

agents of oblivion™

operation 001

Starfall Jungle

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Starfall Jüngle

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GM Briefing

Silver Scarab, a Black Ops micro-satellite, approximately the size of a basketball, has been compromised by a group of Irish hackers known as Hi-Jinks. Mission Control elected to bring it down, but something went haywire with its trajectory and it crashed in the jungles of Guatemala, somewhere south of Flores in the vicinity of Tikal where its GPS signal has been jammed. Don Caliente, the main drug lord in the region, is believed to be involved. The retrieval of the satellite is vital- the information stored within is very sensitive as is the very existence of the equipment itself.



The Set Up

The agents are all members of Oblivion, a worldwide intelligence agency that deals with threats, both normal and paranormal. Teams are formed and reformed and rosters often change. The units are usually formed on cross-skill strengths with some commonality to them all. Use the sample characters included with this adventure or

use them as a basis to have your players create their own agents from scratch (see Appendix III).

In this particular instance, a familiarity with HAHO (High Altitude, High Opening Drops) is essential and something every member of the team should share (make it CK for them, when the situation arises have them roll and allow each success to add +1 to their survival roll.)

The Arcane Backgrounds of Psionics and Weird Science are appropriate and subject to the GM's discretion, depending on the flavour he wants to give the characters and the direction of the game.

Genre Conventions

To fully embrace the cinematic horror-spy genre, you may wish to apply any or all of the following to your Wild Cards.

The default used in playtesting was Exit Only (we kept it a bit on the gritty side). However, if you have just a few players, try adding the Agency Training into the mix. If you bring characters into the game that have the Guts skill and you use Jaded in your game, let them spend those points immediately on other skills.

Agency Training I

Unarmed Defender penalties do not apply.

Agency Training II

Gang-up bonuses do not apply against Wild Cards by Extras, only by other Wild Cards.

Exit Only

Dead or dying characters may be interrogated before their last breath with a successful Intimidate or Persuasion roll.

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Gift of Gab

To reflect the fact that Agents often speak many languages, you may give characters a free d4 in a language for each die type of Smarts above d6.

Jaded

Characters use their Spirit attribute for Guts checks.

Trick Shot

The Called Shot penalty for Ranged Attacks is reduced by 1 for each Rank beginning with Novice.

Roll Your Own!

Players like to make their own characters, so we've included some working notes on a few new things that you can try out with your group.

Professional Edge

Grease Monkey

Prerequisites: Novice, Driving d6+, Repair d6+

The character is more at home with cars than most people and is great at keeping vehicles running, even when they're carrying some extra lead. They get +2 to repair rolls, and each raise shaves off half the time the repairs take. In addition, if the Grease Monkey has Ace, they receive an extra benny to soak vehicular wounds with.

Social Edge

Linguist

Prerequisites: Smarts d6+

You have a natural affinity for languages and pick up new ones at the drop of a chapeau. Gain a d6 in any one non-native language when this edge is selected. All future languages purchased ignore the normal linked attribute cap and are bought at 1 point per skill level.

New Power

Transfer Wounds

Rank: Novice

PP: 2

Range: Touch

Duration: Instant

Trappings: The psychic touches another person, whose wounds heal rapidly, and is then wounded himself.

The effect of this ability is identical to the Healing power in the core book, except the healer takes the wound(s) onto himself. Should they transfer a disease or poison to themselves, they suffer the effects of it immediately.

Arcane Background Modification

Psionics may take the Healing power, but the range is personal.

Common Bonds: Floating Skills

Certain areas of expertise are required for the different agents from time to time. When they are a requirement of all team members, such as SCUBA or, as in the case of this adventure, HAHO, all characters are considered to have common knowledge of said equipment, etcetera, and will use their default attributes as the situation warrants for appropriate checks.

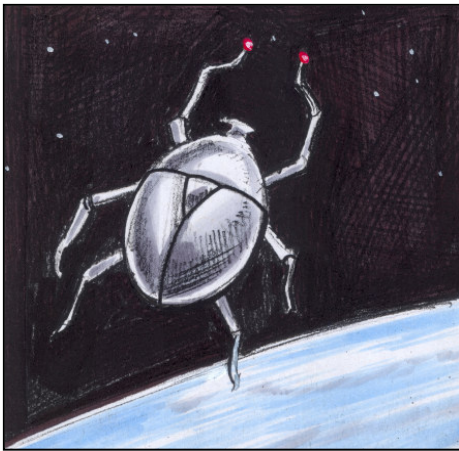
Example: For a particular adventure, everyone may have to be able to parachute. When the situation dictates, the character makes an Agility roll to handle it or a Smarts roll to see if someone has messed with their chute, etc. These floating skills apply only for that particular adventure and are considered a special advantage of working for the Agency. Should a player want their character to have such skills permanently, they should be prepared to pay.

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Adventure Overview: Cause and Effect

Hi-Jinks, a coalition of Irish hackers, hacked into the Silver Scarab in an effort to bring it down in Europe after its next Earth orbit. The National Reconnaissance Office- the NRO- elected to bring it down in the Atlantic for recovery, but its signal was jammed through the mysteries of the Persian Cult of the Owl who want the satellite for themselves. Don Caliente, a drug lord living in the region of the downed satellite was contacted to recover the satellite and carry it to a rendezvous point in the ruins of Tikal. His plans, however, are to betray Al Azif and sever all connections with the Cult of the Owl.

The characters are brought in as the NRO has close ties with Oblivion and wants the matter handled quickly with the utmost discretion since a SpecOps team had already been scrambled for the Atlantic operation.



Important Note: Tick Tock

This adventure literally contains a ticking bomb. The party begins with 24 hours to accomplish their mission after being briefed. You may introduce this element, and remind your players, as you will.

SCENE 1

DOWNWARD SPIRAL

Instruct the players how their characters were pulled off of other operations they were involved in and told to get to the DibDob in Laredo as quickly as possible. After their travels, they've trickled into the dusty little hole in the wall known as DibDob.

After this sinks in, read the following to them.

So...here you are, looking for your region's Mister E. Only a minute or two of searching through the almost empty bar spots him, and even then not because of the little Zero pinned to his lapel. It's his eyes, eyes darker than day old coffee and as piercing as teflon-drenched bullets.

You realize he's been watching you from the moment you walked in. Today, he's dressed almost like Mark Twain, in a long white suit and ascot and, despite the heat, he's not perspiring. He looks like a Bible salesman, tired after a long hard day of hucking the Good Word. A black book tucked under his left arm completes the picture.

"My friends!" he drawls out. "Please be seated. Though I'd normally lecture you on the evils of drink, you must be weary from your trek. Please, accept my hospitality!" The drawl is fake, but the offer is real.

Allow the characters a moment to relax, order a pint, whatever. It's on Mister E.

This is a good time for character introductions if any of the PCs don't know each other.

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E sits quietly for a few moments and will urge them to finish their drinks before rising and directing them towards a doorway. “Well, friends, if you'll just step into the office here, I've got quite a treat for you.”

He grins almost vacantly, picks up a silver-tipped cane, and walks into the office, a surprisingly roomy place with peeling lime-green wallpaper covered with pin-up posters, ads for twenty year old concerts, and beer and cigarette ads. He raps a small, rusty beige file cabinet with the tip of his cane as soon as the last character enters. The door closes, sounding thicker and heavier than it should.

He directs their attention to a screen where a wall panel slides aside to reveal a large plasma screen monitor.

SCENE 2

THE BRIEFING

The silhouette of a bald man appears in front of Oblivion's symbol—an unbroken wall of neon green zeros, like computer code. This man is none other than Nil, the Director of Oblivion.

Nil nods slightly and then speaks.

“An ultrasecret spy satellite, codenamed Silver Scarab, was compromised by HI-Jinks- a confederation of computer hackers based out of Ireland- nearly 2 hours ago. A SpecOps team was dispatched to its projected crash site, but no luck. The satellite never made it. We picked up the final GPS signal for just a brief moment over Tikal before it fell off the radar. This unusual situation prompted certain calls to be made to our office. Make no mistake, the area is not friendly to outsiders- least

of all Americans. Due to the present political climate, a unilateral decision was made to send in the invisibles.”

That's you, team. Do the Agency proud.

Two things.

One, you're going to have to find the Scarab the old fashioned way. Tracking the thing by GPS is impossible. Since its signal disappeared over Tikal, that's all she wrote.

Secondly, we're relatively certain the Scarab is in the territory of drug lord Don Caliente, and in fact he may be behind the lost signal. Our moles report Caliente is something of a technophile. Couple that with his broad resources and paranoia and it is entirely possible he might've wanted to put a Scarab in his trophy room.

To the point, Zeros: Your mission is primarily to retrieve the Scarab or confirm its destruction. The secondary objective is Caliente, who is to be captured alive if at all possible, and brought in for questioning. I hardly need to remind you that your very existence is completely deniable. Your mission is recovery, not wetwork, but do not allow anyone to become an obstacle to the mission. If you should require a cover story, and I hope you shall not, identify yourselves as US Special Forces, a common sight in the area in which you will be traveling. Once again, the fate of our nation rests in your hands.”

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The image fades to black and a green row of zeros chase each other across the screen as the plasma screen disappears back into its hiding place.

E raps his cane against the desk a few times rather loudly. An ink-stained blotter on the desk slides aside to reveal a topographical area map with a green blip approaching the current position of DibDob. “Well, you all heard the man. Time’s wasting and Sally’s nearly here to carry you down the road. Any questions for me before you head out?”

The blip is Sally, the local office’s favored modified mode of transportation.

