

Field Manual

TWL-0009



INNANA'S KISS

by Ed Wetterm an

12 TO MIDNIGHT, INC.



Innana's Kiss

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This book is dedicated to all freedom-loving people everywhere, and to the heroes who make that freedom possible.

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Author Note

Once more into the breach dear friends! Howdy, good people. I thought I'd take a moment to write my thoughts on Innana's Kiss and how it came about. First I want to thank you for your purchase of this adventure. I hope your gaming group enjoys it as much as mine did.

Once we published Weekend Warriors 12 to Midnight needed a new convention game. We wanted to do another military horror game. We discussed several possibilities, some of which may be done someday, but Innana's Kiss grabbed me and would not let go. I wanted to create a modern military game with the first edition AD&D "Tomb of Horrors" feel. I hoped that Innana's Kiss would prove to be a dangerous dungeon crawl. One that tests the best players and provides them with many surprises along the way.

The most fun can be had when the GM tricks the players. This wily GM does not let the players know its a horror game, but promotes it as a purely modern military adventure. Then when the surprises happen, the players are totally caught up in the drama and horror.

I wanted players to begin with a basic firefight against terrorists. The story then moved to investigate an ancient and bizarre village. Here they find a temple, which leads into the dungeon crawl. Finally they discover that the root of all the horror is an alien! The players' reactions are fun to watch, and every playtest has been a blast.

Heh, unfortunately no playtest group has won the scenario, but all had fun in the attempt. Hence

the Tomb of Horrors feel. The first playtest had the entire party except for one poor soldier converted to servants of Innana. The lone survivor made an escape, but with the party on his heels. It was a night to remember for all!

This adventure is meant to be a one-shot game and should NOT be used as a campaign module,

as the players may lynch the GM who attempts to do so! This module is a killer. So use the pre-generated characters and have fun with it.

I considered making it easier, but I felt that by doing so I would not be true to the game I had created. The adventure is very linear. That is the constraint created by designing a convention game, which is to be played in four hours.

I would also like to say that while Innana's Kiss is a game that takes place in one of the world's most troubled spots, neither I nor anyone at 12 to Midnight take the sacrifices of

the coalition soldiers or the Iraqi people lightly. Our hearts are with the brave soldiers and those Iraqis working to establish a better, democratic Iraq.

So I dedicate this game to the true heroes of our time--those who stand against oppression, and for freedom.

Peace

Ed WettermAN



Section 0: GM Preparation

Introduction:

Over 5,000 years ago, the Sumerians believed their gods came to the Earth and took up residence. Sumerians, Akkadians, Assyrians, and Persians worshipped these early gods and goddesses. Then, suddenly, the religion of the Sumerians died. This blood soaked land, conquered by countless invaders has changed rulers many times, but the legends of the Sumerian myths remained to haunt the inhabitants of this land. Warfare and death are their fate, a never-ending cycle of terror and horror, from one regime to the next. But now the Americans have arrived... and things will change. One way or the other, things will change.

Levels

This adventure is a tournament game using pre-generated characters. The characters represent US Army Soldiers. These characters include a Lieutenant (Intelligence Officer), a Sergeant, a Corporal, and several Privates. Their equipment and skills are listed on their character sheets. Spend some time prior to playing speaking with the players. The purpose of this dialogue is to help you choose appropriate players for the LT and sergeant. Let the rest of the players decide which character they wish to be. The LT player should have some knowledge of the Iraqi war and maturity would help keep the game and other players moving. The sergeant is important in this aspect also, though the LT has information no other soldier possesses.

Background

Over 5,000 years ago, several alien beings landed in ancient Sumeria and set themselves up as gods over the humans populating the area. Every need of these beings were seen to by their human priests, and in return for their obedience, the humans were

given “gifts” of civilization. These secrets included working with bronze, and Cuneiform writing. Over the subsequent millennia most of these alien beings, such as Ea, left Earth. However, one has remained: Innana, the Goddess of Life and Death. In reality Innana is a scientist who has developed methods of stealing the life auras of humanity to prolong her own life and to fuel her experiments. These experiments include the creation of new and deadly creatures that serve her.

Since Sargon I conquered Sumeria, every ruler of this land has paid tribute to Innana. This consists of sacrifices made by her priests at her Temple of “Yemma D. Alaam” (Dark Mother.) The ancients and even the Saddam regime refer to her as the “Al-I- Imran al-Baqarah” or “Bringer of Fire and Hell.” When these sacrifices were not made, Innana allowed her unholy creations to run loose. They would bring fear and death to the people of the Middle East. When appeased and pleased with the sacrifices, she granted these rulers gifts of technology.

Saddam offered sacrifices hoping to receive a gift from Innana—one that would destroy his enemies and allow him to become the new Gilgamesh of Mesopotamia. This weapon awaits him at Innana’s temple, currently hidden in the Room of Sacrifice. America’s swift victory prevented him from receiving this weapon, though recent intelligence suggests that Mihr al-Quirba, a Captain of the Fedayeen Saddam and wanted terrorist, has taken a group of men to the village of Al-Baqarah to obtain it. The heroes’ mission is to seek out the Fedayeen and destroy them. The Intel officer has

top-secret orders that require him to locate the “special package” mentioned in captured documents. HQ believes that this item may be a WMD. An NBC detachment will deploy to the area if WMDs are found. Simple reconnaissance mission, right?



Sgt. Baker

All right girls, listen up! I am Sergeant Major Charles Baker and I’ll be offering you aid as you work your way through this adventure from Hell. I’ll be helping you cupcakes understand military terminology and game rules in various SitReps (Situational Reports-Sidebars) throughout this game. I’m the daddy, and you will listen to what I have to say! Is that understood Soldier? Good!

Synopsis

The heroes belong to the 12th Bn. 224th Mech Infantry and have been deployed to Iraq. Their primary mission is to hunt down Fedayeen and other terrorist cells. Their current mission is Operation Roundup, which involves searching villages in Northern Iraq for known Fedayeen leaders. This area covers a 250 square mile area. This operation has stretched the capabilities of the 12th Mechanized Infantry to its limits. Military Intelligence found references in several of Saddam's palaces regarding the village of Al-Baqarah and the "Special Package" held there. HQ is uncertain what the "Special Package" is and has assigned an Intel Officer to locate this item. HQ hopes that he will discover Weapons of Mass Destruction. A squad has been assigned to assist this officer as part of Operation Roundup. They also hope to locate the Fedayeen cell of the terrorist Mihr Al-Quirba.

The squad approaches the village of Al-Baqarah in a Bradley and a Hummer. Several Fedayeen ambush them en route. After the firefight, they may escort prisoners to the village in order to assist the Intel officer. Al-Baqarah is ancient. The walls of many of the stone buildings are cracked and eroded. Seventeen men occupy the village. There are no women, children or pets. The local Imam speaks for the villagers informing them that no Saddam loyalists or terrorists can be here. He wants to persuade the Americans to leave the village in peace. He offers the soldiers some food and drink and attempts to be friendly. The village may be searched and clues regarding the

Fedayeen may be found. No radio transmissions work here. It is a dead zone. The villagers attack the Americans when they move towards the plateau. If they can isolate an American, they attempt to kill him. The body is taken over and used to monitor the soldiers and fight them when they find Innana.

The soldiers should move up the plateau and to the ruins above. The ruins are ancient but some cuneiform and glyphic writings are evident upon the

temple stonework. Over a hundred mounds of dirt litter the top of the plateau. These are the graves of the Flesh Shifters and Innana's failed experiment victims. These experiments have transpired over thousands of years. The deeper one digs, the older the remains. The PCs should find the entrance to the underground area of the Temple among the ruins.

Inside the temple they discover the "Righteous Path" trap, which has access to the Room of Tribute. The soldiers encounter the Priests of Innana and the terrorist Mihr al-Quirba. A fight ensues.

Another door leads through a long hallway and staircase down into the Outer Sanctum. This is actually part of an ancient flying saucer. This room is guarded by the Bull-Men of Persia, which are ancient creations of Innana.

The adjoining rooms are the labs of Innana. The soldiers discover alien technology with many body chambers. (Think Aliens IV).

The last door leads to the Inner Sanctum. The Goddess/Alien Innana awaits the soldiers here. She is angered by the player's incursion upon her temple and this leads to a climactic battle. If the party sur-

The Hymn of Ishtar

"Ishtar is clothed with pleasure and love,
She is laden with vitality, charm and voluptuousness.
In lips she is sweet, life is in her mouth.
At her appearance rejoicing becomes full.
She is glorious; veils are thrown over her head.
Her figure is beautiful; her eyes are brilliant.
The goddess - with her there is counsel.
The fate of everything she holds in her hand.
At her glance there is created joy,
Power, magnificence, the protecting deity and guardian spirit..."



The 12th Bn 224th Mech Infantry

These soldiers are assigned to the 12th Battalion 224th Mechanized Infantry. You can call it the 12th of the 224th Mech Infantry if you want to sound like you know what you're talking about. I know better, but I promise not to tell.

This Battalion has been reformed recently, as the previous battalion suffered one-hundred percent casualties at Camp Trepidation last year. Some sort of chemical accident. This new group has recently been assigned to duties in Iraq under US General Reyes. Its primary missions have included many search and destroy forays dealing with the remnants of the Fedayeen and other terrorists, as well as WMDs. That's right, Weapons of Mass Destruction. They existed at one time, and we're gonna find em! Got that? Good!

vives and Innana is killed, the saucer shakes as its engines fire up to return from whence it came. The heroes must flee or be lost forever in outer space! This is a timed sequence and should provide good action. Once they are clear of the plateau, the saucer bursts forth from its ancient resting place, moving at an incredible speed into the heavens. Radio contact can now be reestablished. The adventure is over.

