is preparing to implement his evil plot against the West.

Area 1 is the generator room, holding heavy machinery and power lines.

Area 2 holds a series of storage areas. These contain food supplies, for the most part, but a thorough search will turn up uniforms like those worn by Ling's guards, and (if the Gamemaster so desires), a stock of Arisaka rifles and ammunition.

Area 3 contains a number of cells, where prisoners are confined. Each has two cots, sanitary facilities, and heavy iron-shod wooden doors which has a small barred window to allow observation of the prisoner. Barrier value of the door is 30. The walls are solid stone and cannot be breached in the time available without the use of explosives.

Area 4 is a room where prisoner interrogation is undertaken. The room holds a desk and chairs. It does not contain any specific torturing implements. Most tortures devised by Ling and his henchmen are conducted over a long period of time, and take place in the prisoners' cells or other locations determined by the interrogations. This room is kept more for casual questioning.

Area 5 is an elevator which runs down to the underground complex at the base of the cliff.

The 'D' is a dumbwaiter which runs from the food storerooms to the conference rooms on the ground floor, and to the kitchen. It is used to transfer supplies, or to send food from the kitchen to the conference room or to the prisoners. It can hold a person of average size in a pinch.

An 'S' denotes a sentry post, manned by one of Ling's guards.

THE UNDERGROUND COMPLEX

At the base of the cliff below the monastery, Dr. Ling has converted a hidden cave into a secret base of operations. This cavern, which opens through a narrow channel to the waters of Tajido Bay, forms a large, totally concealed underground complex, from which Ling is preparing to strike. The map depicts the overall layout of this subterranean lair; a detail map of the docks and adjacent area is also included.

Area 1 shows the relationship of the monastery to the underground complex. An elevator connects this level to the basement of the monastery.

Area 2 is a long, narrow channel connecting the subterranean lake to the bay. This tunnel is just at water level, and can be entered by small freighters and fishing boats.

Area 3 is the camouflaged screen (a grating covered over by rocks and fake bushes) which can be lowered over the tunnel mouth to completely conceal it. A guardpost here, manned continuously by three of Ling's troops, houses the control mechanism for the screen. This post is a camouflaged bunker which commands a view of the bay, and mounts a Taisho 3 heavy machine-gun. The gun can sweep the approach and the first few meters of the tunnel. Communications wires strung along the tunnel wall connect the post to the complex proper.

Area 4 is a large, underground lake. Average water depth is 25 meters.

Area 5 is land. Very little has been built here yet, though some preliminary construction work has begun to add storerooms and barracks to this section of the complex.