Note: If any of the players fiddle with the GPS tracker, they can zoom in and out of the entire world's topography. There's a large section in Guatemala that is simply dotted lines, rather than solid- the jammed zone.

Good-bye and Hello

Mister E isn’t much for volunteering information. He’ll sit quietly humming an anonymous tune watching the blip grow close. If no one asks him anything at all, he’ll give them the first listed tip before they go.

~There is a contact with US Special Ops working for Caliente. He is stationed in the vicinity of the mission Insertion point. The Agents should be able to identify him by his black bandanna. He will acknowledge a friendly when addressed as White Raven.

~Caliente worked with the IRA in the early 90s, at their height of power. He has recently had contact with some of their splinter groups.

~Don Caliente is very much up-to-date with his technology. He may even have access to superscience.

~The Agency’s best guess of what happened to the Scarab is that the hackers managed to attach some encrypted signals in its newest data packet. Hence, retrieval of the Scarab is vital to avoid such security compromises in the future.

~The Scarab should have landed in the Atlantic Ocean rather than in Guatemala if its destruct sequence failed.

~Don Caliente shares an uneasy pact with the “Persian Cult of the Owl.”

~Caliente is purported to have an estate hidden somewhere in rural Guatemala. The estate is called the House of Snow. The locals likely know more.

After the players finish up their questions, read the following.

The blip on the GPS tracker has reached DibDob and Zero leads you outside. It becomes immediately apparent that Sally isn't a who—it's a what. The large, battered Winnebago with “Sally” written on the side likely has surprises that you don't know about, but they must be well hidden. The battered vehicle looks over thirty years old. A seedy looking Mexican wearing a Panama hat, Hawaiian shirt, khakis, and loafers steps out and greets you, first in Spanish, then in perfect English.

The man is Adolfo, a low level operative. He's quite friendly and tells them he'll be driving them to an installation where they are to await further instructions. Adolfo instructs them that their gear is onboard Sally and he points out the coffee pot, fridge, and global satellite uplink inside. Sometime during all of this, Mister E disappears.

Find out who calls shotgun, and have the players settle it somehow (Rock, Paper, Scissors) if there's a tie. Adolfo drives, no matter what.

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Adolfo

Not cut out for extreme field work, Adolfo is an excellent mechanic and driver who operates in Oblivion field support.

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

Skills: Driving d8, Fighting d6, Shooting d6, Repair d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Tough:** 5

Hindrances: Yellow

Edges: Ace, Grease Monkey

Gear: Large Knife (Str+1); 9mm Glock (Range: 12/24/48; Damage: 2d6; RoF: 1, Shots: 17)

Sally the Winnebago

Acc/Top Speed: 5/30

Handling -1 to all Driving rolls

Crew: 1+9

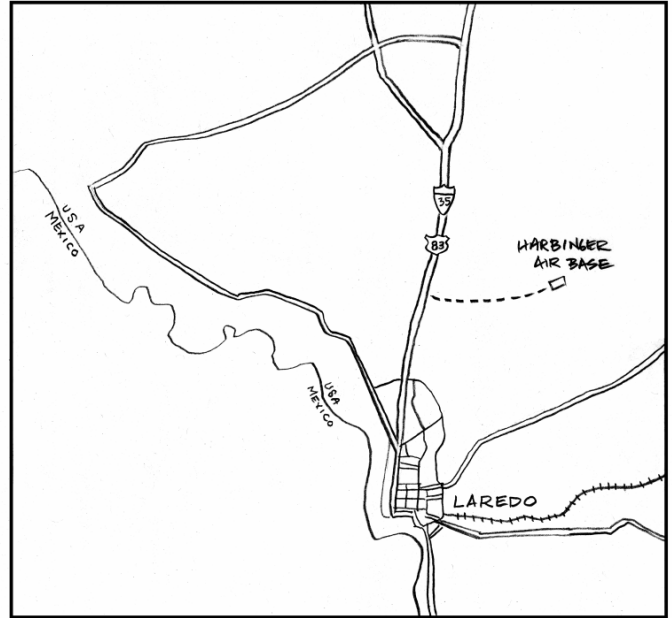
Toughness: 18(9)

Notes: Sally is a 1970's model camper customized and modernized.

-Armor: Sally's exterior is coated in an advanced, protective polymer.

-Spike system: Anyone in the back may activate Sally's spike system with a Smarts(-2) roll. Those with the Superscience AB or Ace Edge add +2 to this roll. The spikes deal 2d6 damage to tires and are dropped directly behind the vehicle. These require a Driving roll at -2 to avoid. Sally has four spike strips onboard.

-Sally's tires have a Toughness of 9(5). In addition, they may each reinflate once on a 5 or 6 on 1d6.



SCENE 3

OUTWARD BOUND

The PCs have a 20 minute ride to the next location ahead of them. Make sure they all get comfy, and give them a few more minutes to get to know each other. If anyone asks, there's a group of six dirt bikers, looking like tourists from Mexico, who pulled on to the highway shortly after the characters got on the road. As soon as they turn off the main road, Adolfo checks his rearview mirror and curses. The bikers, whether curious or hostile, are following Sally and must be dealt with.

When a torrent of 9mm bullets breaks off the passenger side mirror, the latter becomes apparent. Combat begins in earnest; the bikers are not on Hold thanks to their trigger-happy friend, but anyone with Danger Sense can roll as usual. The characters are at a couple disadvantages. First, most of their gear is zipped up in duffel bags, disassembled and unloaded. Three rounds of work grants access to their gear. Next, the characters have to

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open windows or lean out the doors in order to fire guns, although climbing out of the roof hatch is an option. Finally, remember the Unstable Platform rules.

The bikers are low-level muscle working for Caliente. They view the elimination of the “Federal Agents” as an opportunity to gain reputation and prestige in the Cartel. They have been tracking Sally for hours, starting when they noticed it leaving Guadalupe, Mexico. Caliente doesn't know this; the bikers are acting without orders.

The bikers use the three-round burst function of their guns to counteract the motion penalty, and usually split up into two groups of three—one group aims at the tires and one at the driver. If other threats present themselves, they'll break off whatever they're doing and take that on. If possible, the bikers will attempt to Force Sally off road. Once three bikers are in trouble, the other three break off to notify their boss.

Bikers (6)

These hired scum work for the Guatemalan drug cartel and have orders to kill any agents entering Laredo. They are armed with automatic pistols and speak little English.

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

Skills: Driving d8, Fighting d6, Shooting d6, Repair d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Tough:** 6(1)

Edges: None

Hindrances: Bloodthirsty, Mean

Gear: H&K MP5 SMG (Range: 12/24/48; Damage: 2d6; RoF: 3, Shots: 30, AP 1, Auto), Knife (Str+1), Biker Leathers (+1 Armor), Bike Helmet (+3 armor to head, protects 50% of time)

Dirt Bikes

Acc/Top Speed: 15/32

Handling: +1 to all Driving rolls

Crew: 1

Toughness: 8(2)

CLEANUP

If the characters think to interrogate any of the bikers (and they should), then they see the bikers' cowardly sides. They reveal their allegiance to Caliente by way of working for the druglord's ally, Randy the Tusk (a fixer and drug trafficker in Northern Mexico). The Tusk is outside the scope of this mission, but makes a decent plot hook for another time. The bikers admit they tailed the Winnebago for a few miles, but Caliente has been aware of its existence since it left Guadalupe. He just figured tailing the vehicle with the same people might look suspicious after the first hundred miles, so tails were changed regularly.

The bikers all have criminal records. Calling in the police or taking them in will take valuable time (two hours), but net each character a benny. Letting them go results in further trouble when they reach Caliente. If Caliente is forewarned of agent activity, all Guatemalan guard units in Scene 7 are considered Active and Alert.

SCENE 4

HARBINGER AIR FIELD

Eventually, the characters reach their destination, a large, desolate airfield, full of rusting metal buildings and withered trees and scrubs. The only item in a fair state is the weathered sign reading “Private Property” in English and Spanish, but the place looks like nobody's been around for a long time.

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Adolfo drives through the complex to stop at a hangar that looks in no better shape than the other buildings. At first glance, this building appears to be deserted. With a successful Notice -2 roll, the characters notice the security cameras dotting the complex—there's even one hidden in a tree trunk nearby— as well as little signs of recent occupation, such as a soda can that shines in the afternoon light or fragments of a candybar wrapper.

Adolfo turns off Sally and informs the characters that this is their stop and begins unloading gear while they decide what to do next. They can see him go in an open side door.

When they enter, they see a sleek, black, VTOL jet that looks like something out of a science fiction movie. A Common Knowledge roll indicates that it began life as an F-117A Nighthawk, but has been extensively modified. At this point, feel free to introduce Wacko, the base commander and pilot of the plane, H2, the Harbinger.

This is “Wacko,” their pilot for this mission. He's ex-Air Force and certainly looks the part—tall, solid, crew cut, two days stubble, and round John Lennon sunglasses. He's actually not very interesting, unless you know a lot about planes, in which case he'll talk your ear off.

The things they need to know are these: the jet is called the Harbinger, it's invisible to everything but visual contact and it can carry all the agents in their HAHO (High Altitude, High Opening) gear, plus the Rubber Duck (the raft carrying their gear).

Wacko points them towards a lounge where they can grab a cup of coffee and a

candy bar, then directs them towards a room with their HAHO equipment.

Their staff doctor, Patricia Connelly, is thirty-two and an expert surgeon from Boston General. Her staff maintains a fully-stocked modern operating room; she has Healing of $d10+2$, with a further +2 bonus due to the facility. She is a no-nonsense blonde, hates jokes, and gives everyone a quick once-over before approving the flight plan. She has final say on who goes up. If anyone has eaten, she gives them a quick “purge pill” to void them out and then directs everyone to the rapid oxygenation chamber where they suit up and get ready to go.