If the party gets separated and soldiers are killed, they are reanimated as "Protectors" and sent out to betray and kill the party by Innana from the Inner Sanctum. Once all the soldiers are "killed" or they have succeeded in defeating Innana, the adventure is over.

GM Notes

Determine who is playing which character and allow them to place their soldier in the Humvee and Bradley to begin the game. Answer any questions regarding their orders or weapons before play. The party may consist of four to twelve soldiers. One is the LT, one the sergeant, and the rest are enlisted men. A party of four may ride inside a Bradley. If more soldiers play, they have the option of using a Bradley or both the Bradley and Humvee. Give each player the proper handouts, the LT gets his and the enlisted men share theirs.

Introductory Scene

(An American news reporter stands before US Command Headquarters in Baghdad. He wears a white shirt, red tie and brown slacks. The wind kicks up sand and he shields his eyes as he speaks into the camera.)

"The Saddam regime is all but destroyed, yet months after the official war was declared over Fedayeen guerillas and terrorists continue to carry out attacks on local police and American soldiers. In the largest search and destroy mission since the war, the 224th Mechanized Infantry battalion has been let loose upon the small villages of northern Iraq. Their mission is to find the last cells of the Fedayeen and destroy them. The search for weapons of mass destruction also continues, and

the lack of any real findings to date continue to plague the American administration and strain relations with many of its European allies. The American forces are spread thin, and despite the greatest resources ever available to an army in the history of mankind, these operations are the old-fashioned—soldier versus soldier, house to house, type of fighting that has typified many of our past wars. the Secretary of State has again returned to the UN asking for additional forces to be deployed as Peacekeepers. This land, ravaged by war throughout history, is still far from peaceful. Back to you in the studio."

Section 1: The Village

Firefight

Iraq. Your unit has been here chasing shadows for two months now. Your mission is finding Saddam Hussein loyalists and his weapons of mass destruction. Most of the people here have welcomed you, some with open arms and others with bullets and rocket-propelled grenades. Ambushes are common and deadly as the Allied death toll climbs every day. Today, your squad has been assigned a special mission. Locate Fedayeen loyalists in some remote village named Al-Baqarah and destroy them.

Over the last three hours you have ridden upon what passes for a road in Northern Iraq. Sand dunes and rocky hills cover the barren landscape. (If only one Bradley is used, read the following and ignore the sentence that follows: "You have ridden far in a Bradley over many miles of desert.") Most of you ride in a Bradley, while others ride shotgun aboard a US Army Hummer. In the distance you spy the village. Not much to look at. Just a few, old, crumbling stone buildings at the base of a rocky plateau.

Suddenly the earth shakes as the lead Bradley strikes a mine, destroying the tracks and some of the interior electronics. Miraculously, none of you were struck, though the vehicle is no longer operational. Dark smoke fills the interior compartment of the Bradley and gunfire rings out from all around you. You have found the enemy. Now complete your mission.

The initial explosion destroys the Bradley's suspension, bringing it to a halt. Each soldier has radio communications headgear allowing for excellent tactical coordination during this encounter. The smoke is from the burning tracks and some interior wiring and electronics damaged in the initial mine explosion. Though there is no threat of further explosion, the smoke affects the soldiers and might

scare them out of the Bradley. If the soldiers do not put on their gas masks the first round, then have them make Vigor rolls at the beginning of the second round. If failed, the soldiers gain a Fatigue level (see the *Savage Worlds* rulebook). A wet cloth placed over their faces adds +2 to the roll and a gas mask negates the need for the roll entirely. The Fatigue is recovered after the soldier spends 5 minutes breathing clean air.

The attacking M60 gunner strafes the rear of the Bradley hoping to hit the squad as they dismount. The RPG-armed terrorist takes a round to aim his weapon at the Humvee (or the Bradley if the Humvee is not used). If more than half of the terrorists are pinned or wounded, they flee in different directions. Do not forget that Medium cover is -2 while Heavy cover is -4. See **Appendix 2: Vehicles**.

Surprise, Surprise, Surprise



After the first fight, inform any soldier who was killed that he is only unconscious. Be sure to allow Spot checks and Heal checks to see that anyone that suffered a death wound is not only alive, but are quickly regenerating tissue. It is an interesting dilemma for the good guys to decide what to do with the bodies of the slowly regenerating terrorists. If they are left in the desert, in an hour they will be making their way towards the village and will attack the soldiers once more. However, don't be too frightened, if the regenerated ones are killed, then they are permanently gone. For some reason the stabilizing wave only works once. Got it? Good.

Rear View



Rear convoy guard detail.
"Objects may be closer than they appear."

The heroes may fire the M240c machine-gun of the Bradley at the dunes in hopes of suppressing the terrorists. They may wait for the Humvee crew to bring suppressing fire, though they are also taking fire and need to worry about a RPG that is being lined up for a shot on them. There are portholes for each member to fire their personal firearms from on both sides of the Bradley. The soldiers may exit the Bradley, taking a chance on entering a machine-gun fired, suppressed area. The Bradley is badly damaged and is no longer drivable.

The gunners have Heavy (-4) cover while attacking the enemy from the Bradley's gunports. To the left and the right are large, rocky hills and two terrorists on the right are firing a tripod-mounted machinegun behind Medium (-2) cover. They are 135 feet (22.5") away. Four more terrorists are prone with Medium (-2) cover on the right approximately 180 feet (30") away. Another has Light (-1) cover, kneeling preparing to fire a RPG at the Humvee. He is only 90 feet (15") away. Several mines lay in the road ahead of the vehicle for the next 300 feet—both anti-personnel and anti-vehicle. These may be found with a Notice roll at -1. The terrorists are easily suppressed if heavy fire is directed at them. The terrorists are Fedayeen, but their leader is not with them. He is currently entering the Room of Sacrifice.

Any captured terrorists refuse to answer any questions. They only say, "Geneva Convention!" to their captors. Any captured terrorists resist being taken

into the village and warn the Americans not to go there. They warn that Al-Baqarah is Death, home of the Dark Mother, and beg not to be taken there. Any killed Fedayeen reanimate after an hour to become Innana's Protectors. Allow soldiers to make a Notice roll at -2 to detect this spontaneous healing of wounds.

Coinciding with the firefight is the loss of all long-range communications. The squad is now isolated due to interference from the Saucer. A Notice roll detects a slight humming noise any time their local radio comms are used. The heroes are picking up the interference signals, and—if they succeed at Repair roll—they discover it

comes from the Plateau above the village. The Repair check requires an hour to complete.

Strangely, no one on either side is killed during this firefight. Even characters whose results on the Knockout Blow Table indicate death are only Incapacitated. Similarly, all Extras survive regardless of their Vigor rolls during the aftermath of the battle. The saucer is emitting several waves of energy. One is a "Stabilizing Wave" that heals dead people. Healing occurs at the rate of 1 wound level per hour. A Healing roll reveals that the cells are slowly regenerating. However, if someone "died" Innana uses her psychic powers to control the dead person's actions and words. They are now her "protectors", and should act accordingly. See *Player Handout: Innana's Protector*.

Fedayeen Soldiers (x7)

Stabilizing Wave



What the frig is that? Hell if I know. Do I look like an alien to you? Best not answer that if you know what's good for you! All you need to know is that the Stabilizing Wave does not allow anyone within a mile of the temple to die. It regenerates dead tissue and turns dead cells into living ones. It does not heal damage to living cells, but once the poor slob dies he instantly begins recovering at one wound level per hour. Yeah, that's a pretty big clue that something's not right! Any soldier who would normally be incapacitated or killed, slowly recovers instead. And yeah, its pretty sick. Heads, legs or arms that have been blown off during combat regenerate from the torso! Hello Dorothy, you ain't in Kansas no more! Heheh.

Who are the Fedayeen?



What the...? Don't you watch the news? The Fedayeen are generally ex-Bathists who supported Saddam Hussein. They swore to fight to the death for Saddam. Course, when the DICTator surrendered without a fight, lots of them lost heart. Some of the worst have joined with Al Quida or Hamas and have continued to fight against the coalition and are dedicated to preventing Iraqi freedom and democracy. Yeah, these are ignorant Bast...What? Don't you interrupt me soldier! Is that clear?

I was about to tell you that these folks are hard to find, unless you catch them when they are actually shooting at you. They blend in and most of the good populations of Iraq are afraid to turn them in. Guerrilla fighting. Hit and run. Unfortunately they have begun attacking other Iraqis lately, as they don't do real well in fights against trained coalition soldiers. I can't abide terrorists! You won't see me crying for 'em. Not one drop. Sons o' Bit.....! Ah well. Hey Soldier. What are you doing standing around here? Get back to work!

Entering the Village



The soldiers may ride the Humvee or walk into the village of Al-Baqarah.

As you approach the village of Al-Baqarah, the place seems ancient. The buildings and homes are enclosed by crumbling stonewalls. There are approximately twenty structures at the base of a large plateau that towers over the village and rising to a height of 150 feet. The dirt "road" ends at the first building, and only a few men are visible. Otherwise, the streets are deserted. These men are dressed in ragged clothing; most have their heads covered with off-white linen wraps. Two old men wave, beckoning the soldiers to come over.