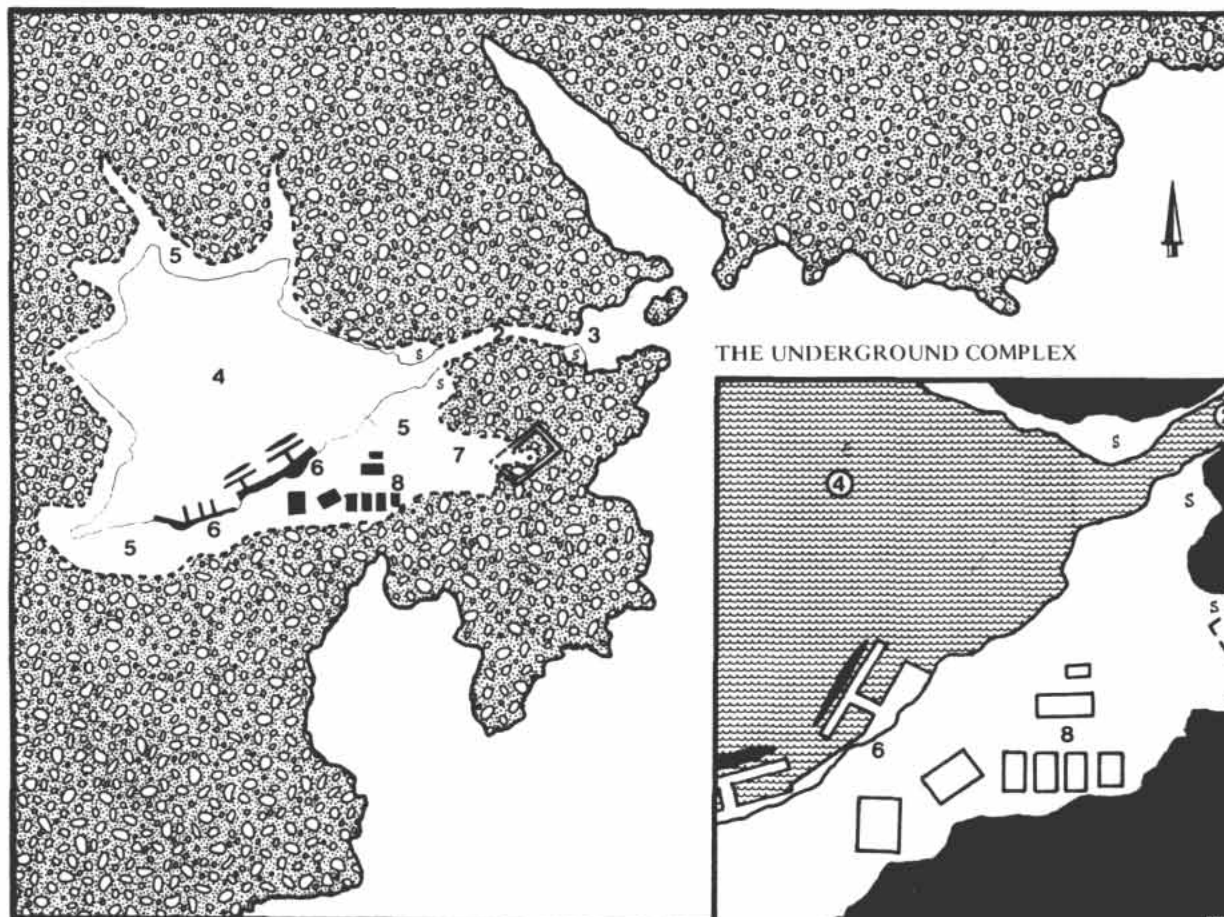
Area 6 consists of dock facilities. There is sufficient space for four small surface freighters and two Japanese KD3A — class submarines. The Gamemaster is always free to determine what craft are actually docked at any given time. The subs are usually present; during the day but go out on patrol at night.

Area 7 is an open space housing a large, complicated mechanism. This is Dr. Ling's Tectonic Stress Generator, with which he plans to cause seismic and volcanic activity directed at Western interests and properties.

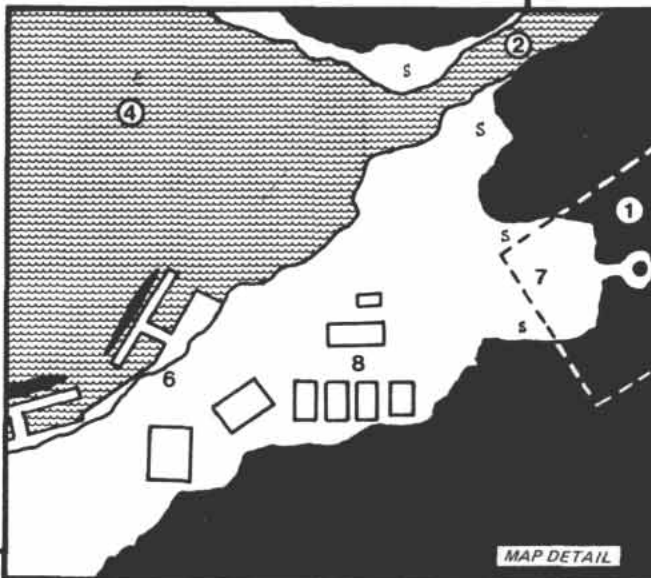
Area 8 houses buildings of various sizes, including barracks for Ling's small army, and storehouse of equipment, weapons, ammunition, and supplies.

