

down to a polluted ocean

Another 21st
Century Adventure
for Low-Level LL/MF
Adventurers
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Labyrinth Lord
Compatible Product

MUTANT FUTURE
COMPATIBLE PRODUCT

Best used with “Psionics V.1.0” by Courtney Campbell with contributions by Nathan Lord available at DriveThruRPG. EARTH 2020 A.D.

CULTURAL, ECONOMIC AND MILITARY HUB: New York, New York State. STARTING POINT. New York Police Department. 1PP Precinct.

Magic, Monsters, Gods, Aliens, and UFOs are all disbelieved.

Psionics is a long-held rumour among the world population in all cultures. Uninitiated Psychics display “wild talents”.

World governments compete with each other to detect, obtain and control these powers and their possessors in the general public while concealing the psychic powers from this self-same public through a whispering campaign of fear and agitation propaganda.

Newspapers and articles on the Internet are orchestrated by world governments to hide the truth of the worldwide battle going on with the psychics in the world governments' attempts to brutally enslave and suppress them.

Psychics - or “Psykers” as they are secretly referred to among world police colloquially – became a problem for Earthly society in the late 2010's A.D. Especially with the world *fin de siecle* psychosis involving the Mayan End of Times Calendar, world police, psychiatrists, and doctors noticed a metamorphosis of long dissuaded wild talents fermenting and solidifying into actual psionic powers of maturity.

What followed was a massive media orchestration in an attempt to lift the contemporary psychic storm free of concurrent history. Newspaper articles were altered, Internet articles blocked, radio broadcasts doctored, books and stories changed, recordings censored. All sort to hide the truth of Psionics making an appearance by around the time of 2020 A.D. .

1PP:

One Police Plaza (often abbreviated as 1PP) is the headquarters of the New York City Police Department (NYPD). The building is located on Park Row in Civic Centre, Manhattan near New York City's City Hall and the Brooklyn Bridge. Its block borders Park Row, Pearl Street, and Police Plaza. 1PP replaced the NYPD's previous headquarters at 240 Centre Street, approximately 1 mile (1.6 km) north of 1 Police Plaza.

If the player finds evidence of Psykers and reports it to his superiors at 1PP, the evidence will disappear and he will be disciplined for breach of duty. He will have demerit points lodged against him for acting in bad faith but mysteriously he will have \$500 show up in his police locker in a plain brown paper bag. This is because the authorities officially deny and

disavow all knowledge of Psykers and attempt to cover it up at any cost.

“Maws”:

Cop is summoned to New Jersey beach where swimmers are being harassed by a supposed giant shark. It is really a partnership between an orca and a school of White Pointer sharks being psionically controlled by a mad sea captain from his tuna boat due to a drop in fishing from swimmers' refuse and industrial pollution in the Great Bay, especially raw sewerage from the New Jersey Ports

Commission. He attacks the NY swimmers in revenge with dangerous sea life, killing three a day (his “lucky” number in numerology). The Captain Davey Jones is psychic and can control animals. Driven by his hatred of the polluting beach goers, he cuts the shark nets and drum lines and guides the orca and sharks close into the New Jersey shore line to attack and kill.



RUMOURS:

Rumours may be found out by using Streetwise successfully upon people local to the area or bribing them for rumours. A bribe will cost 1d6 x \$10. Contracting a rumour takes 1d6 x 10 minutes.

RUMOUR TABLE A) (APPLY CHA MOD.):

1d20:	VERACITY:	RUMOUR DESCRIPTION:
1	TRUE	“The fish have never been the same since that EXXCESS storage facility opened up. The workers there know a lot. Friendly too. I would talk to them if you want to know anything about these shark attacks.”
2	TRUE	“The New Jersey Dock District is a useful place to look for information. Even the whores are worth talking to but don't get a dose off them or you will come away with anal lice.”
3	TRUE	“If you want my advice: the action looks like it is all happenin' on the Boardwalk with the gangs and the cops and the shankin' thieves but if you really wanna know the REAL action is takin' place under the Board Walk, down in the sea ...”

4	TRUE	“A great black and white fish with a huge mouth, stubby teeth and a floppy fin leaped out of the water and knocked a fisherman off the jetty some 15' in the air! I saw it with my own eyes!”
5	TRUE	“As far as I have observed, the majority of attacks have happened on the Fore Shore. But the Life Guards can't get it together to protect the swimmers. I suspect they have greater concerns that I refuse to be drawn upon ...”
6	TRUE	“The shark pack hunts around the Light House, attracted by the revolving beam of light in the night. The sharks seek victims wrecked on the reef. I have seen a sinking there once. I thought I saw a trawler out there in the storm but the newspapers didn't report anyone rescuing victims from the wreck ...”
7	TRUTH	“Each time I see a shark attack, I see the same fishing trawler!”
8	FALSE	<p><i>“A lot of people say that the 18th century Pirate William Teach or 'Black Beard' hid near the western inlet but there is no proof of that ...”</i></p> <p>TRUTH: If the party go to a local NY library and make a successful INT Roll at -2 benefit on the roll they will discover that Teach did indeed hide in sea caves around here, that he stashed Spanish Doubloons there that are now valuable and that these sea cliff-caves, while not detailed in location, could be entered at low tide.</p>
9	FALSE	<p><i>“The N-Plant in town is perfectly safe ...”</i></p> <p>TRUTH: While not in imminent melt-down, it would only take a minor accident at the location in procedure for there to be a major situation.</p>
10	FALSE	<i>“Don't listen to those damned doxies at the Docks; they are all stupid strumpets. Dumb prostitutes. All I got from them was an</i>

		<p><i>infection ...”</i></p> <p>TRUTH: The Docks' sex workers have some of the most vital information that can be obtained.</p>
11	<i>FALSE</i>	<p><i>“I wouldn't waste my time with the workers at EXXCESS; all those petrol fumes have given them soft brains and made them violent!”</i></p> <p>TRUTH: EXXCESS workers have some of the most vital information that can be obtained.</p>
12	<i>FALSE</i>	<p><i>“With all that crap we pour into the western inlet from the Ports Commission it is not a wonder that Nature is rebelling with crazed packs of sharks!”</i></p> <p>TRUTH: While the raw effluent flowing into the Great Bay is terrible, it is Jones controlling the sharks and Orca.</p>
13	<i>FALSE</i>	<p><i>“This morning a body was found torn up and headless among the piers at the New Jersey Yacht Club. They reckon a monster whale-shark did it or at least that is the rumour. I bet that put the wind up those upper-class assholes.”</i></p> <p>TRUTH: This never happened. It is a quickly generating urban myth born from the hysteria of the many shark attacks.</p>
14	<i>FALSE</i>	<p><i>“Look, I am not a religious person but the sharks that are attacking people got their taste for human flesh from somewhere. I'll bet it was the fetuses they're flushing away down the pipes into the western inlet from the New Jersey Gene Lab.”</i></p> <p>TRUTH: While it is true the Gene Lab are disposing of dead fetuses down the pipes into the western inlet and it is also true the sharks are eating them, the sharks did not get their taste for human flesh from there. Jones is directing the sharks psionically to do that.</p>
15	<i>FALSE</i>	<p><i>“I tells ya: that Con-Edison Nuke Plant has</i></p>

