

NEIGHBORHOOD WATCH: SAVAGE EDITION

A FREE INTRODUCTORY
ADVENTURE SEED



CONTAGION
SAVAGE EDITION



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CREDITS

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Neighborhood Watch

Introduction

Neighborhood Watch is an adventure seed for use with **Contagion Savage Edition**

The world of **Contagion** is a dark and terrifying place. On the surface, it looks much like the world you and I live in. Just beneath that surface, in the shadows, rages an ancient conflict between supernatural factions who all seek dominion over the Earth and control over the souls of humanity. As a byproduct of this conflict, various factions have created inhuman monstrosities and released them into the world. While most average people are fortunate enough to never encounter such terrible creatures, those who do find themselves facing things that reason cannot explain. Often, this ends tragically for the poor souls who have stumbled upon the foot soldiers of the war.

Neighborhood Watch centers on the aftermath of such an encounter. When a group of teenage girls try out an urban legend at a sleepover it ends in tragedy. A quiet neighborhood is rocked by the death of one of their children and the characters are left with questions that the authorities cannot answer.

Premise

Neighborhood Watch begins with the characters discovering that a young woman has been killed. Minnie Wilkins was found dead in the bathroom at a sleepover. Her friends, Laura Vanderbilt and Erica Gaines claim that Minnie summoned an urban legend known as the Bellwitch, and that the creature appeared and attacked Minnie. The police naturally do not believe their story, but the girls have been released into their parents' custody.

Behind the Scenes

The Bellwitch, as detailed in this adventure seed is responsible for Minnie's death. The Bellwitch has seen Laura and Erica and will not rest until it has killed them. This fact may give the characters an advantage in tracking down and dispatching the Bellwitch.

Getting the Characters Involved

There are a number of ways the characters could be introduced to the events of **Neighborhood Watch**. Justine Barber could easily have been the EMT who responded to the 911 call when Minnie was killed. Tanesha Gaines and Jesse Vanderbilt are the older siblings of the surviving girls. The rest of the neighborhood could easily have heard Minnie's screams and could get drawn into the investigation due to relationships with the affected families or the other characters.

Possible Outcomes

The goals of **Neighborhood Watch** are relatively straightforward. The characters seek to discover the truth about the Bellwitch and end its pursuit of Laura Vanderbilt and Erica Gaines. Once the characters discover the true nature of the supernatural, their lives will be forever changed. They will never be able to simply turn a blind eye to the horrors in the night, and some things that were previously odd mysteries could easily pique the interest of the characters leading to further investigation. Successfully dispatching the Bellwitch is not the end of the story for the characters in **Neighborhood Watch**. It is simply the beginning.

Character Profiles

The following characters were created to be used by players in this scenario. The Gamemaster can simply hand out the following characters to the players, or can allow players to create their own characters for use in this scenario.

While there are six characters included in this adventure seed, "Neighborhood Watch" can easily be run with only 2--3 players, or with a full group of six.

Everything needed to run these characters is included within this Quickstart. Below is a brief biography of each character. Players and Gamemasters are encouraged to adapt/expand these backstories.

Justine Barber

Justine has lived in the neighborhood for the past six months. She is an EMT and works long hours, so she is rarely home other than to shower and sleep. Justine doesn't really know anyone else in the neighborhood, though she has spoken with A.J. a few times in passing.

Justine has a boyfriend who is a firefighter. They typically spend their few synchronous days off camping, fishing and engaging in other outdoor activities.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d8, Healing d8, Investigation d4, Notice d8, Persuasion d4, Streetwise d4
Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 6
Hindrances: Heroic **Edges:** Attractive, Brawny
Gear: Cellphone, First aid kit, Improvised weapons (Str+d4).
Race: Human
Contagion Points: 30

Jonas and Jonathan Branch

Jonas and Jonathan Branch are new to the neighborhood. Jonas is a recently divorced pharmacist who is looking for a chance to restart his life. Jonathan, a truck driver by trade, is his younger brother. Jonathan is frequently on the road for weeks at a time, so when Jonas asked him to move in to help with expenses, Jonathan agreed.

Jonas and Jonathan were raised by their human father after their mother was murdered. Because of the nature of their mother's demise, their father kept their true nature hidden from them. Of the two, only

Jonas has any recollection of their mother and his memories are vague.