The two old men are actually flesh shifters who have taken these bodies from those sent by the Saddam regime. One of them acts as the Imam for the village, and both only speak Arabic. They shout in Arabic for the Americans to "Come over here! We speak for the village. Allah's peace to you." The Imam plays the part well, asking the Americans why

they are here in his village and pleading for the ethical treatment of his people. The soldiers may make Notice roll to realize that each of the men in this village gives off a nasty, sickly-sweet smell. The Imam states that there are no terrorists here and allows the soldiers to search the village unimpeded if a soldier makes a Persuasion roll. The Imam begins with an Uncooperative reaction level (see the *Savage Worlds* rulebook). The soldiers may interrogate the Imam. They can use Intimidation in this pursuit, which provides a +2—if successful—to any Persuasion check that follows.

Check the chart below for **Persuasion** results.

Attitude	Response
Hostile:	"You try my patience, gha'bi (moron). Leave us now, or face the Aswad Lalla Innana (Black Honored and Respected Lady). Ciic! (I dare you)" This one may lead to a fight. The Imam's patience is wearing thin.
Uncooperative:	"We have little to do with Saddam. We do not care that you have destroyed his government. We only wish to be left in peace. Ayez eh? (What do you want?)"
Neutral:	"The Fedayeen come to us to hide, but we don't let them. We care not for your war, or theirs."
Friendly:	"We have a few weapons for defending our village from outsiders, but not for attacking you. We consider Americans to be our friends. Leave us in Peace."
Helpful:	"You must leave. I wish you and your men no harm. Go or Innana's kiss will consume you."

The remaining "men" of the village (fifteen in all) come out, surrounding the soldiers and Imam. They do not appear to threaten the characters, unless the Persuasion roll failed. Then they chant, "Ciic!... Ciic!" and close in on the soldiers.

The soldiers may search the village. They may decide to carefully search and take their time. If so,

Whats an Imam?

Good question. Nice to know the public school system is producing such brilliant examples of ignorance! Ok, an Imam is a leader, or chief officer of a mosque. It's his duty to lead the people in prayer. The Imam is usually chosen for his piety and scholarship and usually handles the services of the mosque. It may be an obvious clue that the man introduces himself as the local Imam, when there is no mosque anywhere in the village. Got it? Carry on.



they find everything except for the secret door to the underground weapons chamber, or they may perform regular Notice rolls to find the secret door:

In one building, there is a false wooden floor leading into an earthen cellar. There are various weapons here ranging from pistols, rifles, sub-machine guns and Soviet made RPGs, as well as ammo for each.

Another Notice roll reveals a secret door leading to a huge underground chamber. Many weapons, ammo and armor are stored here. The soldiers find bows, arrows, early guns, iron swords, iron armor, bronze armor and bronze weapons. These cover the last 3000 years of history. They are in good condition, though covered in cobwebs.

When confronted with this, the Imam states, "We have always defended ourselves."

The other buildings contain sleeping mats and a few old wooden chests filled with various items of clothing. Most of the cloths are ragged and old from use. In one of the hovels under an old blanket there is an ancient Persian Scimitar. Its blade is covered in Persian symbols and translated read: "Strength of Xerxes" (Scimitar, Str+2)

A Notice roll reveals that there are no children or women in the village. A second Notice roll shows there are not any pets either. The only animals seen are a small herd of goats to the east of the village.

Flesh Shifters

If a soldier goes alone into a home, a villager follows him as if concerned about the possessions within the hovel. Anyone caught alone with a flesh-shifter is attacked. When successful the flesh shifter replaces the soldier.

If the soldiers decide to check out the plateau, they discover an aged trail leading up the side (Notice roll). The Imam warns that the plateau is holy ground and that infidels are forbidden up there. If the soldiers ignore the Imam, he uses telepathy to signal the rest of the flesh-shifters to attack the party.

At first the Imam wants to persuade the soldiers that they are not supporters of Saddam or the Fedayeen. If a shifter successfully ambushes a solitary soldier, then the other shifters avoid any further fights. If no soldier is possessed, they gather to attack the soldiers before they can climb the path up the plateau. They fight to the death.

When the shifters attack the party they do not use weapons, instead they rely upon their innate powers and abilities. When a creature dies, the bodies they possessed melt from the intense heat released. The only remains are that of the alien flesh-shifter. Read the following when a flesh-shifter dies:

The bodie[s] lie at your feet. The sickly-sweet smell reeks, and it feels like someone twists your stomach in a vise. Despite the pain you cannot help but stare at the corpse[s]. The very skin of the body sizzles, flesh bubbling and oozing off the bones. Heat lashes out at your body from the rapidly melting mass. A short time passes and the desert wind blows away the ashes—exposing the remains of a small-demonesque, skeletal form. It has a large head with two almond shaped eyeholes atop a very small biped frame.

Have each soldier make a Vigor roll or they become ill. See the Acidic Combustion special ability of the flesh shifters in **Appendix 1**.

The flesh shifters do not reanimate, as the stabilizing wave does not benefit them. A shifter is about two and a half feet tall. Any replaced Soldier may choose his actions during this fight. He may not directly attack any shifter, but may pretend to do so. He may also choose to kill other soldiers now if he wishes. It is his decision.

Flesh shifters (x17)

Temple Ruins

You make your way to the top of the plateau. The crown is approximately a square mile in diameter. At the center you see ruins of an ancient structure, its remains scattered upon the ground. Ancient pillars, marble scraps and remnants of ancient frescoes litter the ground where the ancient structure once stood. Everywhere surrounding the structure are small mounds of earth. They number in the hundreds. Some of the earthen mounds are freshly dug. Some are hardly mounds at all due to aging and wind erosion. Some are small, while others are large. The wind kicks up the dirt and a large sandstorm can be seen to the north. It is heading toward you and your squad mates. You figure you have about ten minutes to find shelter.

The soldiers may dig into the mounds in an attempt to see what's buried there. If they do, ask them if they dig into a freshly dug pile, or an old one?

Freshly Dug:

You dig into the freshly turned dirt and quickly discover a rotting body of a recently killed Iraqi man. His stomach cavity is distended as if something burst out of it. There appear to be other bodies buried here as well.

Old Mound:

You dig into an old mound and quickly uncover human skeletal remains. One wears a British soldier's cap from the turn of the century. There are other bones buried here as well.

If the soldiers search the ruins, a successful Notice roll uncovers a large stone door, built parallel to the ground. A carved relief on the door illustrates three bells, one at the top of the door, and two at the bottom. In the center is an image of the Sumerian Goddess Innana, her arms are spread wide open, as if in welcome. The door is unlocked but very heavy. It may only be budged by making a successful Strength check. Remember, this may be attempted several times, and up to two other soldiers may assist.



If the soldiers dawdle, have the sandstorm get closer. If you rule they are caught in the sandstorm, explain that their movement is halved and treat as with Smoke Inhalation (See Fatigue in *Savage Worlds*).

If the soldiers return to the village to wait out the storm, describe the nastiest possible sandstorm, followed by extreme darkness as the sun sets and the dust in the air blocks the sky, keeping the night unnaturally dark. Innana sends the two bull-men to kill the soldiers. If this encounter occurs here, then it does not occur later in the adventure.

What if they do not make it beyond the Ruins?

It is possible that by this point all the soldiers may be dead (or will be shortly), so they have become Protectors of Innana. If so, well, game over! It can be real fun though if the party splits up and only one or two of the soldiers remain human and normal.



I've seen one soldier boy running for his life from his old buddies. They were shootin' and throwin' grenades and it was great fun! Don't be afraid to kill em! This is a one-shot adventure cupcake, so don't hold any punches and let the dice fall where they may!

Section 2: The Temple

Into the Breach

You pull away at an ancient stone door. It opens to reveal a set of carved steps leading down into the very center of the plateau. The ceiling is about five feet high and you have to stoop to make your way down the stairs. After approximately twenty feet, the light from above begins to fade and there is no light below.

Note which soldiers are carrying the flashlights and get a general marching order. The stairs wind down approximately 100 feet and end at a large, ancient door.

The Path of the Righteous

The stairs end in front of a large door made of bronze with ornate carvings of the Persian Man-Bull decorating its front. Carvings of bells are found, one above the head of the Man-Bull, and two below. Above the door is a golden plaque. It is written in cuneiform and cannot be read by any of you. A small golden hammer hangs on a peg to the right of the door.

The door is locked by an advanced locking mechanism, and a Lockpicking roll with at least one raise must be made to unlock it. The door has an object toughness of 10. The door is trapped and if forced, it releases sleeping gas. The entire area fills up with a green gas. Each soldier not wearing a gas mask must make Vigor rolls at -2 or fall asleep. If the roll is made, they must put on a gas mask or retreat upstairs immediately. If they linger or try to help their sleeping friends, they must make another Vigor roll at -4. Any soldiers left behind are taken to the Inner Sanctum to await rescue. If no one escapes the gas, the adventure ends here.

The plaque reads in cuneiform: "The bells announce".

The best thing for the soldiers to do is to take the hammer and knock it against the three bells in any order. If they do so:

The door opens and reveals a long hallway. The ceiling here is approximately ten feet and the hallway itself is five feet wide. Strange round globes, apparently glass, cover the right and left sides of the hall, one on top of the other, forming a path between them.

The backside of the door is carved with a relief of a Sumerian worshipper walking a straight and narrow path. He carries a bowl and his head is bowed.

The globes are traps, designed to make all who walk the Hall of Innana cautious and reverent. There are hundreds of these globes. If they are touched or struck they explode, sending shards of glass in every direction. Anyone caught in the explosion of glass takes 2d6 damage. Soldiers who make an Agility roll at -2 take only half damage.