		<p><i>malformed the fish in the western inlet. Things I've pull outta there on the end of my line you don't wanna talk about. The things I've seen you wanna know less. It's the radioactivity from the coolant pipes I tells ya!</i></p> <p>TRUTH: Though threatening a dangerous melt-down, the Con-Ed N-Plant is of no threat in terms of radiation to the local habitat.</p>
16	<i>FALSE</i>	<p><i>“I have seen a fin cruising back and forth in front of the shark netting at the New Jersey Marina. The fin seems to wait until a small boat decides to travel into the Marina and the fin follows the boat in while the nets are parted. I've never seen a shark that smart!!! And it must be a shark as the fin looks just like one except really, REALLY big! I was scared witless despite standing on the shore line!!</i></p> <p>TRUTH: This person is lying. They have been caught up in the Big Media blitz of the shark attacks and instead saw ripples in the current behind the boat as an optical illusion.</p>
17	<i>FALSE</i>	<p><i>“There is a Russian ship in the harbour that has seamen selling Red Krokodile in 5 lbs packages for \$50 a throw. At profit levels like that, who cares if it destroys the addict. You could sell that for \$5000 if cut correctly and sold in a lump sum on our streets in a single deal. Easy money. Where else can you multiply your money by 100 guaranteed? All you gotta do is go to the gangplank of “The Shrug” and go “Da, Da!!” and they do the rest if you have the cash ...</i></p> <p>TRUTH: There are no drugs.</p>
18	<i>FALSE</i>	<p><i>“There is a small black ship at Pier 5A with double anchors and a red, blue and white flag that had blood lapping around the mooring chains yesterday. What could it be?”</i></p> <p>TRUTH: There was no blood.</p>
19	<i>FALSE</i>	<p><i>“The behaviour of the sharks is perfectly</i></p>

		<p><i>normal.</i>”</p> <p>TRUTH: The behaviour of the sharks is NOT normal. The sharks and Orca are under the psionic control of Capt. Jones.</p>
20	FALSE	<p><i>“'Executive Decisions Pty. Ltd.' Security firm are fair and reputable and trustworthy. They take care of the Marina and often have good information”.</i></p> <p>TRUTH: “ED Security” firm are in fact violent thugs who are as likely to hand out a beating as to answer any questions.</p>

RUMOUR TABLE B) (APPLY CHA MOD.):

1d20:	VERACITY:	RUMOUR DESCRIPTION:
1	TRUE	<p><i>“I have been following these shark attacks like everybody else and I met a mad fellow down at the New Jersey Marina who spoke some sense. Boat Berth Renter at the Marina, Phineas Loddon, is a Marine Biologist apparently and he has his own boat. He has been chasing the sharks about the Great Bay for sometime now using buoys. I recommend you talk to him about these killings. “</i></p>
2	TRUE	<p><i>“Yesterday a scuba diver was lost off the coast to the south of the Light House near the legendary cliff-caverns of the Privateer William Teach. Apparently the diver was looking for gold escudos and Spanish Doubloons under the reef in the sea weed and sand and sharks took him.”</i></p>
3	TRUE	<p><i>“A giant, Magpie-coloured Orca killer-whale breached in the surf today in the Great Bay's Fore Shore, scaring the hell out of 20 or 30 people ...”</i></p>
4	TRUE	<p><i>“There is something strange happenin' down the Docks at Pier 5A. I dropped my mobile phone and the screen cracked while I was down at the Pier. When I picked the phone up, I could softly</i></p>

		<i>hear two Russkie jabbering away. It sounded like code. I thought we defeated them in the Cold War, didn't we???"</i>
5	TRUE	<p><i>Article: "In the 1800s killer-whales in the Great Bay of New Jersey co-operated with human whalers for a cut of the Sperm and Right whale blubber. The sea-going, hunting mammals expressed a high level of intelligence and were led by an enormous male Orca named 'Ole' Tom'. Gradually as the European Mini-Ice Age began to recede and the Central Warm Water Current in the Atlantic Ocean served to raise the temperature, the killer-whales moved north. All but for Ole' Tom. He remained until he broke a tooth and died from the infection ... " - 'The Orcas of New Jersey Great Bay' © 1913 Lesley Throppin, University of New Jersey Press, NY, NY, USA.</i></p> <p>This sort of information will NOT be available on the remote Internet. It is on untranslated micro-fiche</p>
6	TRUE	<i>"I have been listening to you and I am sure you would find what you are looking for at the Great Bay's New Jersey Regional Library!" (Gives address of Library M)).</i>
7	TRUE	<i>"I have seen a peculiar trawler pull in at a boat house down by this shore. It never seems to have a catch ... " (gives the address of Jones' Shanty and Boat House at N)).</i>
8	FALSE	<p><i>"The New Jersey Boardwalk is very safe for families."</i></p> <p>TRUTH: The palisades are frequented by violent gangs and robbing thieves.</p>
9	FALSE	<p><i>"While not really worth it in monetary terms, the New Jersey Yacht Club is easy to break into." A)</i></p> <p>TRUTH: The Yacht Club is richly appointed and funded while heavily protected with</p>

		alarms.
10	<i>FALSE</i>	<p><i>“The New Jersey Life Guards are a bunch of stand-up, healthy-living rescuers who have saved many, many lives.” (B</i></p> <p>TRUTH: In fact the Life Guards are decadent drug-dealers who are now lax at their jobs.</p>
11	<i>FALSE</i>	<p><i>“The prostitutes down the Docks are really relaxed and will do anything or go anywhere if paid enough.” D)</i></p> <p>TRUTH: This is not true. The prostitutes are terrified of Jones and have noted the disappearances of several of their number in his company. They are nervous and will not leave the general vicinity of the Dock area.</p>
12	<i>FALSE</i>	<p><i>“The New Jersey Ports Commission runs a tight ship and is not responsible for any of the pollution in the Bay.” J)</i></p> <p>TRUTH: This government corporation has been pumping raw effluent into the Bay for years. It has killed off most of the sea life in the Bay, creating the environment for the sharks' hunger for Jones to exploit.</p>
13	<i>FALSE</i>	<p><i>“The waters around the Bay's Light House are very safe and calm.” K)</i></p> <p>TRUTH: The waters around that area are very stormy and the currents are dangerous. There has been many ships sunk there over two centuries.</p>
14	<i>FALSE</i>	<p><i>“Look, I am not a religious person but the sharks that are attacking people got their taste for human flesh from somewhere. I'll bet it was the fetuses they're flushing away down the pipes into the western inlet from the New Jersey Gene Lab.”</i></p> <p>TRUTH: While it is true the Gene Lab are disposing of dead fetuses down the pipes into the western inlet and it is also true the sharks</p>

		are eating them, the sharks did not get their taste for human flesh from there. Jones is directing the sharks psionically to do that.
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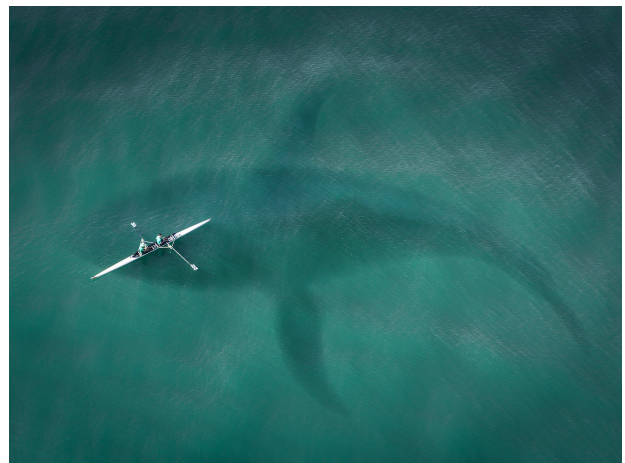
THE PACK:

Typical Orca Whale: No. App.:1;
Size: Large; AC: 4, HD/LVL: 5; HP: 68; ATTKS: 1 (Bite) or 1 (Bash);
DAM: 3d6+3 or Save vs. Death or Stunned for 1d6 rounds; SV: F3;
ML:10(12); Treasure: \$1000 gold watch on severed, partially-consumed, human arm in gut. SPECIAL

ABILITIES: Can hurtle onto shore a full 20' and return to water as wave recedes. Do this to grab and bash basking prey on shore with tail. Leaps 20' out of water to bash and batter victim in same round with tail.