SCENE 5

INSERTION

Forty two minutes after takeoff, the characters are over the drop site. Wacko tells them the rest of their mission on the way—airdrop into Lake Peten Itza, take the Rubber Duck north to the shore, locate Caliente's place by way of a contact in a nearby village, and find out where the Silver Scarab is. If he's half the businessman that Oblivion thinks he is, Caliente should have detailed notes about an acquisition like that.

The actual jump requires an Agility roll. Failure indicates that they're off target; exactly how much is up to the GM. A snake eyes result means the chute fails to deploy, the oxygen tank doesn't function, or some other serious problem. Spending a benny here upgrades the result to a failure—probably a good thing, since a fall at this altitude is lethal.

The Rubber Duck doesn't fail unless the GM spends a benny, in which case someone will have to dive for it—about 50'

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underwater. Remind the players that their equipment is stored inside it. The characters find a waterproof cell phone in amongst their gear, with a note written in permanent marker to turn it on; doing so reveals a text message:

Hey. Wacko here. Plz. Call me after mission for extraction. Press green call btn. 2x for redial. Good luck.

The players should note that there is no signal. In fact, nothing except their radios work, and only after a few minutes of tuning—Caliente is jamming everything except a single frequency for several kilometers around his place. If the players are careful and Caliente isn't alerted (such as by the bikers earlier), they can actually tap in to his guards' communications with ease using this frequency for a while, though bear in mind that the guards speak only Spanish. The frequency is modulated automatically once per hour. If on alert, Caliente's men maintain radio silence.

Anyone with the Boating skill can find a nice break where they can pull the Rubber Duck in without being seen by the villagers. Otherwise, they'll need to use the wooden pontoon dock set up.

SCENE 6

THE VILLAGE AND THE VET

There are two ways to approach the village on the north side of the lake—by water or land. Either way, the result is the same. The players are greeted by six nervous looking males, aged ten to seventy, all with rifles. They don't want a fight, and they're accustomed to men with guns coming through the village, due to their proximity to Caliente's place, although the parachute drop was something new to them (a boy in the village, who now holds

a rifle, spotted them). However, they have to make sure that these aren't members of other groups that plague the village. Identifying themselves as Oblivion agents is likely to get blank stares, but any excuse is fine except “We're here to destroy your village,” which will cause one of the men to open fire, which will likely lead to a slaughter. If they go with any sort of US agency as a cover story, the natives immediately grow concerned and express the following:

The old man doing all the talking frowns and looks all of you over, then eyes his old Mauser rifle nervously. “We had nothing to do with your man's condition, I need you to know that and place your trust in me. That was a bit of warning. Come with me, I'll show you what I mean, and I hope one of you is a doctor.”

The old man leads them to a cot in a small shed where a once vital man lies pale and weakened. Around his left arm is a black bandanna.

If addressed as White Raven, his eyes flicker with recognition and he tells them this:

“I fear I do not have long. I see the shadow of death haunting me night and day. I am certain I've been poisoned, but no antidote helps. I can easily tell you how to get to Caliente's. Now listen closely...”

With those words, he passes out.

Caliente poisoned Rodriquez, but he poisons all his men. Their morning meals include it and they receive the antidote ground up in their dinner. If any of them goes for three days without the antidote, they make a Vigor roll at -4 each day,

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suffering a Fatigue level loss until they die. It has been five days since Rodriguez has received the antidote. Presently, he is suffering from 2 levels of Fatigue loss. In another day, he dies. His vigor is a d8.

A successful Healing roll by a character with a Medkit indicates he is poisoned, his blood type is AB+, a universal recipient, and he is suffering from a blood borne hazard. A transfusion of two pints of blood (i.e. a Healing roll) initiates the healing process. Unfortunately, Rodriguez won't be able to travel until all Fatigue levels are restored. Any characters giving blood gains a Benny as does the character effecting the transfusion. Note: Any (non-anemic) character may be a donor.

The village elder, the man they spoke to earlier, approaches with a lantern in the dying light and inquires if Rodriguez is okay. He offers food, coffee, and a few cots, but can do little else in the way of hospitality.

The villagers have heard of the House of Snow, but do not know how to get there. They are simple fisherfolk who want to avoid any troubles larger than their own survival.

STALKING THE NIGHT

The Slissk climbs out of the lake silently seeking its prey- Rodriguez. It attacks from the shadows, rips off the roof and drags its victim to drown in the nearby lake. It ignores all other characters unless one of them manages to Wound it, then it retaliates.

Unless a character is awake or has Danger Sense, the Slissk may easily abscond with Rodriguez. Sleeping characters get one Notice roll to awaken from the vibrations.

Slissk

Depending on the form it takes and the part of the world it's in, a Slissk is also known as the Old Man of the Sea, Scylla, Kraken, Kelpie, or Leviathan. It is a spirit as old as sea travel, borne of anguish and water pressed into service by Al Azif, the Lord of the Flies. Currently, its form is that of a great drowned man dripping with seaweed, eyes burning with the fires of hell.



Attributes: Agility: d4, Smarts: d8(Alien), Spirit: d10, Strength: d12+1, Vigor: d12

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Skills: Fighting d10, Notice d4, Stealth d10, Swimming d12

Pace: 6; **Parry:** 7; **Tough:** 15(3)

Treasure: None

Gear: Fronds (Str)

Power Points: 15

Special Abilities:

~Aquatic: Movement is 12" in water and it cannot drown.

~Armor: Seaweed and slime add +3

~Fear: -2 Slissk are terrifying to behold.

~Hardy: A second Shaken result does not cause a Wound.

~Large: Size+4, +2 to be hit by opponents.

~Seaweed Lash: Str damage, Reach 3". Its preternatural speed grants it Improved Frenzy and +1 Parry.

~Zone of the Void. Slissk naturally generate a Large Burst Template of silence centered on themselves. It grants +4 to Stealth. Within the Void, there is no sound. Outside the Zone, only the gentle sounds of lapping water can be heard.

~Immunity: Fire

~Powers: Each requires a Spirit roll to use. Entangle (root system), Puppet (the Slissk snakes a dripping wet spiked branch into the character's back and it can be broken if the branch is targeted and the limb suffers a Shaken result or better) and Smite(branch whip).

~Weakness (Holy Items): Brandishing a holy symbol at the Slissk allows the wielder to make an Intimidate roll at +4 as a free action. Blessed weapons deal +4 damage to it.

If defeated, the Slissk dissolves into a brackish black slime that trickles away towards the lake, otherwise it escapes with its victim into the lake. Anyone who engaged in melee combat with the horror gains +2 to Stealth rolls for the rest of the mission. The remainder of the night is uneventful.

If Rodriguez survives the night, he looks much better by the morning light. The pall is gone from his face. This is a false glow, unless he received a blood transfusion. He is able to share the following items of information if the transfusion was successful. Otherwise, he is only able to get out the directions to Caliente's (first item below) before blood pours from his eyes and mouth and he falls back, lifeless.

~Caliente lives on a hilltop two hours hike north by northeast. The characters must keep an eye out for a landmark aptly named the Hanged Man- a large natural rock formation- or they won't be able to find the rope bridge to cross the ravine.

~The House grounds are protected by trained Rottweilers.

~The Guards stop at regular intervals in their patrol, so it's best to study their movements before approaching the house.

~Squad leaders have advanced goggles, so it's best to stay out of sight.

~Approaching the house at night is dangerous and deadly. All units are equipped with nightvision goggles and M16s.

Rodriguez keeps encrypted notes in his backpack detailing the directions to Caliente (item 1 above.) Anyone with a knowledge of Spanish and any sort of military or academic background can decipher them in four hours time with a Smarts roll, each raise halves this time, and grants the next secret down on the list. His gear includes a .45 Peacemaker revolver with the word "Lobo" etched into the butt, 18 rounds of ammunition, night vision goggles, and two fragmentation grenades.

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SCENE 7

THE HOUSE OF SNOW

The PCs reach Caliente's compound sometime around dusk. The 2-story House of Snow sits on a hilltop above wild and twisting jungle and is protected by a 8' tall stone fence with a large wrought iron gate in the front. The lush jungle growth provides Medium cover, granting a +2 to Stealth rolls. The cover is consistent enough that the characters are only nakedly exposed if they make a Stealth roll and get a 1 on their Wild Die. In that instance, if a guard unit is in sight, make a group Notice roll for the guards against the unlucky character.

A dozen men patrol the estate. Each perimeter unit consists of three men. The point man of each unit is equipped with advanced motion detection (AMD) goggles. AMD goggles grant the wearer an Active alert status at all times.

Guards [12] 4 squads of 3

These native Guatemalans serve Don Caliente with fervor and loyalty.

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

Skills: Fighting d6, Guts d6, Notice d6, Shooting d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Tough:** 6(1)

Edges: None

Hindrances: Mean, Loyal

Gear: Bayonet (Str+1); M16 (Range: 24/48/48; Damage: 2d8; RoF: 3, Shots: 30; Notes: AP 2, Auto, 3RB), Night Vision goggles

Notes: Each squad leader wears AMD Goggles. They bestow Active alert status to the wearer.

If the characters are spotted, the estate goes on full alert. A hole, however, does exist in the defense system. Six minutes of covert observation and a Smarts roll (and give the smart character a benny) reveals a pattern and the gap- a brief check-in period, lasting a couple of minutes. This weakness can be exploited and allows the characters to sneak to the wall with a single Stealth roll.

