



Adventure



Dangerous Dealings and Marvelous Maidens

A Short Adventure for *Savage Worlds*

Introduction

Dangerous Dealings and Marvelous Maidens is an adventure for 3 to 5 players set in 1934 California. The classic movie serials of the 30's and 40's inspire this adventure. This isn't your epic, earth shaking type of adventure – no it's just the simple story of a megalomaniac bent on world domination and the innocent maiden who is ensnared in his web.

Since this is based on the serials, the story is told in chapters or episodes. The first two episodes are included in this issue and the rest will be in the next.

If you are going to be a character in this adventure, please go read another article in this fine magazine. The stuff below is FGMEO – For Game Master Eyes Only! You have been warned!

Note that this is a complete adventure on its own, but it is also part of a longer story line. What good serial would end without a cliffhanger?

Summary

Professor Alistair Gordon of Pacific Tech, a technical college just outside of Los Angeles, is scheduled to present his new invention at a conference in San Francisco. It is a rocket pack. There are many who are interested in the Professor's work, both good and bad. Of the later, the most notable is Dr Boskone. The doctor is in league with evil forces and plans to use the professor's invention to rule the world!

Dramatis Personae

Professor Alistair Gordon

Professor Alistair Gordon has taught aeronautics at Pacific Tech for seventeen years. He, and his good friend Dr. Bilderbeck, has spent the past few years working with rockets and jet propulsion. He has recently perfected a rocket pack that allows a man to fly without an airplane.

Wilma Deering

Wilma Deering was the daughter of Orin Deering, owner of Deering Aero Manufacturing. Orin was killed in a car accident ten years ago and Professor Gordon adopted Wilma. It was the least he could do for his old friend. Wilma, like her father, had a natural gift for aeronautics and she is currently working on her doctorate on rocket propulsion while assisting the Professor.

Dr Boskone

No one knows who Dr Boskone is or where he comes from. About two years ago, there was an explosion at a fertilizer plant that killed seven workers. A letter appeared in the Chicago Tribune claiming responsibility and warning that other plants would be destroyed unless a ransom of \$250,000 was paid to a numbered Swiss bank account. Dr Boskone signed the letter. After another explosion, the ransom was paid and Dr. Boskone was not heard from again.

Dr. Boskone has made an alliance with the Emir of Venus. The Venusians want to conquer Earth and use it's people as a slave labor force. When Earth is conquered, Dr. Boskone will rule for the Emir. Of course, the Doctor has other plans, and is just using the help of his Venusian allies to take over.

Detective Elliot Queen

Elliot Queen is a detective with the San Francisco Police Department (SFPD). He has been on the force for twelve years, working mostly homicide in and around the wharves. Last year he was promoted to sergeant and was moved to the downtown area. He usually gets involved only in high-profile cases. He is a chain smoker with a fondness for coffee with too much sugar and cream.

Grond

Grond is a close associate of Dr. Boskone. He is also a Minotaur. He is not too bright, but does have a low cunning. This, plus his stubbornness and "stick-to-itiveness" means that the Doctor often sends Grond off to do the unpleasant things that must be done. Grond is originally from Venus. Dr. Boskone's Venusian allies sent him to help the Dr with their plans to conquer the Earth.

Grond the Minotaur

Attributes: Agility d8, Smarts d6, Spirit: d8, Strength: d12+2, Vigor d12.

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d10, Throwing: d6.

Pace: 8, Parry: 7, Toughness: 11.

Gear: Leather Armor (+1), Colt M1911 (12/24/48, 2d6+1, AP1).

Special Abilities: Bite (STR), Fleet Foot (d10 for running), Gore (+4 to attack if charge at least 6"), Size (+2, 7'+ tall), Low Light Vision.

Episode 1: Train Ride to Terror

Location: Los Angeles Central Train Station, Platform 13.

Time: Friday, July 6 1934, 9:00 a.m.

Summary: The party is drawn into the machinations of the Evil Dr. Boskone.

Boarding the Bay Liner Express

The adventure begins at Los Angeles Central Train Station where the party is boarding the Bay Liner Express for San Francisco. All members of the party have first class tickets for compartment 5 on the first class car.