Typical White Pointer Shark:

No. App.:5; Size; Medium; AC: 6; HD/LVL: 3; HP: 45; ATTKS: 1 (Bite); DAM: 2d6+2; SV: F2; ML:9(12); Treasure: 1d\$100 assorted equivalent in gut.
Once attracted by chumming (spreading juiced minced meat in the



sea water) the orca and sharks will gather around and remain near Jones' trawler expecting more food. He will then use this opportunity to psionically control one or two of the creatures to send to attack the beach goers (normally New Jersey Fore Shore beach).

THEIR CONTROLLER:

Capt. Davey Jones, owner of “The Sea Hog”:

No. App.: Unique; AC:4 (Ballistic Nylon 20lbs); Automatic Pistol: ROF:2; DAM: 1d10; Ammo: 10; 400 ft./800 ft. 5 lb; 4 magazines. Pump-Action 12-Gauge Shotgun 3d6/1d6 Normal (1/round) 50 ft./100 ft. 10 lb; 5 shot magazine; 2 shells/ round reload. MV:120'(40'); LVL:3; HP:47; SV: LVL3 ML: 9; Treasure: “The Sea Hog” second hand tuna trawler: \$25,000 (liens levied against it by Chemical Bank); massive debts; 4 gold doubloons worth \$2000 each (undeclared), Pearls 3 x \$5000) (undeclared) all hidden in a lobster pot in his room in the forecandle berth of “The Hog”.

8th Level Merchant (d8)

HP: 24

[STR:10; INT: 16; WIS:16; DEX: 13 (+1 missile to hit; -1 AC bonus); CON:15 (+1 /LVL); CHA: 16]

60 Psionic Ability Wild Talent

2 Attack Modes (60) / 2 Defence Modes (60)

Mind Knife; Ego Lash / Empty Mind; Shield Thought

DISCIPLINES:

2 Minor Devotions / 1 Major Science

Animal Telepathy* (IIX); Chimerical Sensations** (IIX) / Mass Domination*** (IIX) Saving Throw: Negates. Costs Cathexis equal to the total levels or hit dice of those commanded. This Science can control at most five creatures, each with levels or hit dice equal to or less than its mastery level, and lasts for 1 hour per level of mastery. Each target reduces this duration by 1 turn for every point of Intelligence, Wisdom, or Charisma over 14 they possess.

*Jones communicates to the Orca and sharks with this Discipline. The Orca and sharks have general enmity towards humans due to pollution and hunting destroying their mates and offspring.

** Jones chums the ocean around his trawler and alters the perception of



the school to go into a feeding frenzy from blood and meat. Chumming attracts his pack in 1d4 rounds.

*** Jones Mass Dominates the school and sets it on beach goers.

Psyker Merchant :

SKILLS:

Merchant: CHA

MELEE WEAPONS:

Harpoon (1d8), Up to 20' +1 to 40' +0 to 60' -1. On a successful hit, the wielder may yank the victim off their feet with a successful STR Ability Roll modified by the enemy's STR modifications.

Spear Gun (1d10+1) Up to 20' +1 to 40' +0 to 60' -1; 2 rounds to reload
On a successful hit, if the target attempts to remove spear, they must make a DEX Ability Roll or become tangled in the nylon cord and become immobilised for 1d4 rounds. A victim may not escape while snared to the nylon cord.

Fishing license that has his Shanty's address **N**).

Davey will drop an additional hour's oxygen in a pressure tank to the sea floor on the end of a nylon line balloon marker over the side of "The Sea Hog" before scuba-diving with sharks. This is so he can lurk beneath the surface or board another ship that has begun to investigate his before he could surface.

ENCOUNTER LOCATIONS:

NEW JERSEY WATERS:

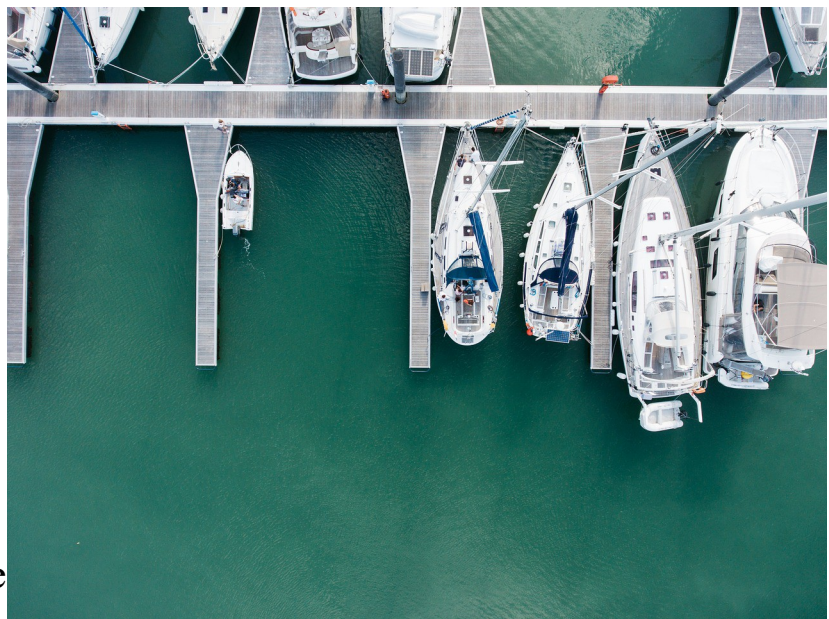


New Jersey waters are cold and polluted. Already dirty from the sewerage of NY dumped into the bay region, recently it has suffered from even more

junk from the depraved vacationers staying on the Fore Shore. Add to it the factories like New Jersey Oil & Petroleum Company pumping their black sludge into the Great Bay and you have an ecological disaster to the local fishing and crustacean sea-going trawler industry. Now the only things that survive in the Great Bay are hardy White Pointer sharks led by a single Orca that do not take much influence from Davey Jones to attack swimmers on the Fore Shore. Already three have been taken by the time the police are involved at the end of the week beyond a clean-up role. The player character, a grizzled anti-psi cop of XP LEVEL 1-3, is sent to investigate the loss of life as it becomes more alarming and panic spreads.

NEW JERSEY Fore Shore:

Attracting tens of thousands of grimy swimmers each day in the summer, it is not a wonder the Jersey Shore Fore Shore is a polluted mess. Dumped rubbish and used bloody syringes litter the shore line. Broken bottles crunch underfoot. Fish bones and empty plastic bags decorate the acrid smoking sands. Dead road kill, tossed from the freeway by municipal clean-up crews at their



supervisors' directions, are sprawled across the dunes.

Long-corroded pipes of various size emerge from the earth at various angles askew, pumping long-forgotten-about toxins continuously onto the beach and into the Great Bay. The Fore Shore is the location for the rest of the locations listed below it from **A)** to **K)** in an arc forming a Great Bay. In the north is the **A)** New Jersey Yacht Club while the **I)** New Jersey Lighthouse is to the southern tip of the arcing Great Bay. The New Jersey Library **M)** is set back from the Fore Shore. The locations are equidistant and roughly 5 miles apart.

A) NEW JERSEY YACHT CLUB:

There are 3d10 craft here each day. 90% of them are expensive yachts worth 6d6 x \$10,000 each. The other 10% are support craft worth 1d4+2 x \$10,000 each. There are craft hoists and boat ramps in this club. There are 8 jetties attended 24-hours a day by club staff and security. There are 6 large social club buildings with poker machines and gambling venues. There are attached motel facilities for 24 couples. There is 250 car parks.