If the soldiers touch the glass:

You touch one of the strange globes. It shatters, spraying you with glass. This causes a chain reaction as all the globes burst hurtling jagged pieces of glass in every direction.

If the soldiers are careful, walking in single-file and do not touch any of the globes, no damage is assessed. They travel 100 feet and the hallway ends at the bronze door of the Room of Tribute.



Room of Tribute

The hall of globes leads to another bronze door. A relief of a woman holding a crook and scepter can be made out, along with more cuneiform writing. At the feet of the woman, there is a strange shape. It appears to be a jar, and the carving depicts the jar as projecting power, as lines emit from its lid. There are three bells carved on this door as well, one above and two below. A golden hammer hangs on a nail to the right of the door.

This door is exactly like the previous entrance. If it is broken or forced, the area is gassed. It affects all humans, while having no effect on the Priest-Kings of Ur, or any flesh-shifters.

The door opens to reveal a large rectangular room. There are three sets of pillars and the other side of the room contains a golden throne on a raised dais. The throne is covered in jewels, and a large golden bowl rests just before the throne. Three bricks of solid gold have been placed inside the bowl. Two men stand on either side of the throne. They wear rich purple linens and metallic silver crowns. To their immediate right is a man on his knees, head to the floor, praying. To their left is an earthen jar, similar to the relief found on the door to the chamber. Another door can be seen behind the throne, but this one appears to be modern and glistens like stainless steel.

One of the men motions to the soldiers and each of you hear in your minds, "What sacrifice do you bring Lalla Innana?"

If the soldiers respond disrespectfully, the Priest-Kings attack.

The Priest-Kings are aware of the soldiers' entry into the temple and are prepared. Should the soldiers attempt a surprise attack, draw cards and begin

combat. Mihr Al-Quirba is here also, and is surprised by the arrival of the Americans. He brought the bars of gold and has placed them into the Bowl of Sacrifice. Mihr draws his gun and shouts aloud, "Death to Infidels!" He rises up to kill the Americans, but waits until the Priest-Kings make a move, as he fears them.

If combat occurs read the following:

Mihr runs towards the jar to use it as cover and raises his gun to fire. In your minds you hear the Priest-Kings: "Don't shoot the jar! It will kill us all!"



The Priest Kings read the soldiers' thoughts and spit acid during the surprise round. Mihr runs to hide behind the stone jar. The stone jar provides Mihr with light cover (-1). From that position he attacks using suppressive fire against the soldiers. The Priest Kings attempt to warn the soldiers not to shoot the jar. Should combat begin, they spit acid on the soldiers.

If the soldiers miss Mihr because of the stone jar, the jar is hit and damage for the jar must be rolled. The stone jar has an object toughness of 6. If toughness is overcome by damage, the nerve gas spreads across the entire room killing everyone not wearing a gas mask and who fails a Vigor check at -4. Anyone remaining in the room without a gas mask must make an additional check each round.

The soldiers may parley with the Priest-Kings of Ur as long as they are respectful.

The Priest-Kings speak only telepathically. The Priest-Kings state that this is the temple of Innana, and therefore Holy ground. If the soldiers offer a sacrifice to the goddess, they should do so now. The Priest-Kings accept any sacrifice. They believe it is all for Innana's control of humanity and the sacrifice itself is irrelevant to them or her.

If the soldiers state they only want Mihr and promise to leave in peace, the Priest-Kings smile and nod their agreement. Mihr fights the Americans of course. If the soldiers capture Mihr and leave, they can find their way back to the Hall of the Righteous. Once inside, both doors on either end of the hall slam shut and all lights are extinguished. Sleep gas fills the hall, and as the soldiers succumb they set off the globes, providing they have not already exploded. This ends the adventure unless any soldiers were not trapped inside. If this is the case, the trapped soldiers are taken to Innana and made her protectors. They are then sent back to kill the surviving soldiers.

The throne is covered with expensive jewels that the soldiers may steal and the bricks in the bowl are solid gold.

The stone jar is approximately three feet tall and two feet around. It contains a very lethal form of nerve gas and is capped with a clear polymer. This is alien technology that the Saddam loyalists sought from the Dark Lady. Opening or shooting the jar releases the gas that may kill everyone in the room. Mihr and the Priest-Kings are very careful around it. Hopefully the soldiers recognize this danger as well. If they decide to open it, allow the leader to make a Common Knowledge roll (at -2 for any character without a scientific field in his or her background). If he succeeds, tell him that it contains some type of biological agent and he should not open it.

The stainless steel door in the back opens if anyone comes within two feet of it.

Priest-Kings of Ur (x2)
Mihr al-Quirba

Into the Saucer

The stainless steel door opens into a small 10 by 10 foot stainless steel room. There are two round button lights, one just above the other. There is an eerie silence here. Do you dare to continue?

Outer Sanctum:

Attack of the Hounds

You press the bottom button and the room feels like it is dropping. A sinking feeling in your gut makes you realize you are not only going down,

but you're going down fast. Finally it slows, stops, and the doors open revealing a large cavern. The ceiling is beyond your vision even with a flashlight, lost in the darkness, as is the far side of this chamber.

Before you rests a large saucer shaped vehicle. It is a classic flying saucer. A ramp opens and drops to the floor in front of you. Light emanates from the doorway at the top. Something in the darkness below emits a deep growl. You follow the sound until you see a large shape. It has the upper body of a man and the lower body of a bull. It looks like it is holding a long pole. Another growl resounds from the other side of you. As you realize this creature has a friend, they charge.



The bull men charge the party, one from the left and one from the right. The party should make Notice rolls against the bull men's Stealth, otherwise the soldiers are surprised. On the bull men's turn they attempt to trample the squad. The next turn they swipe with their shock spears. They fight to the death. No quarter, no mercy, and they even attack shifters or protectors of Innana.

Persian Man-Bulls (x2)

The Science Bays: Attack of the Shadow Hunter

You enter the saucer. From the opening you see a large room. There are numerous machines hooked into a series of glass tubes. Some are small, while others are extremely large. Looking into the glass housings, you see beings of many sorts. The closest looks vaguely human, except for the bat-like wings on her back. Others are truly monsters of many different sorts, beings from your worst nightmares. A gentle mechanical hum emits from the tubes and you realize these beings are living in some sort of hibernation.

A shadow hunter protects the room. It wears a camouflage suit of alien design and technology and is practically invisible. Bullets and grenades which miss the alien strike the machines or the glass storage vessels instead, causing electrical sparks and the release of fluids as well as the bodies of Innana's test subjects. They are all too weak to fight and most die upon release. The GM description here may be very gruesome and hopefully spooks the soldiers. Include a typical Grey Alien, an ET looking alien, and a large humanoid covered in hair. Describe the arms of the creatures, their howls, screams, nails raking on the floor etc.

The shadow hunter attempts to use the machinery and test subjects as cover while shooting at the soldiers. This gives him light cover (-1). He shoots exploding darts (blast) first, followed by paralysis darts (bolt). Then it moves into melee with force sticks on any soldiers that remain conscious. Note the base modifier to hit the hunter is -4 (-2 for Small, -2 for Improved Dodge) and that cover and use of the deflection power will increase that modifier.

Inner Sanctum: Meeting with Innana

A silvery-metallic door slides open on the far end of the room. A feminine voice speaks inside your mind, "Come to me, worthy ones. I have awaited such as you for millennia."

If the soldiers enter the Inner Sanctum they see a beautiful, dark-skinned woman. Her eyes are completely black, however and a bit too large. Her dark curly hair is shoulder length and she wears a gossamer gown that sparkles in the light.

In your minds you hear, "I am the Goddess Innana of the Sumerians. Others have worshipped me as Ishtar. I have had many names and many forms. I have waited for such as you. I thought Alexander would play my games, then Caesar, the Crusaders, the British, or the Bathe Party. But no, it was the Americans who came. You may bow to me now, and recognize me as your Goddess. I will raise you up and together bring peace to the human race." She offers her hand as if waiting your kiss of acceptance.

The soldiers' response may be to attack her. Those who are shifters or are Innana's Protectors sink to their knees before her. If they all bow down, she attempts to possess them.

If combat ensues, the shifters and controlled ones fight to protect Innana at all costs.

Innana knows the soldiers' thoughts and if they attack her, she attacks first using her telekinetic powers to deprive two soldiers of their weapons. If the soldiers close in for melee combat, she uses her fear power on them. She only uses her slicer if she is forced into hand-to-hand combat. If she is about

to die, she pleads with the soldiers for mercy. Meanwhile her fast healing powers work to heal her and she attacks the soldiers again. This is a fight to the death. No other outcome is acceptable.

Innana Who?



Innana is an ancient Sumerian goddess cupcake! She was worshipped by the Sumerians, the Babylonians, the Chaldeans, the Egyptians, the Sidonians and the Palestinians. She has been known by many names including Ishtar, Astarte, Ashtoreth, Isis, and Aphrodite. Innana is the most influential goddess of the ancient world. She was worshipped for battle, love, protection, and healing. The name "Innana" comes from the Sumerian and means "Lady of Heaven." She was a daughter of the Sky god and is usually represented as a warrior-goddess, often winged and armed with various weapons. Her symbol was a star or a star disc. Of course they were wrong. She was just a scum sucking alien, out to control and play with humanity. Take her out, soldiers!

End Run

Innana's eyes roll back into her head and she slumps to the floor. The saucer's gentle hum turns into a loud whirring noise and the ancient vessel vibrates. What do you do?