If the players wait until night to make a move, the men switch to infrared night vision goggles and easily spot the PCs by their body heat. The same security weakness that exists by day exists by night.

Once at the wall, the only way in is violence or stealth. Gunfire alerts everyone in the compound and causes the dogs to start barking raucously. The dog trainer directs one of the nearest guards to open the gate if the intruders are outside and joins in the fray only if he can fight from a position of power.

Attack Dogs

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Notice d10

Pace: 8; **Parry:** 6; **Tough:** 4

Abilities:

~**Bite:** Str+1

~**Go for the Throat:** On a raise, automatically inflicts damage to the least-armored location of the target.

~**Fleet Footed:** Pace of 8 and d10 running die

~**Size-1:** Dogs are small creatures.

~**Berserk:** These vicious Dobermans have some aggression issues and are utterly frenzied in combat.

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Dog Trainer

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

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

Cha: 0; **Pace:** 6; **Parry:** 4; **Tough:** 6(1)

Edges: None

Hindrances: Mean, Loyal

Edges: Beast Master

Gear: Leather Armor (+1), Tranq Rifle (Range: 10/20/40; Shots: 1; Damage: Poison(-2), failed Vigor roll results in taking 3d6 nonlethal damage; 8 tranq shots)

Interrogating any underlings reveals that Caliente has a deal to complete later on, something about military hardware. A raise or good roleplaying reveals that Caliente told his men to look for “something in the brush” about two hours before they watched the satellite fall from above.

Once the agents have breached the compound’s interior, they’re unlikely to find anyone inside. Caliente’s helicopter is getting ready for takeoff whether he was warned by fighting or not. If so, the characters reach the tarmac just as the copter is leaving the ground (of course). Caliente will spend the couple seconds it takes to hurl a taunt and a concussion grenade at them like a good villain as soon as the first agent opens the door to the helipad. If they snuck their way in, they hear the helicopter take off from inside the estate as soon as they near the tarmac.

A thorough search of the place reveals a safe, several papers in a desk, and a small cache of arms. What the cache consists of is subject to GM discretion. A quick search requires a Notice roll and nets only one of these finds.

The Safe

Caliente’s safe isn’t hard to find. It’s located behind a framed original “Scarface” movie poster, but it’s hard to get into. It has a Toughness of 14 and Lockpicking attempts are made at -2 due to its sophisticated electronic system. If the lock is picked, the character gets jolted with the defense system— an electrical current that deals 2d6+1 damage (the first raise causes a Wound; any others go towards Fatigue). A raise on the Lockpick roll opens the safe and bypasses the shocking security system altogether.

Within the safe is a quick, incomprehensible note in some form of shorthand and a few maps of the ruins of Tikal. A tourist center pamphlet details “the wonders of the ancients” and a napkin sketch can be puzzled out (with a successful Investigation roll) to be directions to the Ruins from the House of Snow.

The Papers

All of the papers are in Spanish vernacular (requiring Knowledge: Spanish roll), but they mention “Al Azif” and “Beelzebub” prominently (and a CK roll will realize these two names are used interchangeably, referring to the same person), as well as “sidhe,” “satellite,” and, finally, the end sentence written in a precise script.

Our patience is at an end, Don Caliente. You will be at the temple at midnight or we will have your heart and what’s in it.

The papers seem to indicate that Caliente expected the satellite to fall sometime soon.

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Getting There is Half the Fun

There are two dirt bikes and one battered SUV left in the motor pool. If the characters looked at the directions on the napkin, getting there is no problem; if not, they'll have to make a Survival roll to reach Tikal without getting lost. Should the characters get lost, they are attacked by three more of Caliente's men on ATVs (use dirt bike statistics for the ATVs, but they have Top Speed raised by 5, and Biker statistics for the riders). Remember that it should be night by this time.

SUV

Acc/Top Speed: 20/40

Toughness: 14(3)

Crew: 1+7

Handling: -1

Notes: Four wheel drive; any Out Of Control results are moved one step towards Roll Over.

SCENE 8

THE TEMPLE GROUNDS

Once the players have found the temple grounds, looking around the exterior allows them to notice a few things. First, there are three beat-up SUVs in the parking lot, and a raise on Investigation or Notice finds a pair of Jeeps parked in a jungle clearing near the complex, where they've been covered with camouflage netting. Searching the SUVs only reveals that they are of the same make and model as the ones the characters are (probably) driving, and searching the Jeeps requires an Investigation roll to find anything useful—in one of the Jeeps, a man has carelessly left a US green card under the floor, identifying one Imad Jalal, formerly of Saudi Arabia. Because their radio and cell communications are jammed, they won't be able to check if he has a criminal

record. Getting in to the temple complex can be as complicated as the characters make it, but the druglord's men used wire cutters to cut out a small portion of fence which they then placed loosely where it used to go. They plan on soldering it back later. A simple Notice(-2) roll can find this if they're looking. Other options include climbing the fence (dangerous because of the barbed wire at the top; this requires a Climbing roll with a raise to cross unscathed, otherwise they take 2d6 damage and, if Shaken, take another 2d6 damage prying themselves loose), picking the main gate's lock (which will take them through the tourist area), and making their own entrance via explosives or whatnot.

The light to the tourist area has been shot out, and a guard lurks in the shadows. He would be wearing infrared goggles, but is having a smoke currently; if the characters look hard they can spot the cherry (apply appropriate penalties to the Notice roll). If the guard spots them, he does nothing immediately but quietly sneaks away from his position to signal other guards. If the characters came through the tourist area for some reason, he spots them automatically.

Within the temple grounds are eight of Caliente's men (use stats for Guards, p. 15) equipped with Springfield rifles instead of M16s. Springfield Rifle (Range: 24/48/96; Damage: 2d8; Rof: 1; Shots: 5; Notes: AP 2)

Six Middle Eastern men in Azif's employ are present as well (use stats for Guards, p. 15.) They use AK-47s and are each armed with a single rifle grenade; rifle grenades take one full round to prepare, and are treated like fragmentation grenades with a range of 10/20/40 and using Shooting as the skill). There is an easily-exploited tension between the two groups.

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The Dragon Fly and the Scarab

In the middle of the temple complex is Caliente's Dragon Fly 333 helicopter. The jamming device is part of the dragon fly's integral systems. Currently, the jammer is set to block out ALL frequencies. The jammer can only be deactivated with Caliente's keys or by destroying the helicopter.

Destroying the helicopter also destroys the Scarab as the jammer's destruction releases a detonation signal in addition to setting off the cannisters of nerve gas surrounding the scarab.

Within a 3' by 3' crate is the Scarab. Wires run out of the box in great disarray, as though picked up and discarded. Three timers can be seen running within the crate, each connected to a series of wires. A Lockpicking roll reveals this is some sort of random number generator in a complex bomb mechanism that is in an active state. Several mercury switches indicate that moving it is not a good idea. Disarming the Scarab is the only way to handle this. It requires a Lockpicking -6 roll to successfully disable the system, otherwise, it sets off the Nerve gas in a large burst template, and destroys the Scarab. Anyone in the radius when the bomb goes off may make a Notice-2 roll to attempt a tumble to cover (Agility roll.) Those failing take 3d10 the first round, 2d10 the second round, and 1d10 the third round before it runs its course. Any character with Danger Sense gets a bad feeling about disturbing the Scarab in anyway.

Tearing into the helicopter's insides reveals the Nerve Cannisters wired to the Satellite. Disturbing them in any way causes identical effects to failing a Lockpick attempt.

SCENE 9

ENCOUNTERING AL AZIF

Once the characters approach the main temple proper (whether by stealth or firepower), then they are able to hear a supernaturally augmented voice yelling in accented Spanish (anyone for whom Spanish is not their native tongue needs to roll their skill at -2 to translate). This is Al Azif, the Middle Eastern agent, chiding Caliente for traitorous behavior.

"CALIENTE!" Azif roars in a voice like thunder. "You think your betrayals go unnoticed? You think the Cult would ignore the dagger in its back? Though I am ancient, I am wise. I see the shadow of death surrounding the Eye of God. You have broken our pact and I will spare you no longer. You pay with your heart!"

The characters may try to climb the temple stairs in this time, though there are several complications in doing so.

First, the Middle Eastern agents will begin systematically hunting out Caliente's men at Al Azif's signal.

Additionally, the steep temple stairs pose their own problems—they are considered Difficult Terrain for movement purposes, but they may be climbed as per the skill. The characters have 30" to cover; during this time, deal cards out for the opposing forces, but the Middle Eastern faction starts their action on Hold as they were expecting this signal.

The scene on top the temple is a cutscene, so the Wild Cards at the Temple summit don't get any cards yet.

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When characters pass the halfway point (or combat on the ground has gone on a couple rounds, depending), atop the temple there is the sound of knives being drawn, a single report from Caliente's pistol, and flashes and screams (this is Azif cowing Garcia with fire magic), all followed by maniacal laughter. NOW deal cards for the villains (Caliente, Garcia, and Azif).



A quick rundown of the situation at the start of combat:

- Garcia, Caliente's bodyguard, begins Shaken from Azif's Intimidation. His goal is to protect Caliente and keep Azif as far from his master.
- Azif plans to use his Puppet power on Garcia. His focus is on getting Caliente's heart; he leaves only when the odds are too great or he's achieved his goal. Garcia, if controlled, is used to either restrain Caliente or block characters coming up the temple steps.