The club is fenced with barbed wire and patrolled. It is well-lit. It has up-to-date rescue and resuscitation devices located around the club and jetties. There are 20 boat houses. The club grounds are reserved for the upper classes who can afford to pay the exorbitant fees that the



club demands (\$30,000/yr). The club has 4 bars, 3 Jacuzzi-spas, 3 steam rooms and 2 weight room-gyms. The central safe is a +5 modifier on any Ability Dice Rolls to break in. In the safe at any one time is 1d6 x \$1,000 + \$500 and also 1d8+1 international passports of those visiting in their yachts from overseas (the club holds them for the government on behalf of visitors to the club and country). The entire club has a security silent alarm system is a +4 penalty mod on Ability 1d20 Roll to break in. If someone breaks into the club's grounds by land they will encounter 2 guards on a 1 in 1d6 chance. They are armed with mobile phones and will summon 2d6 further guards and the police if they discover intruders. However, they are cautious not to over-react to the rich visitors due to tips and can be bluffed.

B) NEW JERSEY LIFE-SAVING CLUB:

A large multi-storey building with 5 smaller buildings of medium size, this is the assembling point of the life guard who stand watch over the swimmers here. Out the front is a 20' tall tower atopped with a guard station kitted out with telescopes and binoculars with radios and loud hailers. The life guards no longer care about the beach and allow it to become polluted. They don't clear up the rubbish like they should and they

are primarily concerned with staring at women. They are also concerned with their own drug distribution operation on the beach dealing smack (heroin). They sell it at \$15/hit. They have hooked many beach goers on their good-quality gear who now have raging addictions. As a result the beach sand is littered with syringes and needles.

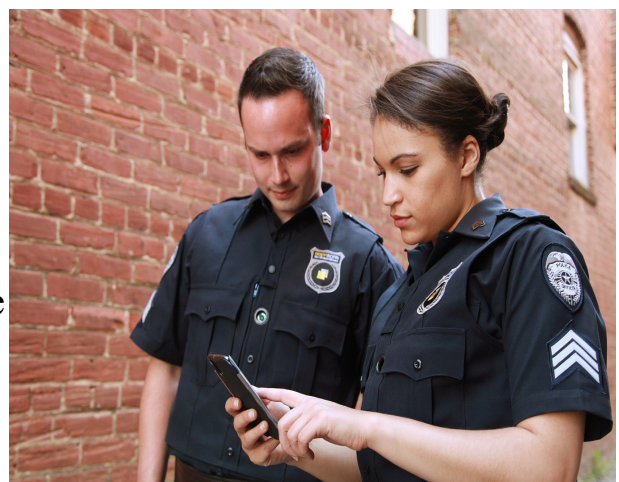


There are 50 Life Guards at the beach though only 15 are not involved in the drug dealing. They refuse to be involved but stay quiet out of fear of the jock like drug dealers. The dealers are quite rich and have \$750 on them (undeclared) and \$4000 in undeclared merchandise at their apartments if they could be tracked back their some how. 20 of the 35 drug dealing Life Guards have aliases and false papers. Their false identities are effective towards everyone and well-manufactured (\$500 spent on it each).



C) NEW JERSEY MARINA:

This is where the lower class comes to enjoy their boating experience. There are 1d100 + 100 boats here at any time and 2d20 support craft. Boats range from aluminium 4-seaters with outboard motors to larger fishing pleasure craft. Dollar value ranges from 1d100 + 1d100 x 1d0 x 1d0 (1d10 where “10” = zero). The Marina has 1 drinks bar and an indoor swimming pool (50m). It also has a restaurant and two sets of public toilets available to everyone with showers.



The Marina cannot be fenced off as it is on public land and that would be illegal however it is patrolled by a very violent security force that take no guff from anyone. If they capture interlopers within the proximity of the Marina, they will throw them off the end of the jetty head first.

Marina Security Force - “Executive Decisions Pty. Ltd.” No. App.: 1d4 (25) 10 patrol cars.

Avg. 2nd Level CON:9 Human has 8 HP.

Security (STR: 9; INT: 9; DEX: 9; CON: 9; CHA: 9)

AC: 8 Heavy Jack (Leathers 10lbs) or AC:5 (Ballistic Nylon 20lbs)

Automatic Pistol: ROF:2; DAM: 1d10; Ammo: 10; 400 ft./800 ft. 5 lb; 4 magazines. Pump-Action 12-Gauge Shotgun 3d6/1d6 Normal (1/round) 50 ft./100 ft. 10 lb; 5 shot magazine; 2 shells/ round reload.

Nightstick melee club DAM: 1d6

Mobile Phone.

There is a 25% each day that Thieves from the Boardwalk **F**) will enter the Marina and begin to steal. If they do, the party will meet them 25% of the time (Roll once. Subtract 30% from the percentile roll if the party has been drinking in the bar that day).

Avg. Human Citizen (Thieves); No. App.: 1d6

Avg. 2nd Level CON:9 Human has 8 HP.

Primitive Melee Weapons (Martial Arts, Knife and Club); Primitive Firearms (Revolver, Auto Pistol).

AC: 8 Leathers.

Boat Berth Renter at Marina:

Phineas Loddon – Marine Biologist

Other, AC:8 Jack. Avg. 2nd Level CON:9 Human has 8 HP.

Pleasure Craft Operator – Tour Operator

Phineas is convinced a giant White Pointer is



responsible for all the deaths in recent months. He needs someone with access to weapons and who knows how to use them to hunt the great, white-nosed fish as he is not legally allowed to own firearms due to his mental condition and obsessions with giant predatory sharks plaguing



communities (he has been committed on two occasions for making prank calls to 911 about shark warnings at beaches he cruises).

Battered, undeclared \$20,000 pleasure craft (two berth; two 500 horsepower outboard motors; top speed 15 knots; Range: 150 miles; Radio, range 100 miles in good weather)

Dodging taxes, penniless.

D) NEW JERSEY DOCKS:

Jones sometimes brings prostitutes from the Docks to L) and the presence of the cave can be hinted at by rumours from the many sex workers here of both genders. However, they will not accompany the party to the cave and can only really guess at its location as Jones took them there by sea and terrified the living daylights out of them with his bizarre sexual requests.

Prostitute No. App.: 1d4
(3d10)

Avg. 2nd Level CON:9

Human has 8 HP.

THE DOCKS:

There will be 2d6 x 5 ships docked here at any one time. The Docks are fenced off with double sets of 15' high cyclone fencing topped with razor wire and alarmed.



There is a customs and escrow house straddling the wire with its exit pointing to the borough of New Jersey and it is heavily guarded with

Security, CCTV and alarms. Metal detectors must be passed through to enter the customs and escrow area. No weapons are allowed in their except those carried by the Security unit.

“Black Lagoon Security Pty. Ltd.” 1d6 Security Guards (50 total).

Avg. 2nd Level CON:9 Human has 8 HP.

Security (STR: 9; INT: 9; DEX: 9; CON: 9; CHA: 9) AC: 8 Heavy Jack (Leathers 10lbs) or AC:5 (Ballistic Nylon 20lbs) Automatic Pistol: ROF:2; DAM: 1d10; Ammo: 10; 400 ft./800 ft. 5 lb; 4 magazines. Pump-Action 12-Gauge Shotgun 3d6/1d6 Normal (1/round) 50 ft./100 ft. 10 lb; 5 shot magazine; 2 shells/ round reload. Nightstick melee club DAM: 1d6 Mobile Phone.