Jonas Branch

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Investigation d6, Knowledge (Science) d10, Knowledge (Pharmaceuticals) d10, Notice d8, Repair d6
Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: Hunted by the Damned (Racial), Reckless (Racial)
Edges: Keen Senses (Racial), Long-Lived (Racial), Low-Light Vision (Racial), Resilient Spirit (Racial), Jack-of-all-Trades
Gear: Cellphone, Laptop
Race: Half-Elf
Contagion Points: 30

Jonathan Branch

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4
Skills: Driving d8, Fighting d4, Gambling d4, Notice d6, Shooting d6, Streetwise d6, Survival d6, Travelling d6
Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Hunted by the Damned (Racial), Reckless (Racial), Pacifist (Minor), Screamer (Minor), Victim (Major)
Edges: Keen Senses (Racial), Long-Lived (Racial), Low-Light Vision (Racial), Resilient Spirit (Racial), Ace, Quick
Gear: Cellphone, S&W .357 (Damage 2d6+1 AP 1, Revolver)
Race: Half-Elf
Contagion Points: 30

A.J. Denton

A.J. Denton grew up in the neighborhood. He played football in high school and was on his way to a promising career as a college player when his mother was diagnosed with cancer. A.J. stayed home and took a job at a local garage so he could help care for his mother in her final years.

When she passed away, A.J. stayed in the family home, where he still lives today. A.J. lives alone and has no close family. He tends to see the neighborhood as the next

best thing and tries to look out for others. He's generally kind and knows many of his neighbors by name.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Driving d6, Fighting d6, Intimidation d8, Knowledge (Football stats) d6, Notice d6, Stealth d6, Taunt d6
Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 7
Hindrances: Arrogant, Loyal, Victim (Minor)
Edges: Brawny
Gear: Improvised weapons (Str+d4).
Race: Human
Contagion Points: 30

Tanesha Gaines

Tanesha has lived in the neighborhood her whole life. She lives at home with her mother and younger sister and works as a pharmacy technician in the same pharmacy as Jonas Branch. Aside from work, Tanesha helps care for her sister, goes clubbing on weekends and leads a quiet life. She plans to return to school in a year or two to finish training to become a pharmacist. In the meantime she is biding her time and saving money.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d4, Healing d4, Knowledge (Pharmaceuticals) d8, Notice d6, Stealth d6, Streetwise d6, Swimming d4
Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Curious, Heroic **Edges:** Very Attractive
Gear: Improvised weapons (Str+d4).
Race: Human
Contagion Points: 30

Jesse Vanderbilt

Jesse just got back to the neighborhood from a deployment in Afghanistan. He is looking forward to the opportunity to reconnect with his family and friends and to start going to school.

Jesse's parents live in the neighborhood along with his younger sister. Jesse is presently staying at the family home, but plans to get his own place as soon as possible.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6
Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, Survival d6, Tracking d4
Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Heroic, Loyal, Victim (Minor)
Edges: Command, Natural Leader
Gear: Desert Eagle (.50) (Damage 2d8, AP: 2, Semi-Auto)
Race: Human
Contagion Points: 30

Bellwitch

Urban legends speak of an evil witch that tormented children in the 1800's. The real name of this supposed witch is lost to history. Modern legend remembers this cruel woman as the Bellwitch. At suburban parties, in hushed whispers, teenagers exchange stories of the Bellwitch.

According to legend, any child can summon the Bellwitch. The prospective summoner need merely stand in a darkened room at midnight, looking into a mirror. The child must then repeat the phrase "I hate the Bellwitch" three times. According to legend, this will summon the monster, which will in turn try to kill the child.

In reality, the Bellwitch is far less predictable. Created by the Malphas to capitalize on this urban legend, the Bellwitch is a creature of

reflection that leaps out of mirrors to attack its victims. The Bellwitch can leap from mirror to mirror, and is perfectly capable of attacking anywhere, so long as it is within line of sight of a mirror. The Bellwitch is not compelled to answer any summons (which frustrates Slayers that hunt it to no end) but it hears every time it is called.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d10

Skills: Notice d8, Spellcasting d10, Taunt d10

Pace: 12; **Parry:** 2; **Toughness:** 7

Special Abilities

Arcane Powers: The Bellwitch has unlimited Power Points to use on the following powers: fear, puppet, telekinesis and teleport. Teleport can only be used to reach a visible mirror within range. The Bellwitch's maximum range for teleportation is 100"

Invulnerability: The Bellwitch can only be injured by destroying the mirror in which the Bellwitch's reflection is currently showing. If there is another visible mirror within range of the Bellwitch's teleport power when the mirror showing the Bellwitch's reflection is destroyed, the Bellwitch may automatically teleport to that mirror and avoid destruction. If the Bellwitch's reflection is shown in more than one mirror at any time, all those mirrors must be destroyed simultaneously to banish and destroy the Bellwitch.

Weaknesses

Mirror Dependence: The Bellwitch utilizes a mirror's reflection to give itself a gateway into the physical plane. The Bellwitch must remain within line of sight of a mirror at all times. If this line of sight is interrupted, the Bellwitch is destroyed.