- When the PCs turn up, Azif uses his Hydra's Teeth artifact to summon Mayan spirits as allies.
- Caliente tries to stay far away and take pot shots with his .38 pistol. He uses his grenades when, and if, he is best able.



AI Azif

Azif is a deceptively powerful man of Middle Eastern descent. His impressive powers have been honed since the times of Moses. He currently is in the employ of the mysterious Cult of the Owl. Azif's presence in this operation marks it as one of great importance.

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

Skills: Fighting d10, Intimidate d12, Notice d8, Shooting d6, Spellcasting d12, Taunt d8

Pace: Parry: 7 **Toughness:** 11(4)

Hindrances: Cautious, Code of Honor, Quirk (megalomania)

Edges: AB: Cultist, Improved Dodge, Fearless, Photographic Memory, Rock and Roll!, Unaging

Gear: Mystic Dagger (Str+d6), Iron Silk Robes (+4 armor), Turban of the Owl (Ultravision: Azif is never affected by any obscurement to his senses, such as smoke grenades or lighting penalties), Hydra's Teeth (18 Heartshades are summoned, placed wherever Azif thinks best; they will fight on the Middle Eastern side), The Hand of the Arab (discounts Teleport by 10 PP, but Azif must have at least enough points to activate the power).

Powers: Bolt, Deflection, Fear, Invisibility, Puppet, Teleport, Telekinesis, Zombie (summons, in his case, Heartshades).

Power Points: 35

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Don Caliente

Don Caliente is a slender, clean shaven Guatemalan with short-black hair and dark eyes. His voice is hoarse, thanks to years of smoking hand-rolled cigarettes. He's not a fighter and he knows it, but he's a smooth talker and quick thinker, talents that have helped more than the ability to pick up a gun.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d8

Skills: Fighting d4, Persuasion d8, Intimidate d10, Taunt d8, Throwing d6, Shooting d6, Guts d8

Cha: +2; **Pace:** 6; **Parry:** 5; **Tough:** 5

Hindrances: Greedy, Stubborn, Vengeful

Edges: Attractive, Luck, Common Bond, Filthy Rich, Strong Willed

Gear: .38 pistol (Range: 12/24/48; Damage 2d6; RoF: 1; Shots: 6), 10 spare rounds. Grenades: Frag(2); Smoke(2)



Garcia

A childhood friend and the only man Caliente truly trusts, Garcia attended flight school in Miami at Caliente's request and now serves as both his personal bodyguard and pilot. A severe burn several years ago left him badly scarred and gave him a slight phobia of fires. His English is heavily accented.

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

Skills: Piloting d10, Fighting d10, Shooting d10

Cha: -2; **Pace:** 6; **Parry:** 5; **Tough:** 7

Hindrances: Loyal, Ugly, Phobia (Fires)

Edges: Ace, Brawny, Harder to Kill

Gear: Large Machete (Str+2); .38 pistol (Range: 12/24/48; Damage 2d6; RoF: 1; Shots: 6), 10 spare rounds.

Characters fighting on the ground find themselves targeted by at least one Heartshade each; if any of Caliente's men remain, allow the PCs to run them as per a mass battle scenario. The drug lord's men disperse and run off as soon as the last Middle Eastern agent is killed. The Heartshades are too much for them.

Heartshades

Appearing identical to normal zombies in the day, at night, the Heartshade's chest has a dull reddish glow where its shadowheart now beats.

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

Skills: Fighting d6, Intimidate d6, Notice d6, Stealth d6, Tracking d4

Pace: 6; **Parry:** 5; **Tough:** 7

Abilities:

~**Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.

~**Soul-Wrenching Touch:** A touch Attack (+2 fighting) that does Str damage and ignores armor and cover.

~**Fearless:** Immunity to Fear and n

~**Phasing:** Heartshades may move through solid objects at their normal Pace.

~**Weakness (Heart):** Shots to heart deal +4 damage and piercing attacks do normal damage. Lighting condition penalties are halved when the heart is targeted.

Azif is no fool. When gunfire breaks out, he throws down a capsule that obscures the area in a SBT and attempts to teleport himself and Caliente into the Temple proper. However, the strange magics of the Temple teleport Caliente only and render Azif incapable of using his teleportation power for an hour. Additionally, he suffers a level of Fatigue. Azif retreats through the secret passage

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behind the altar. (Note: Azif knows the Temple intimately from past visits and knows where Caliente must be.)

He calls out the following before going into the Temple:

“Foolish Infidels!” seethes Azif through the fog. “A moment ago, I would’ve spared you, but now, this is too much. My slaves shall rend your souls to serve me as they do while I take care of unfinished business with this man.”

If Garcia yet lives, he pledges to help the Agents find his friend, Caliente. He's obviously too loyal to Caliente to entertain any thoughts of betrayal.

SCENE 10

WITHIN THE MAYAN TEMPLE

Anyone with any engineering, mechanical, historical (Mayan), or architectural knowledge may make an immediate Notice roll at -2 after Azif disappears to spot the secret passage underneath the altar.

Anybody who searches the premises for two rounds can make a Notice roll to find a hint: Azif didn't actually teleport away, he threw a globule full of a volatile smoking substance, which is now broken in half at the base of the altar. There is a pool of liquid evaporating there, but a close inspection will reveal clearly a crack where the liquid is leaking in. If the players don't get it, allow a Smarts roll for them to realize there is a secret passage.

If they wish to use the secret passage, the massive stone altar tips up quite easily after they take a few minutes to find the one spot that's balanced. The characters

are confronted by a large, gaping hole; peering into it reveals a polished chute covered with what looks like slick mother-of-pearl. This looks like a one-way trip.

The chute carries them for almost a full minute before dumping them at the bottom, in a dimly lit junction with paths leading north and south. Eerily, after all the characters are in there, torches sputter to life in both directions.

The players must first decide which way to go. A Tracking roll determines that Azif went down the southern corridor. Otherwise, they'll have to decide for themselves.

The Calender Puzzle (Right Way I)

The heroes encounter a dead end, but recent scuff marks on the ground indicate that Azif walked about for a moment before continuing, somehow, through the blocked space. The slab blocking their way is a large stone, slightly lighter colored than the stone walls, with a very large, peculiar crystal in the middle. It looks like a piece of highly-polished quartz with (if anyone counts) 366 facets on it, one of which is actually a divot. Pictures on the wall around the slab detail the Mayan calender, and one seems to explain for the layman the relation of the position of the sun and the calender. More pictures, on the opposite wall, show priests with hooded torches adjusting their lights to project beams through crystals, shining these beams on to the calender.

The solution is that the characters must project a light through the proper facet on the crystal, which corresponds to the day of the year (the divot is for a leap year). A flashlight does the trick. Finding the correct facet takes a few minutes of trial and error and causes the slab to slowly

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grind upwards. It stays open for five minutes before slowly grinding back down. Once through, they see a large stone lever; moving it requires a Strength roll at -2, and either shuts or opens it.

The clues are subtle: the torches near this puzzle are hooded to avoid casting any light on it, so it appears from a distance that the rest of the hall vanishes in darkness. The etchings on the wall glow by way of some strange luminescent fungus (anyone with any knowledge of Botany may make a Common Knowledge roll to realize this is not a recognized specimen; it unfortunately dies within twenty minutes if cut away from the wall). Agents who approach find that a single facet glows when they lay their hands upon the stone—this facet corresponds with the agent's day of birth. Correspondingly, a piece of the Mayan calendar glows brighter as well.

Important Note: If the players get stuck, allow them either a Smarts roll or a Knowledge(Occult)+2 roll to puzzle this out. If they fail, they can always spend a benny to get through.

One False Move (Wrong Way I)

The heroes run into a pit trap! Roll Notice(-2) or the floor breaks and they tumble in. An Agility(-4) roll allows them to grab the far side; otherwise, they take 2d6+10 damage (halved) as they fall sixty feet into water in the temple's lowest level (see "The Pits: An Indepth Look", p. 20.) and wind up in the Cradle of the Fallen (p. 20.) Unless the rest of the party joins them, just tell the victims of the trap that they start slogging through the slow moving sludge underneath. They're in no danger...yet. Anyone who jumps over the pit trap just finds a dead end.

The Cell-Lined Hall (Right Way II)

After finally going the right way, the characters find themselves first in a hallway covered with small glass gems (this is where the light shines in). There are small rooms, the size of cells, containing bits of mouldering cloth where the priests' garb used to be kept. They now have only the cloth and stone knives. There are six knives in the six rooms.

The knives deal Str+1 damage, and this is **doubled** if used on a supernatural human being, such as a psychic or Al Azif. The blades glow a soft green if in the presence of any such threat when held. Therefore, if a party member exists with these abilities, the blades will immediately begin glowing when picked up.

Venturing onward, they find themselves at another junction, this time east or west. Tracking rolls are penalized by -2 this time. The correct way is east.

Zombie Pit Central (Wrong Way II)

This way leads to a room with six pits recessed in alcoves. Each pit is lined with jagged rocks, and shining a light down reveals that it is nearly 80 feet deep (about 13"). Falling down there would undoubtedly be a bad idea. However, shining light activates six dormant zombies who begin climbing up the pit at an impressive speed (Climbing 6" per turn; they simply drive their limbs into the sides of the pit and hoist themselves up). The zombies begin their action on Hold, and, other than their Climbing d12 stat, they are normal zombies (found in the SW core book). They attempt to drag the characters into the pit.

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The Zombie Pits: An Indepth Look

Should anyone fall down a pit in Zombie Pit Central (p. 19), they suffer 3d6+5 damage and, disturbingly discover, they have landed on something soft and alive.