E) PIER 5A: A Russian ocean freighter (Marshal Nedelin-class

Intelligence and Surveillance Ship; “The Shug”; Project 1815; Commission 1995; 15,200 lt displacement; Atlantic Fleet) is docked here. A small black ship at Pier 5A with double anchors and a red, blue and white flag. It is actually a FSB spy ship. It is festooned with secret



antennae and disguised dishes for snooping and eavesdropping. It is currently in harbor to

snoop upon a conference in downtown New Jersey involving the garbage disposal trade which the Russians have a financial and espionage interest in for money laundering and assassination and body disposal for its NY-based agents. The FSB freighter has:

30 Security Guards (FSB Operatives) aboard.

Avg. 2st Level CON:9 Human has 8 HP.

Security (STR: 9; INT: 9; DEX: 9; CON: 9; CHA: 9)

AC: 8 Heavy Jack (Leathers 10lbs) or AC:5 (Ballistic Nylon 20lbs)

Automatic Pistol with Silencers (-20' at each range median from baffles):

ROF:2; ATTK: -1 “to hit” with silenced pistol, RNG adjustments; DAM:

1d10; Ammo: 10; 400 ft./800 ft. 5 lb; 4 magazines.

Billy Club melee club DAM: 1d4+1

Fists: 1d2+STR Adjustment
Mobile Phone.

There information apparatus is operated by 20 Technicians:
Avg. Human Citizen (FSB Operatives)
Avg. 2nd Level CON:8 (Unfit) Human has 8 HP.
AC: 9 Nothing (Overalls).

40 Ocean Sailors (FSB Operatives)
Avg. Human Citizens
Avg. 2nd Level CON:9 Human has 8 HP.
Navy (INT: 12; DEX: 12)
AC:9 Nothing (Uniform)

Hidden in the cargo bay but accessible within 3 rounds are 10 x anti-aircraft missiles (RPG) with 4 heat-sensitive HE shells each (+1 “to hit” vs. jets, helicopters and other vehicles with a significant heat signature and 4 x Heavy Machine Guns with set-up pintel mounts, AAA iron sites, and 2000 Armour-Piercing rounds each (+1 “to hit”; +1 “to damage”). This is used for AAA defence of this ship and anti-hijack defence as there are no external weapons fitted to the ship which is effectively a Q-Ship. Finding these weapons is the equivalent of a successful secret doors Roll in one of four cargo bays after an individual 1d8+1d4 rounds of searching per bay searched (re-roll each new search began). The discovery of the weapons and more generally their use in the Bay would be an international incident but will be covered up by the US government as anywhere between “a flare incident on an international vessel leading to fatalities” to “a fuel explosions down the Docks”. America and Russia however will immediately go into a deep diplomatic freeze that will have embargoes on weapons, electronics, bank transfers, international adoptions and international flights for 12 months.

The freighter is set with explosives that the captain (a 10th XP LVL [d8] HP: 45; Security member) can set off to scuttle the ship. The explosives are positioned to destroy all major equipment and destroy all important secret documents. He can trigger it by key from the bridge, from the Engineering Bay by key or by mobile phone by code. It takes the captain 1d6+3 minutes to reach the bridge or Engineering from their current position anywhere in the ship and only 2 rounds to trigger via the mobile phone. The explosives are extensive and wired throughout the ship. There

is a lot of explosives and traps to overcome. Someone wishing to disarm the ship's booby traps completely will require 3 DEX Rolls at +4 penalty on the Ability Roll. Any critical failures ("20") indicate the entire ship has blown up, killing anyone aboard instantly (no save) and 1d6 people on surrounding ships and wounding a further 3d6 people more.

To appear natural the ship has its gangway down except 1d4 Security saunter unarmed in overalls smoking cigarettes at the base of it. They will not permit anyone on board who does not have the proper credentials. If the ship is taken intact it is a rich prize. It can be sold to the CIA for \$5 million but the seller will immediately come to the attention of the highest ranks of the American Deep State who will attempt to regain the cash by any means 55% of the time.

Otherwise the machinery and technology can be pieced out for \$2.5 million on the black market at cut-rate prices (the only prices possible for such hot equipment). This will take 1d4 years and may require a broker so the character's time is not entirely taken up and their identity is revealed. A black market broker will take 20% of the profits. There is a 10% chance something will go wrong with the deal (eg a rip-off, police involvement, etc) and the character will have to intervene or lose 100% of their profits from the ship. This will definitely attract the attention of the FBI and CIA who will set a shell company to buy the parts at a cut-price rate and spy on the character until they learn everything about him – ultimately neutralising him.

If the character decides to take the ship himself and can get away he will have a valuable treasure. It will be a full espionage suite of Tech Level (TL): 7 spying, hacking, encrypting and communication devices. The range of these ship-board listening and encrypting devices is 80 miles radius in flat terrain and good weather. Clear communications are 400 miles under similar circumstances. Using the devices gives a -5 benefit modification to the 1d20 Ability Rolls concerned with espionage and communication.

F) NEW JERSEY BOARDWALK:

The lengthy New Jersey Boardwalk displays poker and fruit machines, carnival acts, games of chance, minor rides, buskers and confectionery stalls. The palisades are made with wooden planks that form a pier stretching out into the Great Bay. Fishermen drop their lines off the edge of the boardwalk. The only things on the boardwalk that the party has to fear are:

1 in 1d6 every hour

Roll 1d3:	Boardwalk Denizen:	Boardwalk Denizen Description:
1	Gang	Avg. Human Citizen – 'Mooks' (Gang Members); No. App.: 1d8 Avg. 2nd Level CON:9 Human has 8 HP. Primitive Melee Weapons (Martial Arts, Knife and Club); Primitive Firearms (Revolver, Auto Pistol). AC: 8 Leathers.
2	Cops	Average Constable Cop: Avg. 2nd Level CON:9 Human has 8 HP.; No. App.: 1d3 Security (STR: 9; INT: 9; DEX: 9; CON: 9; CHA: 9) Primitive Melee Weapons, Primitive Firearms, AC: 8 Heavy Jack (Leathers 10lbs) or AC:5 (Ballistic Nylon 20lbs) Automatic Pistol: ROF:2; DAM: 1d10; Ammo: 10; 400 ft./800 ft. 5 lb; 4 magazines. Pump-Action 12-Gauge Shotgun 3d6/1d6 Normal (1/round) 50 ft./100 ft. 10 lb; 5 shot magazine; 2 shells/ round reload. Nightstick melee club DAM: 1d6 Mobile Phone.
3	Thieves	Avg. Human Citizen (Thieves); No. App.: 1d6 Avg. 2nd Level CON:9 Human has 8 HP. Primitive Melee Weapons (Martial Arts, Knife and Club); Primitive Firearms (Revolver, Auto Pistol). AC: 8 Leathers.
4	Fisherman	Avg. Human Citizen Avg. 2nd Level CON:8 (Unfit) Human has 6 HP. Primitive Melee Weapons (Karate). AC: 9 Nothing (Tank-Top and Shorts and Flip-Flops).**

** The first Fisherman encountered with recount this: “While the boardwalk above is dangerous enough, the real threat lies beneath it in the Atlantic Ocean lapping against the pillars of the jetty. So far 9 teenagers have been taken swimming around down there and jumping off the boat

platforms. The sharks seem to be directed there somehow in ways we have not experienced before. Normally sharks don't come in this close to shore and are not aware of human activity around jetties as the shadows scare them off. But now the sharks are drawn to them.”