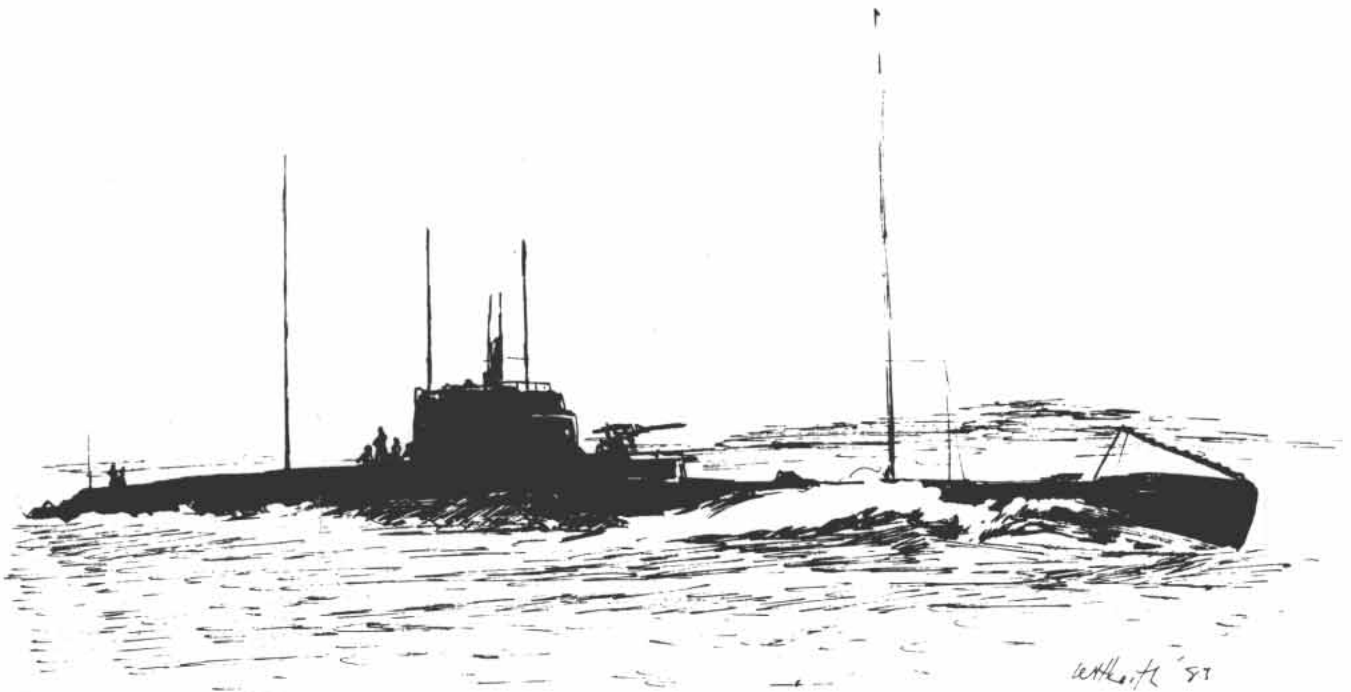
The letter 'S' is used to denote the presence of sentries.

It should be noted that the water level within the cavern changes with the tide. The tunnel is not navigable at high tide except by submarine. Construction is set well back from the shore, except for the docks. These are rigged to float up and down on fixed posts with the changing water level. Tides fluctuate every six hours, from normal to high, back to normal, to low, and then back to normal levels in the course of a full day.



THE UNDERGROUND COMPLEX





ON RUNNING THE ADVENTURE: SOME IDEAS AND NOTES

Since this sequel has to face a number of alternative possibilities, only the most general guidelines can be given. There are some salient points, however, that the good Gamemaster will attempt to interweave into this adventure.

If the daredevils are on the outside trying to get in to Ling's fortress, the adventure will be one of cautious planning and clever deduction. How much can be learned from observations made from the fishing village? What options exist for learning more? The incautious group will attempt to break into the monastery, where a large number of eager young martial arts students will welcome the opportunity to practice their latest lessons. More circumspect daredevils might think to stow away aboard the mysterious freighters, which deliver supplies by night to Ling's underground complex. Thus might outsiders get into the lair. Getting out might be more of a problem.