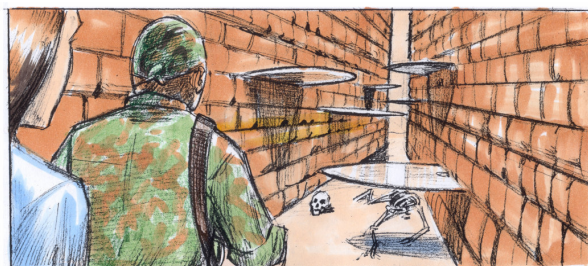
If they don't pass out from trauma or the stench (Vigor roll at -6 to stay conscious), then they remember hazily a great, shapeless grotesquerie lifting them up gingerly with strong tentacles. This generates a Guts check at -8. If they fail their Guts check, the sheer horror generates a roll on the Fright Table at +8 or, if you're using Fear Effects from 12 to Midnight, treat it as a Great Fright and pull out your percentile dice. Any result of Shaken or Flee indicates the character passes out.

In any case, the character(s) wind up in the Cradle of the Fallen (p.20). They are covered in green goop and their weapons are emptied. Any wounds they suffered have been mysteriously stablized (so a mortal wound from falling down the pit isn't terminal at all).

The Bladed Hallway (Right Way III)

The torches in this area light up just in time for them to see Azif at the end of the corridor, pulling a lever. He's 30" away, if anyone has the gall and the reflexes to shoot at him. Charging is a bad idea. As soon as he pulls the lever, he is lost from sight as large scythe blades spring from the walls of the corridor at seemingly random heights and intervals, before snaking back into the walls, ad infinitum. This effects lasts about forty five minutes (longer if, for any reason, someone cranks the wheel at the end of the corridor) before the mechanisms cease to work, having lost their tension.

Maneuvering the corridor requires three Agility rolls at -2, or suffer d10+3 damage per every failed roll, but at least obviates the need for one of the rolls (so failing three times means they take the damage each time but make it through). Those with the Acrobat Edge gain a +2 bonus to this roll, and a psychic who uses Deflection gets +1 to their roll (but failing the roll cancels out one success, as the blades cause the character's Deflection to tumble them backwards). Studying the blades' motions as they proceed down the corridor (i.e. between Agility rolls) requires a Smarts roll, but cancels out the penalty.



The first character who makes it through gets a benny and can deactivate the trap by moving the lever from its present up position to a more travel-friendly down.

Cradle of the Fallen

If someone fell down the pit trap in One False Move (p.19), they wind up here, crawling out of a hole in the side of the room. The same destination results from Zombie Pit Central (p. 19), but they are covered in green, foul-smelling, slime and clutching an empty gun, unable to remember exactly what happened to them.

This medium-sized room reeks of rotting fish and lilacs. Water trickles in from the large (4') holes in the walls, many of which are covered with stone grates; any characters that arrived from falling into a pit crawled in through one of these holes.

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Decisions, Decisions

Having solved a puzzle, scampered past whirling blades, and drawn closer to their target, it's time for them to overcome a final obstacle.

The Corridor of Light and Shadow

Sludge from the muckish overflow of the Cradle of the Fallen slowly moves eastward. Along both sides of the wall, ancient torches are set in soot-filled recesses. A Notice roll indicates they have recently been illuminated. The torches sputter to life if the characters approach and gutter out as they pass. The level of sophistication in the place is astounding, far beyond that believed to be possessed by the Mayans. Normal movement is halved and running is impossible.

Altar to the Deaf God

This room looks nearly identical to the Altar room atop the temple save for the five stalactites looming from the shadowy ceiling above. The whole room seems to pulsate in a manner that suggests that it is alive. Mayan glyphs above the eastern archway caution their readers to “Revere the Deaf God and his Hammer”. Inspecting the glyphs inscribed into the walls depict the calendar with certain dates missing. With a Knowledge(Occult) roll, the missing dates roughly correspond to those of the Western world’s equinoxes and show pictographs of priests praying at an altar while gods descend from the sky on points of light. Along the base of the images can be made out rough tentacled forms feasting upon human sacrifice. A stone grate beneath the altar here smells faintly of rotting fish and lilacs.

The corridor continues east out of the chamber, sloping noticeably downward, and turns into a wider hallway leading to the Chamber of the Deaf God.

SCENE 11

CHAMBER OF THE DEAF GOD

The Chamber of the Deaf God takes its name from its supernaturally peculiar acoustics. Any noise in the Chamber brings down the Deaf God’s Hammer. The result? Sound is amplified to a dangerous level. A gunshot, for instance, would make someone's eardrums rupture and brain damage. A footstep sounds like a kettle drum being played. Psychics also experience unusual turbulence—it's almost like the room itself is alive. Anyone with AB: Psychic takes -2 to their psionics skill roll, and any failure causes backlash. Navigating the Hall successfully requires a Stealth roll; critically failing causes anyone within the room to become Shaken and roll Guts as the room bombards the lurkers with otherworldly sounds. Firing a weapon causes the gun to do its own damage to the everyone in the room as its harmonic properties causes the loud sound to cascade back with painful and sometimes lethal results. Across the chamber, on the east wall is an elaborately painted outline of a door that seems to pulse with a pale green light.

To complicate matters further, 1 Heartshade per character suddenly flows through the door and move to attack. The Heartshades fight silently. Should the characters use unarmed tactics or melee attacks, though amplified, they fall well below the damage threshold caused by the increase in volume.

CLEANUP

After the Heartshades are dispatched, the stone doorway shatters outward, sending shards of light cascading out in all directions, blinding everyone.

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SCENE 12

SHADOW OF THE ASSASSIN

As their vision clears, the character find themselves in a large chamber overrun with strange, ancient relics in various states of disrepair. It appears to be a lab of some sort, with stone tables, benches, and a series of strange metallic drains on the floor. Many of the tables also have drains on them. If the characters look up, there is a dizzying array of clockworks on the ceiling, a lot of it crusted over. Anyone with a mechanical background—even a d4 in Repair—must make a Gut (-1) check as they're cowed by this incredible infernal machinery. On both sides of the room are several series of tubes made of lead and the alien alloy; below them, the floor is a single piece of waterworn stone. Patches of it are covered with algae. Anyone who runs during this combat must make an Agility roll or slip and become prone (they do finish their movement, however). Caliente is bound and gagged with duct tape, still suffering from whatever wounds he took during their fight. Azif has just finished securing him.

Azif whirls around at the party's entry, dagger in hand, furious at their intrusion. He is no longer wounded, but is still suffering a level of Fatigue from the mystical backlash caused by his earlier teleportation attempt. He has, by this time, regained eight power points (more, if the characters dawdled, or less if they were unusually efficient).

"Persistent? So be it" With those final words, he leaps into action.

For this fight, he is less than verbose. He simply wants the characters dead; the ritual he intends to enact on Caliente (or

his corpse) takes time. On Azif's second turn, his backup Heartshades appear, three per two characters, phasing through the walls.

If Garcia is still with them, he charges Azif. His Spirit rolls receive a +2 bonus for this fight.

The dimensions of the room are intentionally vague; the GM may shrink or enlarge them as he sees fit and place tables, slabs, broken clockworks, or machinery as needed. Azif is a wily opponent, seeking first to disarm as many characters as possible (such as using Telekinesis or called shots) so that he and his magic have the advantage. Although slightly magic-dependent, Azif may use firearms if his Power Points are dwindling. He has Caliente's .38 pistol tucked into his sash at the beginning of the fight.

One other problem is that the machinery overhead seems to attract magic, which is why Caliente wound up here when teleported by Azif. All psychic powers and Azif's magic spells are cast with a -1 penalty as the strange works grab the power and suck it upwards.

Once he takes three Wounds, Azif's skin and bones melt away and his muscles fall to the floor with a wet slapping sound and 490 flies (if anyone's counting) buzz angrily for a second and then fly upwards into the clockworks. As might be expected, he's not dead, but certainly defeated for the present. This strange sight causes a Guts check with a -4 penalty and incurs a roll on the Fright Table at +4 or a roll in Fear Effects by 12 to Midnight on the Medium Shock level.

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The Keys of Caliente

Caliente, or his corpse if killed earlier, has the keys on him to open the helicopter, shut down the Scarab's bombs and the jammer, and allow the party to call out of the place. Garcia will want to transport the corpse out of here.

GETTING OUT

While no way out is evident, a quick search of the chamber (and a successful Notice roll) reveals a passageway to the surface, partially blocked by debris. After the characters fully exit, the tunnel collapses behind them, sealing itself off for good.

SCENE 13

THE SCARAB AT LAST

After their struggle and triumphant return, there is still the matter of the Silver Scarab. Remind the players they have to call for extraction upon retrieval and that the jammer is still going strong.

Caliente can be Intimidated or Persuaded into disarming the bombs. Alternately, the characters can use his key. Simply inserting them into the ignition and turning on—of all things—the AM/FM radio deactivates the jammer. As long as the keys are in place, the bombs do not blow up unless tampered with significantly. In fact, any character with Knowledge (Demolitions) is confident they can extricate the bombs relatively easily (i.e. a normal Lockpicking roll), since the timers are no longer jammed, and can be more easily manipulated.

Transporting the Scarab and the bomb is a laborious process, but can be done by the Agency, if necessary.

SCENE 14

EPILOGUE

Hopefully, the characters have dealt with Azif, the Cult's agents, evil terrorist ghost-zombies, Garcia, and the bomb before they call in for extraction. The Agency is interested in taking Garcia and Caliente back with them (if the duo still lives), as well as any other prisoners. Also if Caliente is still alive, he'll make one escape attempt with a smoke grenade and remote keyless SUV entry if the characters aren't looking too closely, and isn't afraid to turn violent or try bribery and threats—as long as he can keep moving.