G) NEW JERSEY CON-ED NUCLEAR POWER STATION:

Although a suspicious installation, the only notable factor of this power station is that it has been voted “Most Likely To Run-Away” for the fourth year running at the Atomic Fuel Agency. It is a massive steaming sarcophagus with twin stacks, coolant water pipes into the ocean and surrounded by 15' cyclone



fences and razor wire. It has a 45 man Security team of Experience Level: 2 (armed with SMGs; ML: 9) and 100 nuclear crew of Experience Level: 4 (ML: 8). It has a car pool of 75 cars and 35 trucks. It has a civilian car park of 200 cars. It can expect help from emergency services in under 10 minutes. Externally it is a hardened target: it is AC: -2 and HP:250; Internally it is AC: 2 and HP:100 and similarly strongly built with metal and concrete. If either HP totals are breached the nuclear plant will melt down, causing everyone in the New Jersey western inlet area to make a save versus radiation or suffer the effects of class 10 radiation. If the savings throw is failed, this radiation is received by rolling a 1d10; “0” indicates “Instantaneous Blast Effect and Overdose”, numbers 1-9 represent those number of minutes until damage is inflicted from drifting fallout. Anyone in the structure itself will take 2d10+3 HP DAM from direct blast damage (no save). The crew and security will not evacuate unless they lose Morale. A melt-down will immediately trigger a Morale Roll at a +2 penalty on the 2d6 Morale Roll.

H) NEW JERSEY EXXCESS OIL & PETROLEUM COMPANY:

A petrol vendor named Gil Harrison located at **New Jersey EXXCESS Oil and Petroleum Company** has the following rumour in exchange for \$100 and a bottle of brandy strictly (no bargaining): Several weeks ago, a

strange ocean captain turned up in a pick-up truck and bought 15 x 44 gallon drums of petrol from the Company and drove off in a hurry. Harrison was curious and, since it was the end of his shift anyway, Gil jumped in his sedan and followed the sailor. He lost him in the dense bush on back roads somewhere near the Atlantic Ocean's edge at location **L**), just outside and south of New Jersey's Great Bay. If the party searches for **L**) they must make a successful Ability Roll with a +4 penalty mod on the 1d20 INT roll. If they make the roll, they find a declared \$400 Ford Pick-



Up hidden near the cliffs of the Atlantic Ocean just to the south of the Great Bay of New Jersey. A further successful Ability Roll with a +4 penalty mod on the 1d20 INT roll will allow the discovery of a tight and rough-hewn stone staircase down to the cave cove at **L**) in its completeness.

I) NEW JERSEY GENE LABORATORIES:

Although suspicious, the Gene Labs are not directly involved with Jones and the sharks. At least not directly. However, the Gene Labs are disposing of fetuses into the bay which are sometimes eaten by the sharks and Orca. While it is debatable whether they have gained their taste for human flesh from the fetuses dumped from underwater pipes here, the fetuses themselves are dead long before being flushed away and no murder is

being committed by the sea life. The same cannot be said of Gene Labs which is paying lower class NY women to abort for their product for experimentation (eye colour, sex selection experiments etc).

J) NEW JERSEY PORTS COMMISSION:

This is a sewerage treatment plant that has been badly malfunctioning ever since its investiture in 1974. Ever since it has pumped nothing but A-grade toxins into the bay poisoning everything. As a result, large lumps of human excreta can often be found smearing the swimmers at the New Jersey Fore Shore. Even the sea weed looks like a Roman lavatory rag. The factory has avoided closure as there is no other infrastructure in NY currently taking care of The Big Apple, turning it into The Big Turd. The smell in this four level installation is atrocious. The workings exude crap and refuse. Urine springs from the pipes in waterfalls. The men here work in chemical suits and morale is low. It is only the high, wasteful pay that keeps them here. There are 200 workers in the sewer plant and there is a total of three shifts maintaining these levels of oversight at any one time.

K) NEW JERSEY POINT LIGHTHOUSE:

This 45' tall round tower is an automatic lighthouse to warn off ships entering the Great Bay of the reef just at the foot of the lighthouse. Even today, heavy bulkheads, ship-wrecked in the 19th century, are strewn around the foot of the tower in an Ozymandian fashion. The door at the base of the tower is heavily secured (+4 penalty mod on Ability 1d20 Roll vs. bypassing alarm, breaking or picking the lock with DEX) and alarmed to the local police station (1 car with 2 constables with a response time of 15 minutes upon first interference of door unless bypassed). The interior contains a winding staircase against the curving wall and machinery to run the mechanism. Should this have more than 90 HP inflicted against it (AC:4) it will self-destruct causing 7d6 HP to anyone inside and then a fire inflicting 2d6 HP in flame and smoke damage to anyone inside from that point onward. If this happens at night there is a 20% chance of a major shipping accident occurring that sinks 3d10 x 10,000 tons of shipping and drowning 4d10 people, leaving 1d100+10 survivors. This will occur before authorities can react. The shipping accident will not involve Jones but "The Sea Hog" might turn up to feed on survivors (35%).

L) THE SECRET COVE:

This cavern cove is only presently known about by Jones. He has

festooned it with dyed netting and sea weed to hide the entrance and no one except Jones has discovered it for over 60 years.

It is just big enough for the trawler to enter in calm waters at low tide and at night when no one is observing. The captain must douse all lighting and draw in all protruding service ware on the boat to fit in. To escape he must either back out or back in and then motor forward.

It is very sheltered and covered in moss and lichen so the hull does not take much of a battering in here. It is a place where repairs can be made and Jones has taken full advantage of this by moving an entire workshop down here secretly. He also has moved in enough petrol gasoline to fuel the trawler's engines over 500 miles in 15 x 44 gallon drums.

He hides his spare weapons and ammunition here along with 1d10 x \$100 in various international denominations stuffed in a battered old suitcase stuffed under an old framed bed next to the workshop and shoved in a corner. The bed spread is old, flea-bitten and cum-stained. Jones sometimes brings prostitutes from the Docks here and the presence of the cave can be hinted at by rumours from the many sex workers there of both genders. However, they will not accompany the party to the cave and can only really guess at its location as Jones took them there by sea and terrified the living daylights out of them with his bizarre sexual requests. The currency is wet from the atmosphere of the surf and will need to be dried out with a clothes iron carefully before being spent.

A petrol vendor named Gil Harrison located at **G) New Jersey Oil and Petroleum Company** has the following rumour in exchange for \$100 and a bottle of brandy strictly (no bargaining): Several weeks ago, a strange ocean captain turned up in a pick-up truck and bought 15 x 44 gallon drums of petrol from the Company and drove off in a hurry. Harrison was curious and, since it was the end of his shift anyway, Gil jumped in his sedan and followed the sailor. He lost him in the dense bush on back roads somewhere near the Atlantic Ocean's edge at location **L)**, just outside and south of New Jersey's Great Bay. If the party searches for **L)** they must make a successful Ability Roll with a +4 penalty mod on the 1d20 INT roll. If they make the roll, they find a declared \$400 Ford Pick-Up hidden near the cliffs of the Atlantic Ocean just to the south of the Great Bay of New Jersey. A further successful Ability Roll with a +4 penalty mod on the 1d20 INT roll will allow the discovery of a tight and rough-hewn stone staircase down to the cave cove at **L)** in its completeness.

M) NEW JERSEY FORE SHORE PUBLIC LIBRARY:

Located just behind the New Jersey Fore Shore is the Public Library for this region. If the party can make a **(1d20 CHA roll)** then they can discover Jones' full name or home address from the Librarian but only if they know his last name or partial address to begin with.

The party may make a series of **(1d20 INT roll)** against each of the following tabled pieces of information, learning it if successful. If they fail once on the first time versus a piece of tabled knowledge, there is no chance of learning it ever subsequently. None of these pieces of information may be garnered by the Internet; the party must search the Library, taking 1d4 hours per tabled piece of knowledge investigated (roll randomly for information piece found per each 1d4 hour search) – whatever its success in learning. Characters need a **(1d20 WIS roll)** to determine whether they detect a Falsity from a Truth in the Information. They get one attempt to detect this.