The Gamemaster should arrange a trap in which the daredevils will be caught, regardless of their precautions, *if* the capture can be brought off in a way that will avoid accusations of 'heavy-handed refereeing'. By having the party taken prisoner, the Gamemaster can allow them to learn more about the situation. It is also in the tradition of the '30s ad-

venture to have a series of close calls, getting into deep trouble before finally resolving their problems in the proverbial nick of time.

One good opportunity for escape should be provided for imprisoned characters, *after* they have had a chance to learn Ling's plans. In escaping, the daredevils will have two choices: they can go through the monastery (with the aforementioned eager martial arts students), or they may go through the underground cavern.

If at all possible, guide them through the cavern. Only by going this way can the daredevils hope to stop Ling's larger plan. This, in fact, should be the climax of the adventure. During the escape attempt, and as Ling is firing up the machine for a test run on Hong Kong or San Francisco, damage to the machine can start a chain reaction that will provide a fitting end to the adventure — and to the underground base. The daredevils can escape through the tunnel just in time for explosions and fires to wrack the complex, bringing the threat to a blazing and exciting conclusion.

As for Dr. Ling . . . don't kill him off overtly. No one should *actually* see him die. There is always the possibility that Ling (and the Stones of Uighur in his possession) make it on board one of the waiting submarines in time to escape. Thus he can begin to rebuild and turn up in a later adventure ready to threaten once more to destroy the peace of the world.

THE MENACE BENEATH THE SEA

Dr. Ling's Tsushima Island lair has been his base of operations ever since he left Japanese service, and in fact had been occupied by this people for several years before that. From this base, Ling has been hatching a scheme to drive out Western influence from the Orient, and unite the East under his leadership.

Central to his scheme is the ancient scientific knowledge Ling learned during his years of retreat in Tibet. This knowledge, the secrets of the lost empire of Mu, includes a method of generating and controlling earthquakes and volcanoes. The key to this secret is a machine, which Ling has learned how to build, and a set of ancient, artificial crystals which are used to focus its power. These crystals, the so-called 'Nine Stones of Uighur', cannot be replaced. They must be recovered.

One stone was in Tibet, and another in the Imperial City of Peking. Both of these have been in Ling's possession for years. His search has been centered for quite some time on recovering at least one more, for he needs a minimum of three to operate the machine.

At Hong Kong, he discovered one stone which was buried by Chinese refugees fleeing from the Mongol hordes. The story of his acquisition of this stone was told in 'Deadly Coins'.

Two other stones were also tied in with the Mongols. Seized in the conquest of China, these magnificent artificial gems became symbols of the Khan's power, and were carried into battle by his generals. One was lost when the Mongols attempted to invade Japan during the reign of Kublai Khan, as the fleet was destroyed in Imari Gulf on Kyushu.

The second stone accompanied Mongol invaders into Russia, where it was the property of the Golden Horde. Eventually, it wound up in the treasury of the Czars. During the Russo-Japanese War, the Russians planned to return the stone as part of a gesture to win Chinese support against Japan. The arrangement was prompted by Ling himself, then an advisor to the Manchu government. But the stone was sent East aboard one of the ships of the Russian Baltic Fleet which sailed from European waters to the Pacific, only to be intercepted and destroyed by Tojo's Japanese fleet at the Battle of Tsushima straits.

Since leaving Japanese service, Ling has begun an intensive search for these two lost stones, using two Japanese-made submarines to search the waters around the two disaster sites. His divers have thoroughly explored both sites and, in fact, recovered a hoard of golden coins from the sunken cruiser *Admiral Nakhimov*. It was the theft of these coins by a disgruntled underling which led to the events described in 'Deadly Coins'.

As this adventure progresses, divers from Ling's freighters have discovered and brought up both of the missing stones. Thus, even if the Hong Kong stone was kept from him, Dr. Ling has the means to complete his machine and begin his campaign of conquest.