The train is set to leave Los Angeles at 9:20, so the party as a little time to knock around. It might be interesting to have each player describe why he is going to San Francisco. Use this as an opportunity for the players to introduce their characters.

The steam train is pulling four cars – a first-class, car a second-class car, a dining car, and a baggage care. The first class car has six compartments that seat six people comfortably. The second-class car has bench seating for sixty people and the dining car has stools and chairs to seat twenty-five.

There is one conductor in the first-class and the second-class cars as well as a cook and two waitresses in the dining car. The brakeman and his assistant are in the baggage car.

Inside the compartment are six large chairs, 3 on each bulkhead, with a package shelf above each. The door to the compartment is on the left and there is a large plate glass window looking out over the platform on the right. A hinged table is attached just under the window. See the diagram below for the layout of the car.

Compartment
Compartment
Compartment
Compartment
Compartment
Compartment
Compartment

The compartments are numbered 1 to 7 from top to bottom. There are 2 to 5 other passengers in each other compartment. Treat these folks and bystanders.

Two complimentary copies of the *San Francisco Tribune* are lying on seats. The front page of the paper has the following stories:

President Roosevelt to visit San Francisco on Tuesday to meet with the Foreign Minister of Siam. Ernst Rohm, leader of the SA, committed suicide on 1 July in a prison in Munich.

Professor Alistair Gordon is to unveil his new rocket pack today at the annual Aeronautical Engineering conference at the University of San Francisco auditorium.

As the conductor makes the final boarding call and the train whistle sounds, one of the characters by the window sees a striking young woman in a dark blue dress and yellow hat run up across the platform and get on board the first-class car. The character that notices is the one who makes the best *Notice* roll (TN 4, no modifiers).

As the train lurches into motion, the door to the player's compartment opens and in steps the woman. She is carrying a large and obviously heavy salesman's brief case. This is Wilma Deering, ward of Professor Alistair Gordon. She is taking some important papers to the professor in San Francisco. The professor forgot them when he left for the conference. Wilma received the phone call with just enough time to pack the case and make it to the train. Wilma is very friendly and very pretty. She is smart but she is also aware that smart girls are not popular, so she doesn't try to impress anyone.

she is a bit nervous about traveling alone to San Francisco, and is quite eager to talk. Wilma knows the following information, in addition to any small talk she may make. She won't divulge this information herself, but she will respond if questioned:

- Professor Gordon's rocket pack is a major breakthrough in both power and range. With a little training almost anyone can fly the rocket pack – and it is very fast (250 mph).
- The phone call this morning was not from the professor, but from one of the conference organizers. The organizer, who didn't give his name, said that the professor needed his notes and plans for the rocket pack for his presentation. And asked that Wilma bring them to the conference center in San Francisco.
- Before leaving for the conference, she overheard the professor talking on the phone to someone. He sounded angry and kept telling the other person that he could not help him, not for any amount of money, and if he continued to call, the professor would call the police. When Wilma asked about the call, the professor said that it was simply one of his students wanting a better grade – however Wilma didn't believe him.

Sometime during the trip, the conductor will come in to punch everyone's tickets. If the party has not gotten the information about the Professor and Wilma Deering, the conductor will notice her name on the ticket and ask about her father. The conductor is an airplane fanatic and builds models of them on the weekends.

The Attack on the Train

Location: Aboard the Bay Liner Express about an hour out of San Francisco.

Time: Friday, July 6 1934, 11:00 p.m.

Summary: Dr. Boskone makes his first move.

The trip from Los Angeles to San Francisco takes about three hours. After two hours, the train slows and stops. Soon afterward, the conductor comes by to say that a large hay wagon is blocking the track. The engineer and fireman are working with the farmer to clear the track. The train should start up shortly. Of course, the hay wagon is a diversion. Dr. Boskone has arranged it to stop the train and allow his associates to kidnap Wilma Deering and the plans to the rocket pack.

Shortly after the conductor leaves the compartment, there is a thump and the car shakes. Seven of Dr. Boskone's henchmen get on the car – three from the front and four from the rear. Their mission is to capture Wilma – and they won't be stopped by anyone in their way. Once she's grabbed, they will take her to a waiting car and speed away.

Boskone's Henchmen

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

Skills: Fighting d6, Guts d6, Shooting d6.