FACTS & ERRORS IN THE LIBRARY:

Information	Veracity:	Information Description:
1	TRUE	Jones, Capt. D. 1972 “Aquatic Life and Mind Powers” Mindhill Printing, New Jersey, NY, NY, USA. Jones writes in this pamphlet that he has been practising his own powers on fish of all types for fishing purposes. States that fishing populations in New Jersey Fore Shore Beach are good.
2	TRUE	New Jersey Fisheries Dept. 2019 “Fishing Population of New Jersey Great Bay: 1970-2019” US Government Printing Office, USA. Demonstrates that beach-goers refuse and pollution has reduced fishing in the Great Bay dramatically, killing the fish.
3	TRUE	Book that Jones has borrowed out in the past 6 months: Mobius, Richard 1961, “Sharks and Orcas: A Morphology and Diet”, New England Press, USA. Writes about sharks and Orcas and their meat-eating diets. Emphasises the danger of White-Pointer Sharks to beach-goers.

		<p>Outlines that they can cruise this far south and that the Great Bay can be a hunting ground. Says they usually do not attack if discouraged via nets and drum-lines. States that while they are vicious, they do not serial kill like humans (like what has happened recently due to Jones' maniacal control).</p>
4	TRUE	<p>Pamphlet handwritten by Jones with current home address. “Sharks of New Jersey Great Bay” Brainshunt Books, NY, NY, USA. Short paper written by Jones that describes the life-form of the shark in the Great Bay. Plainly outlines an almost maniacal hatred of beach-goers for their polluting ways. With this book characters may ask the ML 3 questions about the Great Bay with 60% chance of success. They may even ask of Jones' maniacal involvement in the situation emanating from the book however do not inform them of this option to roll.</p>
5	FALSE	<p>Newspaper Report: “The Washington Times”, 2/2/2020, p.3 By S. Norman. “More Slayings In The Bay”. Incorrectly ascribes shark attacks in Bay to warm water currents from the south. TRUTH: It is Jones.</p>
6	FALSE	<p>News Video Report: “CBS News Tonight” 6PM 1/1/2020 By Chris Haines. “Shark Attacks: New Clue?” Incorrectly ascribes shark attacks to a monster octopus reported in the area by beach-goers. TRUTH: There is no monster octopus. This is hysteria from the beach-goers from the shark attacks. The real attacker is Jones with the sharks and Orca.</p>
7	FALSE	<p>News Micro-fiche Report: Regional Municipal reports dated Sept. 2018 that</p>

		claim that garbage reduction in the Great Bay has been overwhelmingly successful. TRUTH: This is not true. Pollution has been getting worse and worse, leading to Jones' lunacy and the attacks.
8	FALSE	News Radio Report Recording: Werner, Margret; National Press Review 2019 “Great Bay! Great Holidays!” A news article that incorrectly outlines the Great Bay area as safe for beach-goers amid the murders. A “business-as-usual” piece equating to a government cover up emanating from an agent in the FBI. TRUTH: It is Jones committing the mayhem.
9	FALSE	Book: Boxhill, Lt. G.F. 1969 “Lamprey I Have Known.” An autobiography of a sea captain who claimed that vampiric lamprey lived in the Great Bay. TRUTH: The author was even more insane the Jones if this is possible. He wrote the book as a love ode to fish he had slept with. There is no such thing as vampiric sea-going lamprey.
10	FALSE	Pamphlet: Great Bay Chamber of Commerce 2020 “Shark menace no concern.” by Elie Shapiro. Falsely claims the Fore Shore Beach area is safe for swimmers. Encourages beach-goer to come! TRUTH: The Great Bay is currently very dangerous thanks to Jones and his aquatic minions.

N) CAPT. DAVEY JONES' SHANTY:

Located down on an ignored corner of the New Jersey Fore Shore is a shanty fishing shack and boat house owned by Jones. The shanty is 20' x 15' and the Boat House is 25' x 20'. The buildings are both locked but can be broken into with the appropriate Task Roll.

NOTE – Read this entire paragraph: If entry is effected into the shanty through the front door there is a 75% chance of being caught in the blast of a shotgun rigged to fire. The Shotgun Trap fires as a 2nd LVL Creature and does 3d6 HP damage if it hits. The entire trap is quite obviously set up in view if the side window on the shanty is looked in first.

Jones' shanty is festooned in netting and dirty pornographic magazines. There is a mutilated mannequin in the corner of the single room shanty. It is cold in here and does not really keep the ocean spray out. Hence any paper products found in here will be soft and soggy. There is a cupboard with civilian clothing and sea-going oil skins. Also in the cupboard are 6 speargun spears, a harpoon, and 6 shotgun cartridges. On the table there is a book (Beachly, Peirre 1979 “Jawed”, 19th Century Frog, Hollywood, USA) which has every word “shark” and “mind” underlined in red ink that looks like blood [successful INT Roll will identify this]. Used as a bookmark is Davey Jones' New Jersey Library Card with his name on it and the address of the Library. This book is sodden (see below).

On the shelf there are 3 sodden and fragile books among assorted pornographic and sea-tales texts. These are:

- 1) An esoteric Buddhist text that will teach the reader how to gain 1d2 Maximum Psionic Skill Levels. This may be done even by those uninitiated into the Psionic arts but it takes them twice as long. It takes Psionics 1d2 weeks of study to gain the Psionic Skill Levels. [Price: Invaluable only to those who recognise Psionics otherwise \$100 to Buddhist bookshop].
- 2) A cursed book detailing disgusting sea stories that is so shocking to landfarers that it drains 1 point of WIS for 1 month. [Worth \$2000 to an underground book dealer but illegal (3 years jail)].
- 3) A set of personal notes from Jones on sharks and Orca. If studied will give an option to pick up an INT Roll with a -2 Benefit when dealing with questions about sealife. It takes 5d6 hours to read it. Worth \$3,500

The pages of these texts are sodden and wet. They will need to be dried out over 4 hours carefully to return them to a readable state. Otherwise if they are read before this, there is only a 25% chance they will not crumble into useless, valueless pulp. This fact and the process of recovery will be obvious to the party in saving the books.

There is a feculent bed here with ticking riddled with bugs, under which

there is a sea chest shoved. It is locked but will open to a DEX Roll lock picking or 7 HP melee damage from forcing with a metal tool. A STR Open Doors or STR Prise Open will also work. Inside is a leather map case containing a map of the Great Bay New Jersey Fore Shore with the area of the beach-goers crossed in red (Blood; successful INT roll to decide if this is discovered). There is also the deed to his trawler, a stack of debt notices with “assholes .. Assholes .. ASSHOLES” scrawled on it in black pen, and a photo of his trawler, “The Sea Hog”. These papers and the photograph have been well protected by the leather map case from the wet and damp atmosphere of the ocean just outside beyond the sandy beach.

The Boat Hut of Jones:

This rickety old boat shed is just large enough to pull some of Jones' trawler inside up a rough slipway made of concrete and bitumen. It, like the shanty, will be empty when the characters discover it. In the corner there is a old, smelly stack of lobster pots. Hidden beneath it is a Giant Lobster [APP: 1; AC:4; MV: 30'/10' (#180'//60'); HD: 3; HP: 50; ATTKS: 3 (Claw/Claw/Bite); Damage: 1d8/1d8/2d8; SV: F3; ML: 11; Treasure: See Below] which will attack immediately if disturbed. It is the size of a large alligator and vicious, coming at the characters wielding its snapping, clicking claws and biting, alien mouth. It is a loyal, aquatic companion of Jones and the astute guard of his ramshackle boat shed. Should it be killed its meat is too old and tough to be used but as an intact 8' specimen (Make a save vs. Death for the Lobster or its carcass is ruined by fight) it will fetch over \$3,500 but also catch the eye of the US Deep State Xeno-Zoological Unit [Classified Top Secret, Codenamed: XZU-3] in the FBI out of Miami and New England).