The Gamemaster need not pass on all of this information. It is, however, traditional for the villain to gloat over his achievements and show the extent of his power to his captives. This provides a golden opportunity for the Gamemaster to reveal the intricate machinations that have moved the plot along.

THE SOCIETY OF THE BLUE DRAGON

In the twilight days of the Manchu Dynasty, the Society of the Blue Dragon was one of several secret societies which flourished in China. Like the Boxers, the Blue Dragons hated the influence and outright domination of the Western Great Powers. The Society differed from the Boxers in several crucial respects, not least of which was patience.

The Boxers failed in their attempt to throw the foreigners out of China. By biding their time, though, the Blue Dragons managed to avoid being caught in the same trap. They survived and, in the early days of the new century, gained a great deal of power. This was largely due to the influence of one man — Dr. Ling.

Ling assumed a position of considerable power by becoming a highly trusted advisor to the Dowager Empress. No one at this time realized that he was also the major power behind the Blue Dragons. His advice was consistently anti-Western. In the end, he failed, thanks to the growing movement, led by men such as Dr. Sun Yat-Sen, which supported an acceptance, rather than a rejection, of Western progress.

In the wake of the Revolution, Ling and the Blue Dragons disappeared from open sight but continued to operate in the shadows. The Society is working to unite Orientals throughout the East in determined resistance to the West. There are Japanese, Koreans, Malays, and many others, aside from Chinese, in the Society. All are sworn to obey their leader, Dr. Ling, and to eject the foreigners from their lands when the time is right. That time is growing near.

Members of the Society are distinguished by a tattoo of a blue dragon on the back of the left hand. A select group of the Society's membership, the Guardians of the Blue Dragon, are extensively trained in martial arts and related skills, and are highly dangerous opponents. Guardians often affect a larger, more elaborate society tattoo on their right forearms.

The monastery near Tajido has served as the headquarters and training ground for the Guardians for over a decade. Under the tutelage of Chen Wang, the Guardians learn the harsh disciplines of the Tibetan masters who taught Ling and Chen Wang himself. From here, they disperse throughout the Orient to prepare the way for their Master's plans.