Pace: 6, **Parry:** 5, **Toughness:** 4.

Gear: Colt M1911 (12/24/48, 2d6+1, AP1).

Special Abilities: None.

The henchmen will first try and bully their way around, only resorting to shooting if they have to – or the party shoots first. The henchmen are not above taking hostages to secure what they want. If they can't get Wilma, they will, at least, take her case. Fight this encounter out using miniatures as described in the **Savage Worlds** rulebook. The action will take place on the rail car and, maybe, in the immediate surroundings.

After this fight, there are three possible outcomes:

- (1) The henchmen kidnap Wilma, with or without the plans.
- (2) The henchmen don't get Wilma but they do get the plans.
- (3) The henchmen fail to get Wilma and the plans.

In any event, the party doesn't have much choice but to ride the train on into San Francisco.

Episode 2: The Demon at Devil's Draw

Location: San Francisco Train Station, Platform 4,

Time: Friday, July 6 1934, 12:45 p.m.

Summary: The party confronts the minions of Dr Boskone in a ghost town where a shoot-out ensues.

Meeting Professor Gordon

When the train arrives in San Francisco, Detective Elliot Queen and six uniformed officers meet the party. Detective Queen says he wants to talk to the party and escorts them and Wilma (if present) to an office in back behind the ticketing windows.

The office has a single desk, four large filing cabinets, and enough chairs for everyone. There is a water cooler in one corner of the office, and a small window high on one wall – too small to climb out of. There is one door. Detective Queen says he needs to talk to the conductor and other passengers and will return. He leaves three officers – Jack, Reggie, and "Doc" – to guard the only door to the room. If the party needs anything, they can ask the officers.

Detective Queen is gone about fifteen minutes when the door opens, and an old man enters. This is Professor Gordon. What happens next depends on if Wilma was captured or not.

In either event, the professor will inform the party of the following items during the discussion:

- The professor has been in contact with the US Army for the beginning on this project. They have funded part of the research.
- The army is very interested in the rocket pack. There are other countries that also would be interested in it.
- In the last few weeks of testing, the professor has gotten calls from someone calling himself Doctor Boskone. This doctor says that there is a rich and powerful group of men who will pay good money for the rocket pack.

The professor has politely refused the offers but the calls have become more numerous and insistent.

Wilma was not captured.

If Wilma is with the party she will jump up and hug her guardian. He will quiet her and she will say that the party saved her from the attackers. During this discussion Wilma will say that she brought the plans that Professor Gordon requested. The professor will say he made no such arrangements.

Professor Gordon will thank the entire party and pledge to present their case to the police. He will also inquire about the men that attacked the train. He will be most interested if any one had mentioned "Doctor Boskone" or were interested in the plans to his rocket pack. Earlier today, the professor received a call from Doctor Boskone saying his ward escaped today but wouldn't be so lucky in the future if the professor didn't cooperate.

Wilma was captured.

If Wilma is not present, then Doctor Gordon will introduce himself and inquire about his ward. He will be most interested in hearing what happened on the train, in detail. He will ask questions about the attackers, if they mentioned "Doctor Boskone" or were interested in the rocket plans. Earlier today, the professor received a call from Doctor Boskone saying that he captured Wilma.

Dealing with the Police

After the important parts of the Professor story have been told to the party, Detective Queen will come into the room. Elliot does not know much about what is going on, but he knows that the people in First-class Compartment 5 on the Bay Liner Express were the ones who fought the bandits. He will tell the group that he has statements from the conductor and the other passengers of the first class car. Now he wants to talk to the people in this room.

Randomly select one of the party members that Detective Queen will ask to follow him to another office. As the Detective and the party member are leaving the room, Professor Queen interrupts and asks to speak with the Detective in the hall. Detective Queen agrees, and tells the party to wait as he and the professor step out of the room.

After about twenty minutes, the professor and the detective come back in the room. The professor has managed to convince the Detective that the party were just bystanders and all they did was help, or try to help depending on the outcome of episode 1, a lady in distress. Detective Queen knows that there's something else going on, but he doesn't know what. The detective also doesn't have enough evidence to hold any of the party members. However kidnapping or attempted kidnapping is a capital crime so the party is not to leave town. They are also to leave an address where they will be staying in San Francisco.