If the soldiers run for their lives, they must return to the door leading to the surface. It is now covered with dirt from the sandstorm and the shaking ground. To open the door a soldier must make a Strength roll. Once outside, the plateau crumbles due to the shaking of the ground. Fleeing soldiers must make two successive Agility rolls to avoid Bumps and Bruises Fatigue (see *Savage Worlds*). If either roll comes up bust, the soldier falls badly and takes 1d6 damage. If anyone becomes Incapacitated by either Fatigue or Wounds and is left behind, they are caught in the explosion as the saucer bursts from its ancient resting place. As it does so, it throws thousands of pounds of dirt and debris, crushing the stragglers to death.

The ancient saucer bursts from the ground in a great explosion. Thousands of pounds of rocks, sand, and debris shower the earth. The plateau crumbles burying everyone that remained. The saucer zips across the sky and is lost from sight, probably on its way back to wherever it came from.

If there are any survivors:

Radio contact with HQ is now reestablished. Your duty is done.

Final Scene

(The same American news reporter stands before the US Command Headquarters in Baghdad. He wears a blue shirt, red tie and black jeans. The sun sets in the distance and he smiles:)

General Reyes has reported that Project Clean is over. The largest search and destroy mission carried out since the war ended has been a great success for the allied forces. Several hundred Fedayeen have been captured or killed, and he stated that, "Our Intelligence gathered from this exercise has been invaluable. We have the terrorists on the run, and Iraq is closer to becoming a true democracy. In other news, a large weapons storage facility was discovered by elements of the 12th of the 224th Mechanized Infantry Bn. and was subsequently destroyed. Back to you in the studio.

Appendix 1:

NPC and Creature Statistics

Fedayeen Soldiers

These men have sworn to be martyrs for Saddam and have become terrorist throughout Iraq.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Guts d6, Intimidation d6, Knowledge (Guerilla Tactics) d4, Notice d6, Shooting d6, Stealth d6, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: One has an M60 mounted on a tripod, all others carry Uzi 9mm, and one has an RPG with two rockets. All carry knives.

Flesh Shifters

Flesh shifters are vicious alien creations that use their natural abilities to burrow into flesh and to take control of the affected subject. In their natural state, they are small (two feet tall) demon-like creatures, with large heads and almond shaped eyes. They are dull grey in coloring and have very small arms, three fingered hands, skinny legs and small feet. They use their innate psychic abilities to control the body and brain functions of their subjects. Unfortunately, this causes the host body to slowly deteriorate and is only usable for approximately one year. Shifters gain the basic knowledge and skills of their hosts and can be very dangerous enemies.

Shifters generally attempt to surprise their targets, using the telepathic attack to freeze them, and then attempt a burrow attack (See below).

Without a host:

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Notice d6, Shooting d4, Stealth d10

Pace: 4; **Parry:** 6; **Toughness:** 4

Special Abilities

- **Acid Bite:** Str+3d6 AP 4. See also the Flesh Burrowing ability.
- **Acidic Combustion:** When a shifter is Incapacitated, all of the creature's acidic

compounds are released with a flash of heat and a gruesome smell which covers the area of a Large Burst Template around the corpse. Anyone in the area of the template must make a Vigor roll or suffer one level of Fatigue for the next 30 minutes. This Fatigue does not accumulate with multiple exposures. Anyone witnessing this combustion after a host has died must make a Guts check at -2.

- **Fear (-2):** A flesh shifter forces Guts checks at -2.
- **Flesh Burrowing:** Whenever a flesh shifter Wounds a character with its Acid Bite, it attempts to burrow into the target's body. This is a contested roll between the shifter's Agility and the target's Vigor. If the target wins, the shifter falls to the ground Shaken. If the shifter wins, the victim dies and the shifter spends the next three rounds taking control. Anyone witnessing a shifter successfully taking over a host must make a Guts check at -4. *Note:* The shifter may automatically take over a dead body, but the body only lasts a week before deteriorating.
- **Telepathy:** A shifter can communicate telepathically with any creature of greater than animal intelligence within 100 feet.
- **Telepathic Attack:** The shifter uses a telepathic attack on a target subject the round before the burrow attack takes place. The target must make an opposed Spirit roll vs. the shifter's Spirit +2 or be Shaken.
- **Size -2:** Flesh shifters in their natural state are about two feet tall.
- **Small:** Flesh shifters are -2 to be hit.

Host Stats:

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Investigation d12, Knowledge (Computers) d6, Notice d10, Persuasion d8, Shooting d6, Stealth d10, Streetwise d12, Survival d12, Taunts d10, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Priest-Kings of Ur

Priest Kings of Ur were created by Innana several millennia ago to act as liaisons with the human kingdoms. They are excellent and dangerous diplomats who use their special abilities and skills to gather information and control various human groups. Lately, they have worked with the Hussein regime and now with the Fedayeen. They accept tribute and provide gifts of technology in return. These gifts have served many in times of war and Innana receives great enjoyment from her giving "toys" to her playthings (humans). Despite being very attractive humanoids, the Priest Kings are truly alien in their physiology and makeup.

Attributes: Agility d10, Smarts d12+1, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d10, Investigation d10, Notice d6, Persuasion d10, Shooting d10; Stealth d10

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8
Special Abilities

- **Acid Spit:** Priest Kings can spit a spray of highly corrosive acid as a ranged attack. Range 3/6/12, 3d6 AP 4.
- **Alertness:** Priest Kings receive +2 to their Notice rolls.
- **Fast Regeneration:** The Priest Kings' alien physiology was created by Innana to heal itself quickly. The ancient peoples of the Middle East worshipped the Priest kings because of miracles such as these. The Priest Kings may attempt a natural healing roll each round unless their wounds were caused by fire or flame.
- **Quick:** Priest Kings can anticipate their opponent's motives. They discard any initiative draw of 5 or less and receive a new card.
- **Telepathy:** A Priest Kings can communicate telepathically with any creature within 100 feet that has greater than animal intelligence, and will automatically detect any thinking creature within range.
- **Toughness:** The alien physiology is highly resistant to damage. The Priest Kings receives +2 to Toughness.

Mihr Al-Quirba

Mihr was a Colonel in Saddam's Red Guard and fought in many battles against the Iranians, the Shiites, Kurds and the Muslims. He is vicious and enjoys slaughtering his enemies. He became a favorite of Uday Hussein and received special training from the Soviets in 1988 in Special Forces Recon. He hates the Americans with all his heart. His last orders from Saddam was to come to the village of Al-Baqarah and to barter with the Priest Kings of UR for a new weapon of mass destruction to make the Americans pay for invading their country.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Driving d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Persuasion d6, Repair d6, Riding d6, Shooting d8, Stealth d6, Survival d6, Throwing d6

Hindrances: Death Wish, Enemy (of America), Vengeful (desiring to kill all Americans)

Edges: Rock and Roll, Steady Hands

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Gear: Uzi (9mm), extra clip, Glock (9mm), extra clip. A spiral notebook that contains Mihr al-Quirba's notes, which are written in Arabic. This book describes the village, and the proper etiquette to retrieve the new weapon from the Priest Kings of Ur. A note written by Saddam accompanies the notebook. It states that the new weapon will punish the Americans, driving them out of Iraq. He states that with the Priests of Innana's help he will put the Baath party back in charge of Iraq and those that stood against them will be utterly destroyed.

Bull-Men of Persia

These are the Persian legends come to life. These creatures have been created and bred by Innana for several thousand years. They are devoutly loyal to Innana and will fight to the death to protect her. They wield 5 ft. long Shock Spears, which cause electrical shocking damage to anything being touched or hit

by it, as well as normal 1d6 damage plus the Bull Men's strength bonus.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d8, Survival d6, Stealth d4

Charisma: 0; **Pace:** 8; **Parry:** 7; **Toughness:** 13

Gear: Shock spear (Str+2 +2d6 electrical damage, 15 lb, min. Str: d8, Parry +1; Reach 1; requires 2 hands).

Special Abilities:

- **Combat Reflexes:** +2 to recover from Shaken.
- **Fear:** Bull men force Guts checks.
- **Infravision:** The creature can see heat and halves penalties for bad lighting when attacking living targets.
- **Size +3:** Bull men weigh in at about 1500 pounds.
- **Toughness:** The alien physiology is highly resistant to damage. The bull men of Persia receive +2 to Toughness.
- **Trample:** A bull man of Persia can overrun an opponent that is smaller than itself if it moves at least 4" immediately prior to the attack. This is an opposed roll of the creature's Fighting versus the target's Agility. A successful trample knocks the target down to a prone position and causes 4d6 damage.



Shadow Hunter

The Shadow Hunter was created by Innana to serve as a hunter and assassin when she needed to teach the humans a lesson. He has grown to enjoy his job of killing and is a true expert at it. He loves a challenge and despite his alien makeup, can pass for a small human. He is Innana's favorite creation and so she keeps him close to her unless she has devised a special mission for him.

Attributes: Agility d12, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d10, Guts d6, Investigation d6, Knowledge (Tactics) d8, Notice d10, Pilot d6, Riding d6, Shooting d10, Stealth d12, Streetwise d6, Survival d6, Throwing d10, Tracking d10, Weird Science d10

Edges: Acrobat, Dodge, Improved Dodge, First Strike, Level-Headed

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Special Abilities

- **Force Stick:** Str+4, 2lbs.
- **Size -2:** the Shadow Hunter is only about 2 feet tall.
- **Small:** -2 to be hit.
- **Toughness:** The hunter's alien physiology is resistant to damage. It's Toughness is increased by 2.
- **Weird Science:** the shadow hunter wears armor of alien design with the following powers: *armor, bolt, blast, deflection, and invisibility*. Each power is treated as a separate device and has a pool of 30 power points to draw from. The *bolt* and *blast* powers use darts for their trappings.