Guardian of the Blue Dragon

WT	WL	STR	DFT	SPD	HLH	CDA	DRT
15	18	10	28	15	10	4	24

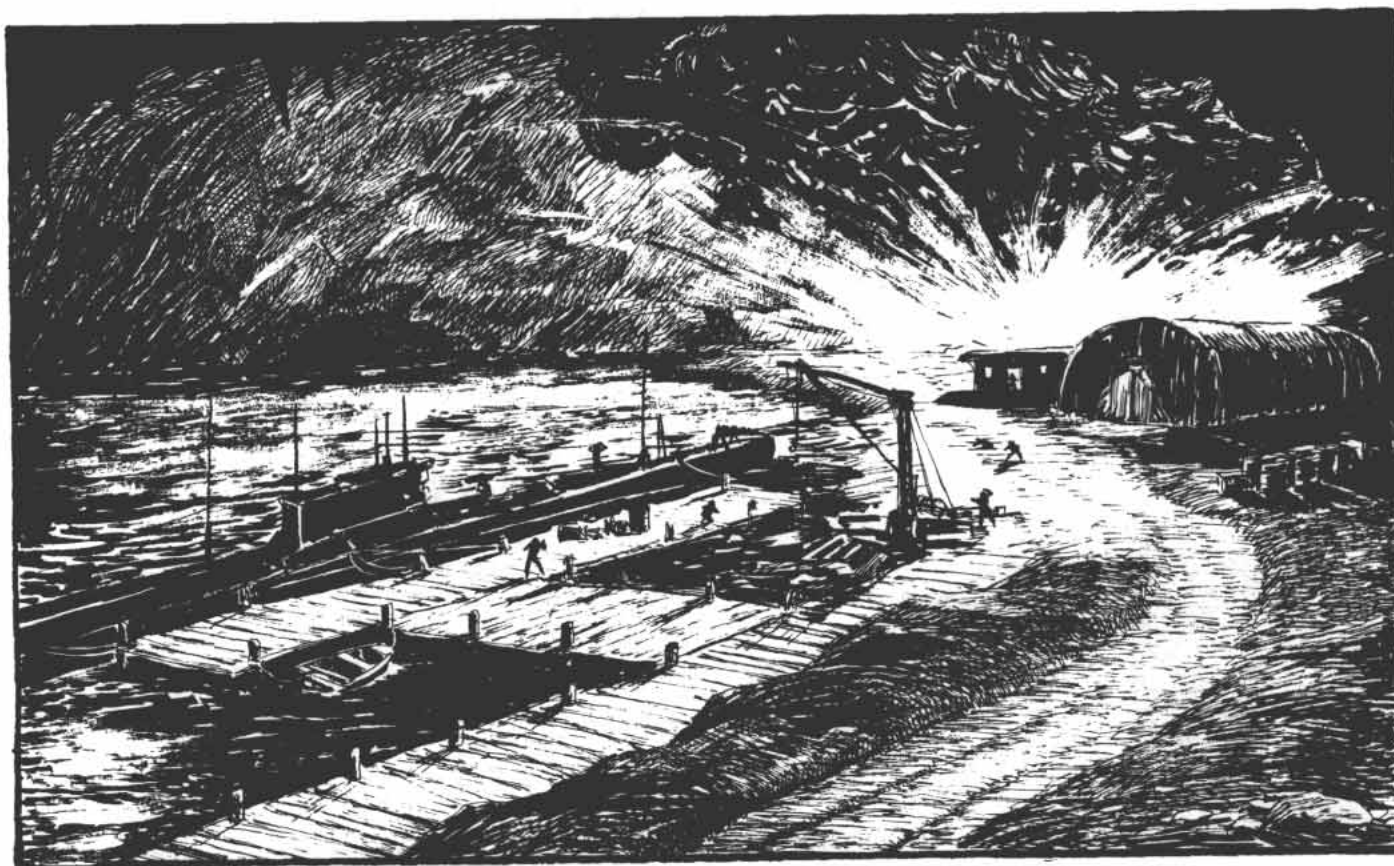
SKILLS: Martial Arts (18/5); Stealth (14); Traps (9); Criminal Subculture (6); Chinese Culture (5); Chinese Language (15); Chinese History (3).

WEAPONS: None. Guardians rely on Martial Arts abilities.

CLOTHING: Chinese traditional clothes (Armor Value 1).

SPECIAL POWERS: 'Cat Ability,' Danger Sense; Heightened Senses (hearing); Shadow Blend (BCS=10); Spirit Power.

Other members of the society should be treated as Average Quality Extras.



We hope you will enjoy these adventures. If you do, let us know care of Fantasy Games Unlimited. If you do not enjoy them, let us know about that. We do read the letters we get and, time and energy permitting, will attempt to answer any questions you may have on either the rules or the adventures if you leave space on your letter for the answer. Please include a stamped, self-addressed envelope.



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IN THIS ISSUE:

THE SECRET OF
TAHUKA HIVA
by
William H. Keith, Jr.

ADDING NINJA
TO THE
DAREDEVILS WORLD
by
Bob Charrette

and

THE MENACE
BENEATH THE SEA
by
J. Andrew Keith

DAREDEVIL ADVENTURES is a play aid for use with the DARE-DEVILS™ role playing game. It is not a complete game but rather a collection of plots and characters to help a gamemaster take his players along on action-packed adventures.

from *The Secret of Tahuka Hiva*

His breath rasped from him in ragged gasps. The undergrowth tore at his clothes and flesh. His feet slipped in the mud beneath the brackish water. How many days had it been? How long since the disaster? He didn't know.

His own noise covered the sounds of his pursuers. He stopped frequently to listen. Yes, they were still there. Still dogging his trail as they had for days. How many days? How long had it been? He didn't know.

He was nearing the end of his endurance. Soon he would slip and they would catch him as they had caught the others. Then, with freedom gone, his life would soon follow. How many days? How long? He didn't know, but he would soon find out.