The Detective then lets the party go, and walks out of the room. The professor asks the party to hold on a minute while he goes to the office door. Once he's sure the police are gone, the professor says that Doctor Boskone wants to meet with him at midnight tonight at Devils' Draw, an abandoned mining town. The professor, after hearing how the party protected his ward, will ask that they accompany him to the meeting tonight, as Doctor Boskone said that the police were not to be involved. The professor does not want anyone else to get hurt – especially at his expense. He will want to cooperate with the demands of Doctor Boskone and emphatically does not want the police involved.

The Meeting

Location: Devil's Draw ghost town,

Time: Friday, July 6 1934, 11:00 p.m.

Summary: The party confronts the minions of Dr Boskone in a ghost town where a shoot-out ensues.

The party has plenty of time to prepare for the meeting – including scouting out the location or even laying a trap. Devil's Draw is about thirty-five miles northeast of Oakland in a mountainous wooded area. There are only five buildings still standing, and these have been overgrown by weeds and brush. They line on either side of a steep main street. At the end of this street are the old mine workings.

Andersen's Livery Stable. The first building on the right is the old livery stable. A fire gutted the insides some time ago and now the façade is all that remains. The second floor is gone.

Devil's Draw Saloon. The saloon is the largest of the six buildings, and the only one on the left side. The furnishings are still inside, though most are rotten. On the second floor there are four rooms that look out over the porch and the street.

Swenson's General Store. The second building on the right is a general store, and is in the same state of repair as the Saloon. There are two windows on the second floor that overlook the street.

Wells Fargo Office. This door to this building is locked, but all the windows have been broken out. Inside, an old safe sits with its door open. Close inspection will reveal that someone had tried to open the door by force. The rest of the office has been ransacked.

Jail. This single-story building has bars on all its windows. Inside, it is bare; all of its furnishings have been removed. The cells, however, are still intact.

Mine Workings. The Devil's Mine workings are in the same state as the rest of the town. When the mine played out, the mining company sealed it with two large iron doors set into the side of the hill. Unlike the rest of the town, some one is taking care of these doors. They have been cleaned up and their hinges oiled. A fresh lock has been placed on the doors.

Deployment of Doctor Boskone's Minions

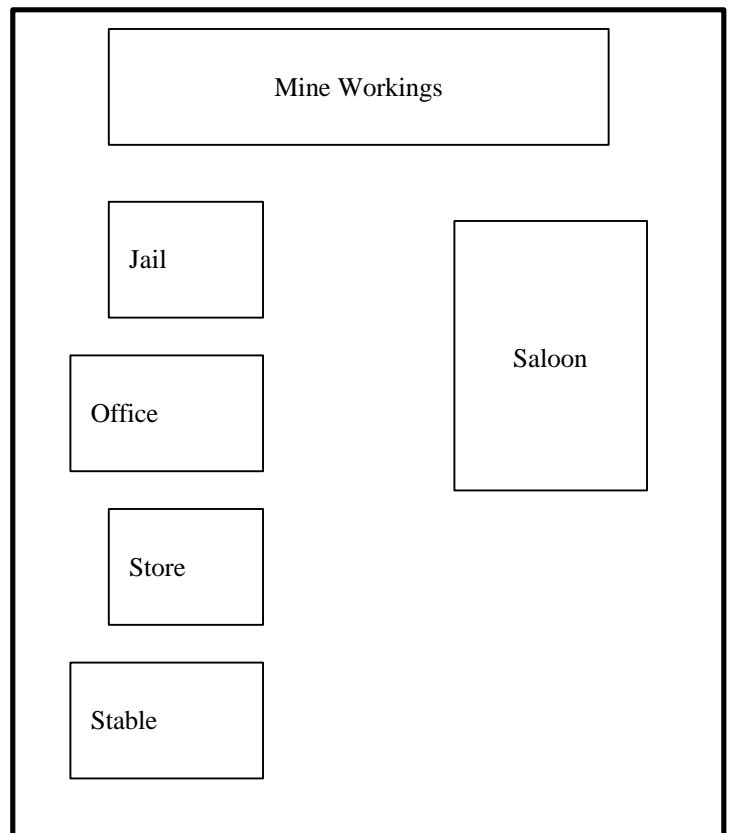
Dr. Boskone has sent Grond and seven henchmen to town to wait for the Professor. Just after dark, about 9:30 p.m., the minions and Grond will come out of the mine workings and deploy in the village. Adjust this accordingly if the party have already moved into the ghost town.