Innana

Innana is an alien who came to Earth thousands of years ago along with many others of her kind. They set themselves up as gods, especially in Sumeria. Most of the others have left Earth, but Innana remained. She enjoys toying with the humans and using their easily modified DNA to create many new aberrations and monsters. She thinks of herself as a Scientist and that all of humanity is her test subjects. She is evil, cruel and malicious.

Attributes: Agility d8, Smarts d12+3, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Intimidation d12, Investigation d12, Knowledge (Computer) d12, Knowledge (Technology) d12, Notice d10, Piloting d10, Psionics d12+2, Taunt d12

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Edges: Alertness, Dodge, Level-Headed, Mentalist, Quick

Special Abilities:

- **Fast Regeneration:** Innana's alien physiology heals itself rapidly. She may attempt a natural healing roll each round, unless her wounds were caused by fire.
- **Infravision:** Innana can see heat and halves penalties for bad lighting when attacking living targets.
- **Psionics:** Innana is a master of the mind.

She has 50 Power Points and the following powers: *barrier*, *bolt*, *deflection*, *fear*, *puppet*, and *telekinesis*.

- **Slicer:** In melee Innana uses an exotic weapon called a slicer, a dark glove with red lines running the length of her fingers. The slicer does Str+3 damage and weighs 1 lb.
- **Telepathy:** Innana can communicate telepathically with any creature within 100 feet that has greater than animal intelligence, and will automatically detect any thinking creature within range.
- **Tongues:** Innana automatically understands and speaks any language due to her advanced telepathic abilities.
- **Toughness:** The alien physiology is highly resistant to damage. Innana receives +2 to Toughness.

Appendix 2: Vehicles

M2A2

The Bradley is crewed by three soldiers (Commander, Gunner, Driver). It has three top hatches, one above each crew position, and a large door in back to load or disembark troops. It takes a full round action to enter or leave the vehicle through the top hatches. The passenger compartment has firing ports for soldiers' personal weapons.

Acc/Top Speed: 5/14; **Toughness:** 16/15/14 (4/3/2);

Crew: 3+7; **Cost:** Military only

Notes: Night Vision, Heavy Armor, Improved Stabilizer, Tracked

Weapons:

- 25mm Bushmaster autocannon (500 rounds)
- 7.62 MG coaxial (2000 rounds)(Range 30/60/120; Damage 2d8+1; ROF 3; AP2)
- TOW Missile launcher (2 missiles; Range 100/200/400 (minimum range 30"); Damage 4d6; ROF 1; Medium Burst Template; AP 140; 2 actions to reload)

Humvee

This Humvee version has a hatchback with four doors and a top hatch for the M60 Gunner. If a soldier is "hunkered down" in the seat, he receives medium cover (-2).

Acc/Top Speed: 20/40; **Toughness:** 15 (3);

Crew: 1+7; **Cost:** Military only

Notes: Four Wheel Drive, Night Vision

Weapons:

- M60 MG mount (2000 rounds)

Appendix 3: Player Handouts

General Orders for Enlisted Personnel

You are a soldier attached to the 12th of the 224th Mechanized Infantry Battalion. You have served the past few months in Iraq and have recently been part of Operation Clean Sweep. Your mission is to seek out and destroy the Fedayeen and to disable their abilities to make concentrated attacks against Iraqi and Allied forces.

Then, suddenly, your squad was reassigned to assist an Intel officer and the mission is undisclosed. Such is life in the new American army. It does not really matter though. You're loaded up and ready for bear.

Intelligence Officers Orders

Lt., you are hereby given command of a mechanized squad of the 12th

Regiment of the 224th Mechanized Infantry Battalion. Proceed to the village of Al-Baqarah and search for known terrorist Mihr Al-Quirba. Use the NBC portable lab provided to search for possible WMDs. Latest intel suggests that Mihr has a contact in the village that may be able to supply a "special service." Several references to this remote village were found in Saddams' palace. There are also records that indicate many political prisoners were transferred to the village over the past thirty years. Search for and free any prisoners found. Aerial reconnaissance of the area has failed to show any priority sites, though it must be noted that the area appears to suffer from a dead zone for audio communications. This mission is rated Beta Priority and the Intelligence is 2nd class in nature. It is possible that you will find nothing of worth in the village.

A M2A2 Bradley and a Hummer are at your disposal.

You may requisition all necessary equipment from S-4.

Players Handout: Innanas Protector

Congratulations. You have been reanimated by the power of Innana, the ancient goddess of the Sumerians. She is with you now, always, ...in your mind. You are still you, but your one and only allegiance is to Innana. You will continue with the squad, doing your duty and acting normally unless confronted by Innana or if Innana is personally threatened in any way.

You may not say anything to any of the other players regarding your knowledge of Innana, as this would betray her.

Players Handout: Flesh Shifter

How unfortunate. You are no longer in control of yourself. Your memories and body now belong to a Flesh Shifter. Your only allegiance is to Innana. Your mission is to continue with the rest of your squad, acting normally. However you cannot harm any alien beings (though you may certainly act like you are trying to). You may choose when you wish to kill Innana's enemies,...your old friends. You may NOT use any method that would certainly kill yourself as well. For example, you cannot betray the squad by dropping grenades at everyone's feet in a narrow hallway or small room. You may choose when to betray the squad whenever you like and feel you have the best chance for success.

Flesh shifters are vicious alien creations that use their natural abilities to burrow into flesh and to take control of the affected subject. In their natural state, they are small (two feet tall) demon-like creatures, with large heads and almond shaped eyes. They are dull grey in coloring and have very small arms, three fingered hands, skinny legs and small feet. They use their innate psychic abilities to control the body and brain functions of their subjects. Unfortunately, this causes the host body to slowly deteriorate and is only usable for approximately one year. Shifters gain the basic knowledge and skills of their hosts and can be very dangerous enemies.

Shifters generally attempt to surprise their targets, using the telepathic attack to freeze them, and then attempt a burrow attack (See below).

Without a host they look like this:

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Notice d6, Shooting d4, Stealth d10