Al Azif, for his part, is far from dead and will remember the characters for all eternity, and the Cult he belongs to doesn't care for loose ends...

~fin~

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APPENDIX I

Character Overview

Sebastian "The Spaniard" Alvarez:

Formerly served in Spanish Foreign Legion. Excellent fighter and marksman, but generally unlucky.

Daniel "Boomer" Beagan:

Ex-IRA Demolitions expert. Went from a cell in Bogota to working for Oblivion.

Eric "Congo" Cable

A snake-bite awakened strange powers in this British born operative who formerly served in the French Foreign Legion.

Alicia "Genie" Jackson

This southern born Citadel grad is a direct descendant of Stonewall Jackson and is a natural born leader.

Jacob "Magazine" Magellan

An ex-boxer, ex-military, ex-detective who serves Oblivion with a keen eye and a shotgun.

Michelle "Lost Lotus" Ning

An excellent soldier in Unit 722, the Chinese Army, who was purportedly abducted in the 70's and is ready for her first field mission for Oblivion.

APPENDIX II

MISSION GEAR:

Sebastian "The Spaniard" Alvarez:

- A MOLLE system with Kevlar Vest
- Two balanced throwing knives
- A Pair of 9mm Pistols w/4 clips
- Frag Grenades (2)

~M14 Semi-auto with 10 round magazine and night scope

Daniel "Boomer" Beagan

- ~Kevlar Vest
- ~Garotte (Str+1; only on Drop and Called Head Shot, effective Str+9)
- ~Knife
- ~Night Vision goggles
- ~Silenced MP5 with one magazine
- ~2 Shaped Plastic Charges (3d6 Cone)
- ~2 Frag Grenades
- ~2 Bouncing Betties (4d6 MBT)

Eric "Congo" Cable

- ~Kevlar Vest
- ~M16 with 3 magazines
- ~2 Frag Grenades
- ~2 Smoke Grenades

Alicia "Genie" Jackson

- ~Kevlar Vest
- ~Medkit
- ~357 Magnum automatic
- ~3 spare clips
- ~Scoped MP5 with one magazine
- ~Stiletto concealed in prosthetic arm

Jacob "Magazine" Magellan

- ~Shotgun
- ~20 Shells
- ~Armored Trenchcoat (count as Kevlar)
- ~Night Vision Goggles
- ~.45 Pistol with 3 magazines
- ~Entrenching Tool (Str+2)

Michelle "Lost Lotus" Ning

- ~MP5 with Silencer
- ~2 Smoke Grenades
- ~Katana
- ~Kevlar Vest
- ~Toolkit

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APPENDIX III

Sebastian "The Spaniard" Alvarez

Born in Madrid, Sebastian lived on the streets from the age of 12 when his parents died in a car accident. He toiled in the fields doing odd jobs for 7 years until approached by a soldier passing by who told him he should enroll in the Legion. Intrigued by the thought of a better life, Sebastian went down and immediately joined. His discipline so impressed the cadre, they put him into BOEL, "Special Forces", where he excelled at sniping and hand to hand combat. Two years later found him running a live fire training exercise where five men were killed. The media attention forced them to drum Sebastian out dishonorably. Two days later, he was part of a greater force than he ever dreamed possible- Oblivion.



Race: Human **XP:** 10

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

Skills: Boating d4, English d8, Fighting d10, Guts d6, Notice d6, Shooting d8, Stealth d6, Throwing d6

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

Hindrances: Bad Luck, Cautious, Loyal

Edges: Marksman, Two-fisted

Native Language: Spanish

Gear:

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Daniel "Boomer" Beagan

A former member of the IRA, Beagan found he missed the fireworks after the IRA declared a cease-fire in 1997. Not a man built for peace, he wandered around as a mercenary until finally joined FARC (Revolutionary Armed Forces of Colombia) in early 1999. He operated as a demolitions expert until captured in Bogota in 2001 and was pending trial for providing advanced explosives training to FARC. When a covert Oblivion operative broke into his cell and offered him a second chance, he took it. A rough and tumble fellow, Beagan began a new career of blowing things up and takes it all in stride.

Race: Human **XP:** 10

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

Skills: Climb d6, Fighting d8, Guts d6, Knowledge (Demolitions) d8, Lockpick d6, Notice d4, Shooting d8, Stealth d8

Charisma: 0 (-4); **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty, Wanted in Bogota, Quirk (Braggart)

Edges: Thief

Gear:



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Eric "Congo" Cable

Congo was brought up in London's poorer East End and slew a man in an argument over a girl at 16. Shocked at what he had done, he took the man's wallet and fled the country. He wound up joining the French Foreign Legion, using the man's identity as his own. It showed him to be 22. He soon climbed through the ranks, but during the fourth year of his contract, he was bitten by a green mamba during an airdrop along the Ivory Coast. At that point, his latent mental potential came to the fore and he gained some of the abilities of the snake. Shocked and fearful, he fled into the jungle where he was discovered by some Zeros who heard talk of a mysterious snake-man. He joined the Agency and has since learned to control his powers.

Race: Human **XP:** 10

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

Skills: Fighting d6, Guts d4, Notice d4, Psionics d6, Shooting d8, Survival d6, Stealth d6, Throwing d6

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

Hindrances: Heroic, Loyal, Minor Phobia (Snakes)

Edges: AB (Psionics), Danger Sense, Power Points

Gear:

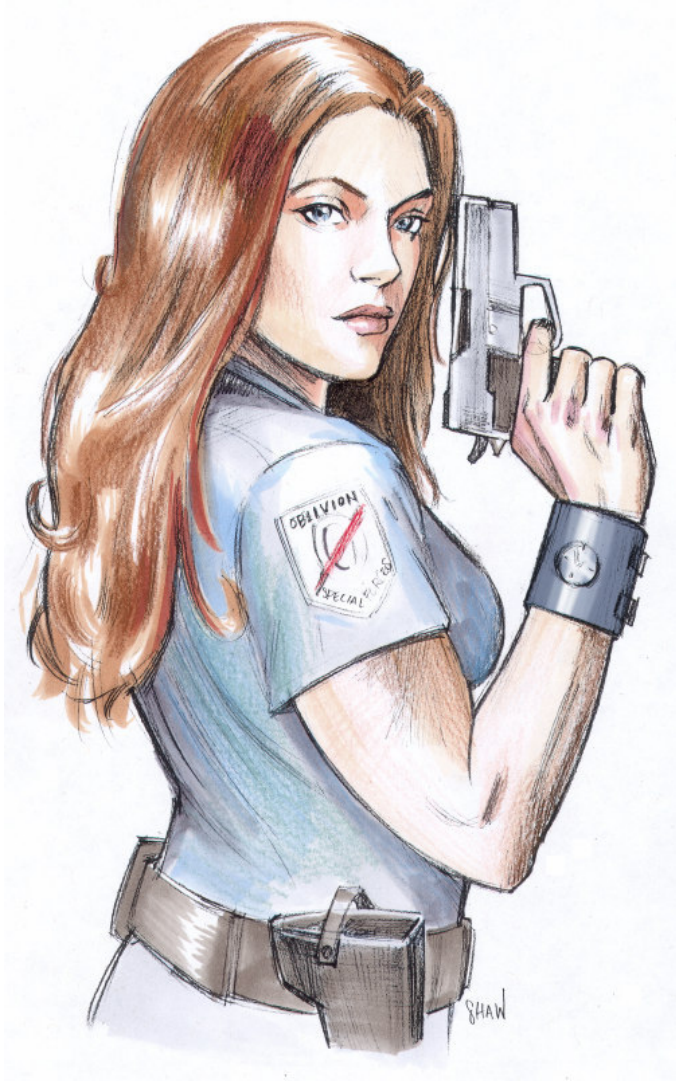
Power Points: 15

Powers: Armor, Burrow, Deflection



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Alicia "Genie" Jackson



Born the descendant of General "Stonewall" Jackson is something most genteel ladies shy away from, but not Alicia. Picking up the nickname of Genie as a feminine version of General somewhere along her third year at the Citadel, Alicia is a natural born leader. However, she lost her arm from friendly fire during Desert Storm and came back looking for new hope and direction. That's when the Agency stepped in and brought Alicia into the fold and replaced her arm with a mechanical prosthesis as good as her original.

Despite her cynicism at the Agency's overall purposes, she came aboard, figuring Oblivion could do with a little common horse sense.

Race: Human **XP:** 10

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

Skills: Fighting d6, Guts d6, Healing d6, Notice d4, Persuade d4, Shooting d10, Stealth d6

Charisma: +2; **Pace:** 4; **Parry:** 5; **Toughness:** 5

Hindrances: Doubting Thomas, Heroic, Loyal

Edges: Attractive, Trademark Weapon: Father's .357

Gear:

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Jacob "Magazine" Magellan

"Magazine" Magellan grew up in the Lower West Side of Manhattan, the youngest of five, who always wanted to go to college, but could never catch a break. He took up boxing at twenty and while not making enough to pay for tuition, he got in good enough shape to enter the Army where he fought in Desert Storm. Finally, at the age of 28, he got out and got a degree in Criminology and became an outstanding detective. His detective work uncovered a mole in his department that turned out to be none other than an Oblivion agent. The reward he got for his effort- an Agency position. He still talks with a heavy accent and, at 40, is believed to be one of the older field agents around, but who ever knows?