If Wilma was captured, Grond has locked her in one of the cells in the Jail. He is in the jail himself. He has positioned the rest of his men around the town. They are hidden in the buildings with a good view of the street.

Grond has been instructed to capture the Professor and bring him to Dr. Boskone. He will not engage the party directly but will try and sneak up on them and grab the Professor from behind. Grond will then make for the mine and will try to lose any pursuit in the underground tunnels. The dense vegetation around the edge of the town will allow him to surprise the party. The henchmen are meant to keep busy the obligatory police that accompany the Professor.

This part should be fought out on as a tabletop battle. I would definitely recommend using a large battlemat so that the whole town can be drawn on it. The Professor won't take part in the battle, he is a frail old man after all, and will probably hang as far back as he can.

The henchmen are all armed with rifles and are hidden. Remember that this fight is occurring in the dark of night!



Boskone's Henchmen

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

Skills: Fighting d6, Guts d6, Shooting d6.

Pace: 6, **Parry:** 5, **Toughness:** 4.

Gear: Colt M1911 (12/24/48, 2d6+1, AP1).

Special Abilities: None.

Aftermath

There are two general outcomes from this adventure:

- (1) Grond successfully spirits away the Professor. Things are bad, Dr. Boskone has what he needs to equip his forces with rocket packs!
- (2) Grond doesn't get the Professor. Dr. Boskone's plans have been set back, but he still has the blueprints for the rocket packs!

So what happens next? Be here next issue, loyal readers!



Adventure



Dangerous Dealings and Marvelous Maidens, Part 2 A Continuing Adventure for Savage Worlds

Introduction

Dangerous Dealings and Marvelous Maidens is an adventure for 3 to 5 players set in 1934 California. The classic movie serials of the 30's and 40's inspire this adventure. This isn't your epic, earth shaking type of adventure – no it's just the simple story of a megalomaniac bent on world domination and the innocent maiden who is ensnared in his web.

Since this is based on the serials, the story is told in chapters or episodes. The first two episodes are included in this issue and the rest will be in the next.

If you are going to be a character in this adventure, please go read another article in this fine magazine. The stuff below is FGMEO – For Game Master Eyes Only! You have been warned!

This is the second part of the adventure and does not stand on its own. The first part was published in the September 03 issue of Fictional Reality. You can download that adventure from the Fictional Reality website (<http://www.fictionalreality.org>).

Summary

Professor Alistair Gordon of Pacific Tech, a technical college just outside of Los Angeles, is scheduled to present his new invention at a conference in San Francisco. It is a rocket pack. There are many who are interested in the Professor's work, both good and bad. Of the later, the most notable is Dr. Boskone. The doctor is in league with evil forces and plans to use the professor's invention to rule the world!

Dramatis Personae

Professor Alistair Gordon

Professor Alistair Gordon has taught aeronautics at Pacific Tech for seventeen years. He, and his good friend Dr. Bilderbeck, has spent the past few years working with rockets and jet propulsion. He has recently perfected a rocket pack that allows a man to fly without an airplane.

Wilma Deering

Wilma Deering was the daughter of Orin Deering, owner of Deering Aero Manufacturing. Orin was killed in a car accident ten years ago and Professor Gordon adopted Wilma. It was the least he could do for his old friend. Wilma, like her father, had a natural gift for aeronautics and she is currently working on her doctorate on rocket propulsion while assisting the Professor.

Dr. Boskone

No one knows who Dr. Boskone is or where he comes from. About two years ago, there was an explosion at a fertilizer plant that killed seven workers. A letter appeared in the Chicago Tribune claiming responsibility and warning that other plants would be destroyed unless a ransom of \$250,000 was paid to a numbered Swiss bank account. Dr. Boskone signed the letter. After another explosion, the ransom was paid and Dr. Boskone was not heard from again.

Dr. Boskone has made an alliance with the Emir of Venus. The Venusians want to conquer Earth and use it's people as a slave labor force. When Earth is conquered, Dr. Boskone will rule for the Emir. Of course, the Doctor has other plans, and is just using the help of his Venusian allies to take over.