Pace: 4; **Parry:** 6; **Toughness:** 4

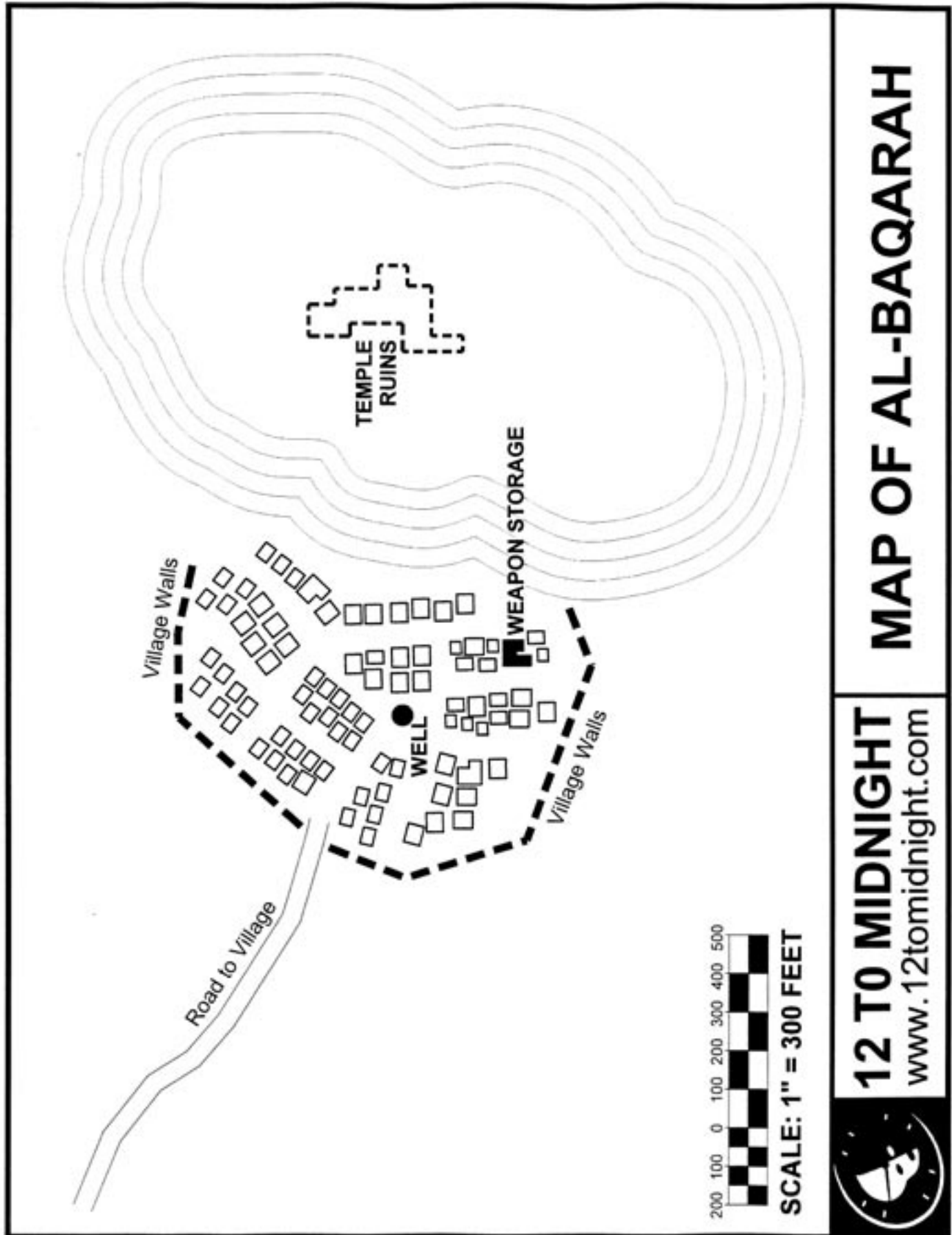
Special Abilities

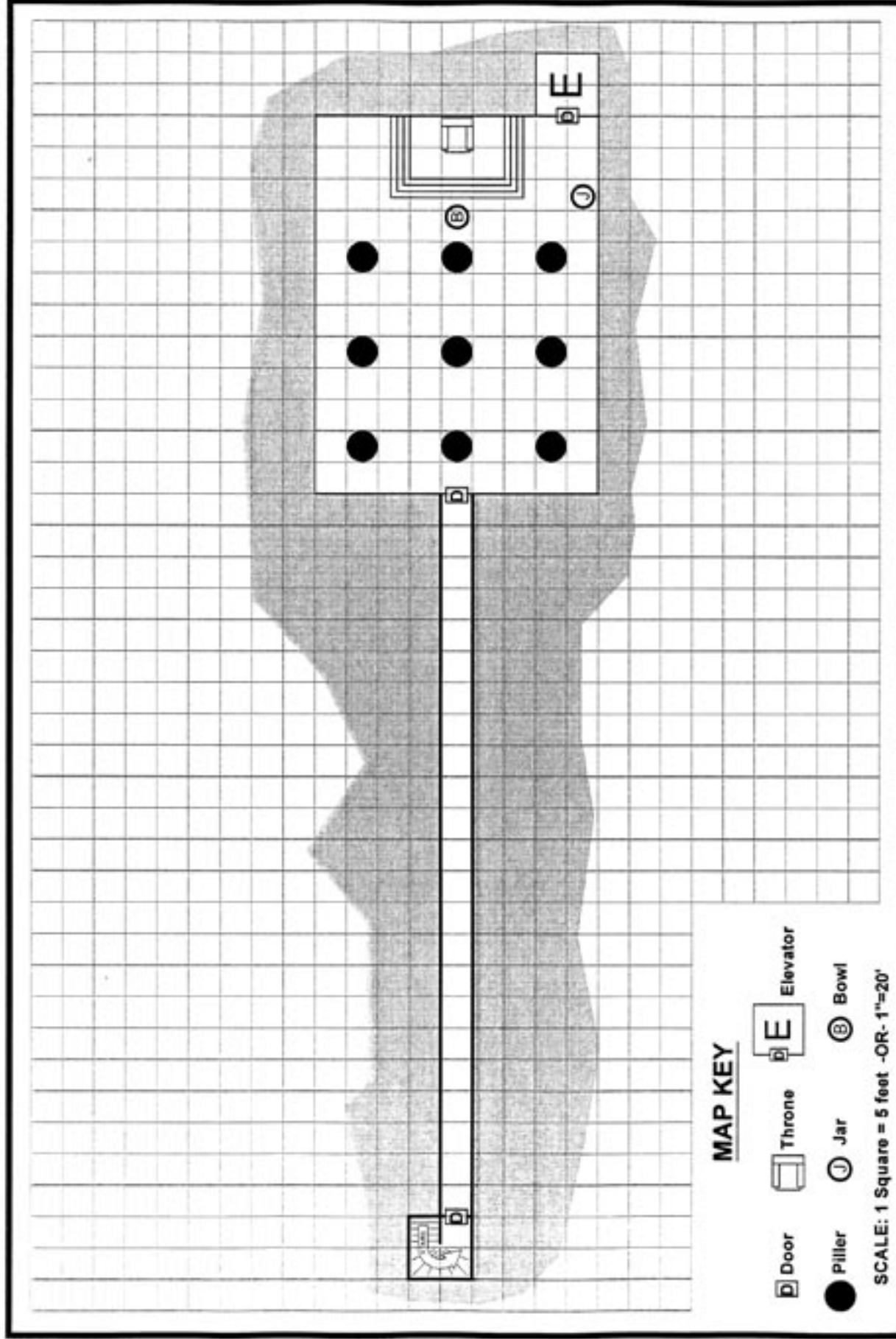
- **Acid Bite:** Str+3d6 AP 4. See also the Flesh Burrowing ability.
- **Acidic Combustion:** When a shifter is Incapacitated, all of the creature's acidic compounds are released with a flash of heat and a gruesome smell which covers the area of a Large Burst Template around the corpse.

Anyone in the area of the template must make a Vigor roll or suffer one level of Fatigue for the next 30 minutes. This Fatigue does not accumulate with multiple exposures. Anyone witnessing this combustion after a host has died must make a Guts check at -2.







- **Fear (-2):** A flesh shifter forces Guts checks at -2.
- **Flesh Burrowing:** Whenever a flesh shifter Wounds a character with its Acid Bite, it attempts to burrow into the target's body. This is a contested roll between the shifter's Agility and the target's Vigor. If the target wins, the shifter falls to the ground Shaken. If the shifter wins, the victim dies and the shifter spends the next three rounds taking control. Anyone witnessing a shifter successfully taking over a host must make a Guts check at -4. *Note:* The shifter may automatically take over a dead body, but the body only lasts a week before deteriorating.
- **Telepathy:** A shifter can communicate telepathically with any creature of greater than animal intelligence within 100 feet.
- **Telepathic Attack:** The shifter uses a telepathic attack on a target subject the round before the burrow attack takes place. The target must make an opposed Spirit roll vs. the shifter's Spirit +2 or be Shaken.
- **Size -2:** Flesh shifters in their natural state are about two feet tall.
- **Small:** Flesh shifters are -2 to be hit.

Appendix 4: GM Maps





MAP KEY

-  Door
-  Throne
-  Elevator
-  Pillar
-  Jar
-  Bowl

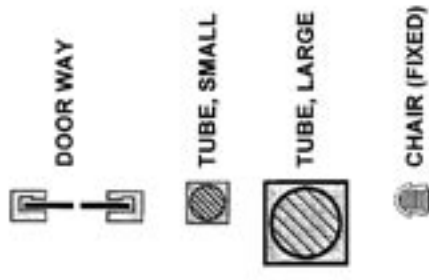
SCALE: 1 Square = 5 feet -OR- 1"=20'



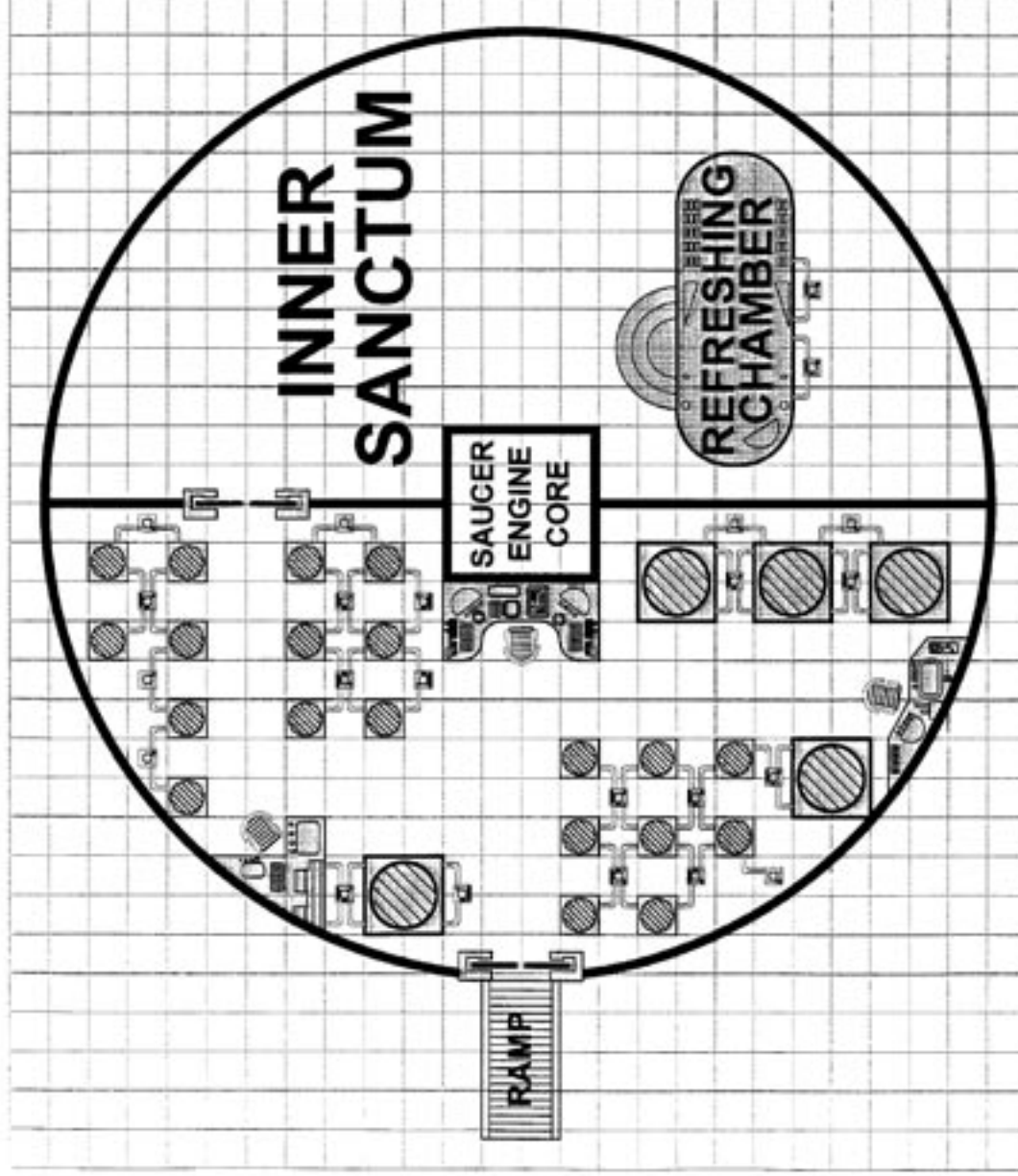
12 TO MIDNIGHT
www.12tomidnight.com

THE TEMPLE OF INNANA

MAP KEY



SCALE: 1 Square = 5 feet
- or - 1" = 20'



12 TO MIDNIGHT
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MAP OF SAUCER

Appendix 5: Character Sheets

AFV Gunner

Rank: Seasoned (25 points)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d6, Driving d6, Fighting d8, Guts d6(-2)*, Healing d4, Knowledge(Tactics) d6, Notice d6+2, Shooting d10, Survival d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5.