Under loose planks under the Giant Lobster is stashed a vertical water-proof metal safe set in the floor surrounded by concrete. It is locked but will open to a DEX lock picking or 34 HP melee damage from forcing with a metal tool. A STR Open Doors will also work. Inside is \$4,000 in cash, a jar of ambergris worth \$200, and a jar of Sperm Whale oil worth \$850.

There is also an old leather-bound **ship's log** belonging to “The Sea Hog” and tracing its most common route across the Bay near beach-goers and the times Jones can be expected there.

Due to the fact this safe is water-tight, all paper products will be in a pristine condition.

On a wooden shelf at head height behind the door from the shanty side of

the boat house is a metal box with 6 sticks of old, dangerously “sweaty” gelignite with a pair of detonators – all the ingredients for a parcel bomb that will be posted by Jones to Chemical Bank eventually for perceived financial “harassment” involving liens against his decaying yet triple-mortgaged ocean-going trawler. If this box is treated roughly it may explode (45%) for 5d6 HP damage for everyone within 20' radius. If this explosion occurs the boat house will collapse into a heap of rotting, woodwormed timber.

THE CASE:

Jones will continue to murder beach goers until he is caught, stopped or killed. Even if imprisoned he will use his psychic disciplines to influence his guards and escape again if he can. He will then attempt to avenge himself against the party for foiling his plot. If unmolested he will parcel bomb the ninth executive floor of Chemical Bank's main office in N.J., killing 12 and wounding 14, 8 critically. This will be for the continued financial pursuit by Chemical Bank over the collateral for loans which is the trawler. While Chem Banks' records are private, they might come to a

private and unofficial agreement with someone who seemed capable of returning Jones' debts over the trawler and provide details like address to his shanty and other personal information.



THE COLD CASE:

Should somehow the sharks and Orca be killed and no new sea life can be attracted, Jones will begin to influence prostitutes with his Charm Person directly, tempting them onto his boat at Pier 5A and taking them back to his cave to kill them. He will then dump them off the New Jersey Fore

Shore to wash up on the beach, decapitated and mutilated into chum. He will do this as fast as possible and at night. He will keep the heads and hands of the women in his cave-cove decorating the rock-carved walls. These are his trophies and his way of keeping “score”.

POST-SCRIPT:

The party is automatically gifted this rumour unless they have already rolled it.

Rumour Table A)

4 TRUE

If the party do not visit Pier 5A of their own accord they will be ordered over the police car radio to report there to investigate complaints of noise, perhaps a gun shot, reported by residential neighbours across the Bay. It will be a Russian FSB agent near the ship struggling with an armed drunk who is killed and taken onboard via the gangway. This will be observed by a young 17 year old deckhand on the *SS Mauritius* (Liberian-flagged) which is tied up opposite. He has been suspicious of the Russian ship all week and thinks its intentions stink to high heavens. The deckhand is named Eric Badder:

Avg. Human Citizen (17 years)

Avg. 2st Level CON:8 (Unfit) Human has 6 HP.

Other Profession

AC: 9 Nothing (Overalls).

Armed with: Oily Wrench (1d4+1) melee / missile; target ≤10' +1 “to hit”; target 10'+ Long Range -1 “to hit”

Level Progression

All characters progress in levels based on the chart below.

Character Level Progression	
Experience	Level
0	1
3,001	2
6,001	3
12,001	4
24,001	5
48,001	6
96,001	7
192,001	8
492,001	9
892,001	10
1,392,001	11
2,392,001*	12

*+1,000,000 for each level after level 12

Avg. 2nd Level CON:9 Human has 8 HP.

Average Constable Cop:

Avg. 2nd Level CON:9 Human has 8 HP.

Security INT [-0 on 1d20 roll]

(STR: 9; INT: 9; DEX: 9; CON: 9; CHA: 9)

Primitive Melee Weapons, Primitive Firearms

AC: 8 Heavy Jack (Leathers 10lbs) or AC:5 (Ballistic Nylon 20lbs)

Automatic Pistol: ROF:2; DAM: 1d10; Ammo: 10; 400 ft./800 ft. 5 lb; 4 magazines. Pump-Action 12-Gauge Shotgun 3d6/1d6 Normal (1/round) 50 ft./100 ft. 10 lb; 5 shot magazine; 2 shells/ round reload.

Nightstick melee club DAM: 1d6

Mobile Phone.

Avg. Human Citizen

Avg. 2nd Level CON:8 (Unfit) Human has 6 HP.

CHA-based skills [-0 on 1d20 roll]

Primitive Melee Weapons (Karate).

AC: 9 Nothing (Suit).

Avg. Human Citizen (Gang Members)

Avg. 2nd Level CON:9 Human has 8 HP.

CHA-based skills [-0 on 1d20 roll]

Primitive Melee Weapons (Martial Arts, Knife and Club); Primitive Firearms (Revolver, Auto Pistol).

AC: 8 Leathers.

Ocean Sailor 1 (3d6)

Avg. 2nd Level CON:9 Human has 8 HP.

Navy

CON-based skills [-0 on 1d20 roll]

AC:9 Nothing (Uniform)

Prostitute No. App.: 1d4 (3d10)

Avg. 2nd Level CON:9 Human has 8 HP.

CHA-based skills [-0 on 1d20 roll]

AC:9 Nothing (S&M Outfit)

INTERNAL INVESTIGATIONS:

Internal Investigations are the cops that investigate the cops. Though championed by the public, these Federal Police are hated by their fellows who see them as “narcs” on “The Blue Brotherhood”.

If the characters come to the attention of their Police Force for breaking the law and committing crimes – particularly hurting citizens and damaging property – they will be investigated by Internal Investigations. In fact ordinary police will be dealt with more harshly by the Judiciary should the crime of the cop come to light publicly and the Judges are forced to act. Police have a difficult time in jail, hated by absolutely everyone and kept in protective custody.

Internal Investigations Officer:

Avg. 4th Level CON:12 Human has 18 HP.

Security (STR: 12; INT: 15; DEX: 12; CON: 12; CHA: 12) +1 HP/ XP LVL.

PRIME ABILITY: INT-based skills [-1 on 1d20 roll]

Primitive Melee Weapons, Primitive Firearms

AC: 8 Heavy Jack (Leathers 10lbs) or AC:5 (Ballistic Nylon 20lbs)

Automatic Pistol: ROF:2; DAM: 1d10; Ammo: 10; 400 ft./800 ft. 5 lb; 4 magazines. Pump-Action 12-Gauge Shotgun 3d6/1d6 Normal (1/round) 50 ft./100 ft. 10 lb; 5 shot magazine; 2 shells/ round reload.

Nightstick melee club DAM: 1d6

Mobile Phone.

Police K-9 Service Dog

AL: N

AC:6

MV: 120'(40')
HD: 2+2 (HP: 18)
ATTK:1
DAMG: 2d4
SV: F2
ML: 11
XP: 35

Trained to obey visual and audio commands from a single policeman over seeing and superior hearing range.

Police Horse

AL: N
AC:7
MV: 120'(40')
HD: 3 (HP: 22)
ATTK:2
DAMG: 1d6/1d6
SV: F2
ML: 9
XP: 50

Trained to obey visual and audio commands from a single policeman over seeing and superior hearing range. A horse's weight-carrying capacity is 20 percent of the horse's weight, or, say, 200 pounds for a 1,000-pound horse. (Two hundred pounds would be an approximate upward limit, not an average of what he can carry.)