Race: Human **XP:** 10

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

Skills: Fighting d8, Notice d8, Intimidate d4, Investigation d8, Stealth d4, Shooting d6, Survival d6

Charisma: -4; **Pace:** 6; **Parry:** 5;

Toughness: 8

Hindrances: Mean, Ugly, Vengeful (Major)

Edges: Brawny, Tough as Nails, Improved Tough as Nails

Gear:

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Michelle "Lost Lotus" Ning

Originally a member of Unit 722, Michelle was imprisoned for desertion after showing up twenty-seven years late for work. Her reports of abduction went unnoticed by her superiors except for an Oblivion operative who validated her story and recruited her. Now, two years later, Michelle is ready to return to the field working for her new Agency.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d10

Skills: Fight d8, Guts d6, Notice d6, Repair d6, Shooting d8, Stealth d8, Track d6

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

Hindrances: Code of Honor, Loyal, Vengeful (Minor)

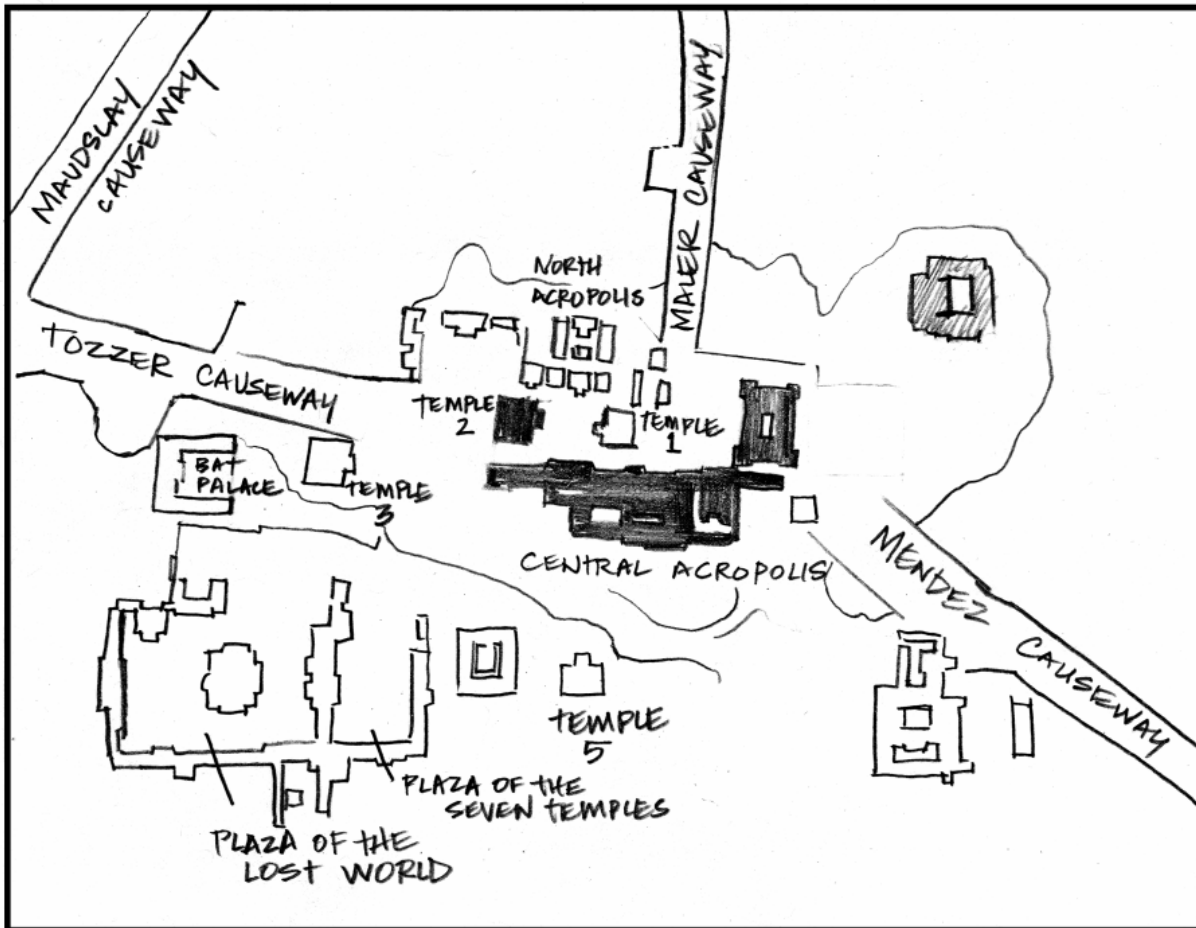
Edges: Dodge, McGyver, Improved Dodge

Gear:



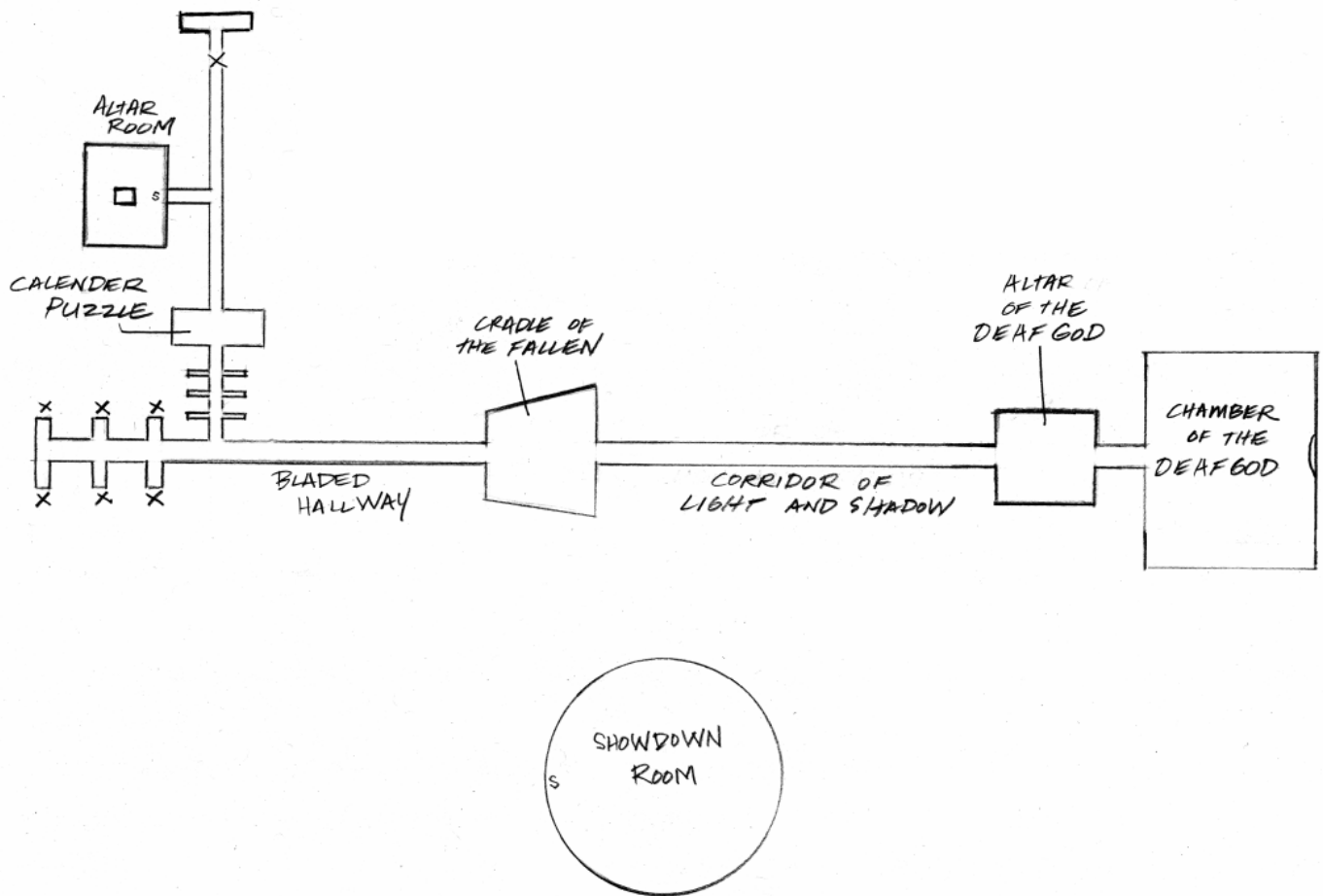
Agents of Oblivion: Starfall Jungle

OVERVIEW OF TIKAL RUINS



Agents of Oblivion: Starfall Jungle

TEMPLE DUNGEON MAP



Agents of Oblivion: Starfall Jungle

AFTERWORD

Greetings from Reality Blurs. We hope that you've had a wonderful time undertaking the first adventure for Agents of Oblivion™ and look forward to its unfolding development as much as we do. I came up with the nucleus of what I wanted Agents of Oblivion to be mid-2004 and began running this as a tournament adventure the first part of 2005. Theron Seckington came on board to flesh out this adventure while I focused on some of the Blur's other developing product lines. Well, finally, Starfall Jungle is out the door and I see it floating away as the tip of a very big iceberg.

We have big plans for Agents of Oblivion in the future and I promise not to leave you hanging. Already, Ed Wetterman of 12 to Midnight is scribbling furiously on another adventure for the Dark Operatives of Oblivion.

If you enjoyed this and are looking for something different, pick up Journey to Red Temple and visit our website for frequent news and updates on what's in the works!

Thanks for your patronage.

Sincerely,

Sean Preston
President, Reality Blurs



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an Iron Dynasty adventure

reality
blurs

Proper attire for an evening out
in Scatterpoint?



Top hat and Runeblade.