Hindrances: Bloodthirsty, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Alertness, Rock and Roll (ignore the recoil penalty when firing from a stationary position), Steady Hands (ignore unstable platform penalty).

Gear: Beretta 92F pistol, 1 spare clip, Battle Dress Uniform (BDUs), first aid pouch, gas mask, H&K MP5 (9mm), 4 clips, knife.

Knife Str+1

Beretta 92F 12/24/48 2d6 damage ROF=1 15 shot magazines AP 1

H&K MP5 12/24/48 2d6 damage ROF=3 30 shot magazines AP 1

Driver, Bradley AFV

Rank: Seasoned (25 points)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d4, Driving d12+2, Fighting d6, Guts d6(-2)*, Healing d4, Knowledge(Tactics) d6, Notice d6, Repair d6, Shooting d8.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5.

Hindrances: Overconfident, Loyal, Vow (Serve the Commander-In-Chief).

Edges: Ace (by spending a bennie you can make a soak roll with your Driving skill at -2 to negate a wound or critical hit), Dodge (-1 to opponents Shooting or Throwing), Steady Hands (ignore unstable platform penalty).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife, M203 40MM, 8 frag grenades, 2 smoke grenades, 4 spare clips (5.56).

Knife Str+1

M-16 24/48/96 2d8 damage ROF=3 30 shot magazines AP 2

M-203 24/48/96 4d8 damage ROF=1 AP 2 med burst template

Grenadier

Rank: Seasoned (25 points)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d6, Fighting d8, Guts d6(-2)*, Healing d4, Knowledge(Tactics) d6, Notice d6, Shooting d10, Survival d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7.

Hindrances: Doubting Thomas(*), Bad Luck, Vow (Serve the Commander-In-Chief).

Edges: Brawny, Dead Shot (when a Joker is dealt to you, your damage is doubled for the round), Nerves of Steel (ignore 1 point of wound penalties).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife, M203 40MM, 8 frag grenades, 2 smoke grenades, 4 spare clips (5.56).

Knife Str+1

M-16 24/48/96 2d8 damage ROF=3 30 shot magazines AP 2

M-203 24/48/96 4d8 damage ROF=1 AP 2 med burst template

Driver, HMMVWW

Rank: Seasoned (25 points)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d4, Driving d12, Fighting d6, Guts d6(-2)*, Healing d4, Knowledge(Tactics) d6, Notice d6, Shooting d8, Survival d6.

Charisma: 0; **Pace:** 8+1d10; **Parry:** 5; **Toughness:** 5.

Hindrances: Doubting Thomas(*), Loyal, Vow (Serve the Commander-In-Chief).

Edges: Dodge (-1 to opponents Shooting or Throwing), Fleet-Footed, Steady Hands (ignore unstable platform penalty).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife, M203 40MM, 8 frag grenades, 2 smoke grenades, 4 spare clips (5.56).

Knife Str+1

M-16 24/48/96 2d8 damage ROF=3 30 shot magazines AP 2

M-203 24/48/96 4d8 damage ROF=1 AP 2 med burst template

Intel

Rank: Seasoned (25 points)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d4, Guts d4, Healing d4, Investigation d6, Knowledge (Arabic) d8+2, Knowledge (Farsi) d4, Knowledge (Middle East) d8+2, Lockpicking d8, Notice d8+2, Repair d6, Shooting d6, Survival d4.

Charisma: 0; **Pace:** 5+1d4 run; **Parry:** 4; **Toughness:** 6.

Hindrances: Obese, Quirk (Smacks chewing gum), Vow (major: serve Homeland Security).

Edges: Alertness, Scholar (Arabic and Middle East).

Gear: Battle Dress Uniform (BDUs), Beretta 92F pistol, 1 spare clip, first aid pouch, gas mask, knife, M-16 (5.56), 4 spare clips.

Knife Str+1

Beretta 92F 12/24/48 2d6 damage ROF=1 15 shot magazines AP 1

M-16 24/48/96 2d8 damage ROF=3 30 shot magazines AP 2

Medic

Rank: Seasoned (25 points)

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d4, Fighting d6, Guts d6(-2)*, Healing d12+2, Knowledge(Tactics) d6, Notice d6, Shooting d6, Survival d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5.

Hindrances: Bad Luck, Doubting Thomas(*), Loyal.

Edges: Healer (you may give a +2 Healing bonus to five companions), Level Headed (Draw two cards and use the best of the draw, Luck (Extra Bennie).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife, M-16 (5.56), 4 spare clips.

Knife Str+1

M-16 24/48/96 2d8 damage ROF=3 30 shot magazines AP 2

Pigman

Rank: Seasoned (25 points)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d6, Fighting d8, Guts d6(-2)*, Healing d4, Knowledge(Tactics) d6, Notice d6+2, Shooting d10, Survival d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: , Loyal, Overconfident, Vow (Serve the Commander-In-Chief).

Edges: Alertness, Dead Shot (when a Joker is dealt to you, your damage is doubled for the round), Rock and Roll (ignore the recoil penalty when firing from a stationary position).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife, M-60, 5 spare ammo belts.

Knife Str+1

M-60 30/60/120 2d8+1 damage ROF=3 250 shot belts AP 2; Snapfire penalty

Rifleman

Rank: Seasoned (25 points)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d6, Fighting d8, Guts d6(-2)*, Healing d4, Knowledge(Tactics) d6, Notice d6+2, Shooting d10, Survival d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty, Doubting Thomas(*), Loyal.

Edges: Alertness, Rock and Roll (ignore the recoil penalty when firing from a stationary position), Sweep (attack all adjacent foes with one fighting roll at -2. Damage is rolled separately for each opponent hit. Allies are also hit if adjacent.).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife, M-16 (5.56), 4 spare clips.

Knife Str+1

M-16 24/48/96 2d8 damage ROF=3 30 shot magazines AP 2

RTO Forward Observer

Rank: Seasoned (25 points)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d8, Guts d6(-2)*, Healing d6, Knowledge(Tactics) d8, Notice d6+2, Shooting d8, Survival d6, Repair d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5.

Hindrances: Doubting Thomas(*), Loyal, Vow (Serve the Commander-In-Chief).

Edges: Alertness, Danger Sense (You get a -2 Notice roll before any surprises. If successful with your roll, you gain an automatic Hold action), Rock and Roll (ignore the recoil penalty when firing from a stationary position).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife, M-16 (5.56), 4 spare clips, squad radio.

Knife Str+1

M-16 24/48/96 2d8 damage ROF=3 30 shot magazines AP 2

SAW Gunner

Rank: Seasoned (25 points)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d6, Fighting d8, Guts d6(-2)*, Healing d4, Knowledge(Tactics) d6, Notice d6, Shooting d10, Survival d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6.

Hindrances: Anemic, Doubting Thomas(*), Vow (Serve the Commander-In-Chief).

Edges: Brawny, Marksman, Rock and Roll (ignore the recoil penalty when firing from a stationary position), Steady Hands (ignore unstable platform penalty).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife.

Knife Str+1

SAW 30/60/120 2d8 damage ROF=4 200 shot magazines AP 2; Snapfire penalty

Staff Sergeant, Squad Leader

Rank: Veteran (45 points)

Attributes: Agility d8, Smarts d6, Spirit d6^, Strength d8, Vigor d6.

Skills: Climbing d8, Fighting d8, Guts d6(-2)*, Healing d6, Knowledge(Tactics) d8, Notice d6+2, Shooting d10, Survival d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5.


Hindrances: Doubting Thomas(*), Loyal, Vow (Serve the Commander-In-Chief).

Edges: Alertness, Combat Reflexes(^+2 to recover from Shaken), Command, Luck (Extra Bennie), Rock and Roll (ignore the recoil penalty when firing from a stationary position).

Gear: Battle Dress Uniform (BDUs), first aid pouch, gas mask, knife, M-16 (5.56), 4 spare clips.

Knife Str+1

M-16 24/48/96 2d8 damage ROF=3 30 shot magazines AP 2

Finally, this book is also dedicated to our little grey friends. Stay out of my home! If Buttercup doesn't get you, my shotgun will! 

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