Detective Elliot Queen

Elliot Queen is a detective with the San Francisco Police Department (SFPD). He has been on the force for twelve years, working mostly homicide in and around the wharves. Last year he was promoted to sergeant and was moved to the downtown area. He usually gets involved only in high-profile cases. He is a chain smoker with a fondness for coffee with too much sugar and cream.

Grond

Grond is a close associate of Dr. Boskone. He is also a Minotaur. He is not too bright, but does have a low cunning. This, plus his stubbornness and "stick-to-itiveness" means that the Doctor often sends Grond off to do the unpleasant things that must be done. Grond is originally from Venus. Dr. Boskone's Venusian allies sent him to help the Dr with their plans to conquer the Earth.

Grond the Minotaur

Attributes: Agility d8, Smarts d6, Spirit: d8, Strength: d12+2, Vigor d12.
Skills: Fighting d10, Guts d12, Intimidation d12, Notice d10, Throwing d6.
Pace: 8, Parry: 7, Toughness: 11.
Gear: Leather Armor (+1), Colt M1911 (12/24/48, 2d6+1, AP1).
Special Abilities: Bite (STR), Fleet Foot (d10 for running), Gore (+4 to attack if charge at least 6"), Size (+2, 7" +tall), Low Light Vision.

The Story So Far...

The trip from Los Angeles to San Francisco aboard the Bay Liner express started out as normal on Friday, July 6, 1934. The party was enjoying a leisurely train ride to LA in the company of young and blonde Wilma Deering, when the train came to a stop. A farmer's truck had broken down while crossing the tracks. As the conductor and other train hands worked to move the cart, a group of heavies enter the train and try to kidnap Wilma. Our heroes prevent this, sending the surviving mooks fleeing into the nearby woods.

Arriving in Los Angeles, Detective Queen questions the party and they meet Professor Alistair Gordon. The professor is the guardian of Wilma. The professor is in town to present his rocket pack invention to a military conference. He has been receiving phone calls from a mysterious man named Dr. Boskone, who wants to buy the plans to the rocket pack. The professor has thus far refused, so Dr. Boskone turned to more persuasive means. He attempted to kidnap Wilma to force the professor to turn over his plans.

The professor thanks the party for their help in saving his daughter, and asks one more favor. Could they accompany him to a meeting with Dr. Boskone? The professor wants to end this madness and he wants to cooperate with this mysterious doctor.

The meeting is to be held tonight at an old mining ghost town in the hills above San Francisco. When the professor and the party arrive, the minions of Doctor Boskone jump them. The mooks are now lead by a giant Minotaur named Grond.

Episode 3: Descent into the Dark

Location: Devil's Draw ghost town

Time: Saturday, July 7 1934, 12:30 a.m.

Summary: The party follows the minions of Dr. Boskone into the old abandoned mine.

After the Battle

If the police weren't already at the scene, they will soon show up – along with an ambulance.

While the party is resting up, and getting any needed medical attention they need from the ambulance team, Detective Queen brings them up to date with what has happened while they were gone.

Detective Queen says shortly after the party left for the mining town, the professor's plans were stolen from the precinct station where they had been put for "safe keeping".

The desk sergeant and the few officers in the building at the time said they were attacked by a group of thugs who knocked them out with some kind of blue gas. When they woke up the professor's plans were gone.

The thugs did leave a note – it reads:

Dear flatfoots,
Sorry for the gas – a little headache is better than being shot, don't you think?
Have some donuts and coffee and you'll be just ducky!

Thanks for keeping the plans safe for me – but I need them now. Everything is falling into place – by the time you read this, my associate Grond will have the professor in his bovine clutches. He will then help me build my army of rocket men.

I will contact you shortly with my demands!

Dr. Boskone.

Detective Queen is confused by both the reference to Grond and bovine. He's also curious about these so called "rocket men". There are two possible outcomes of Episode 2. In either case, the party will need to follow Grond into the old abandoned mine.

Grond has kidnapped the Professor!

Despite the heroic actions of the party, Grond grabbed the professor and headed off into the workings of the old mine. With the professor and the plans, who knows what the evil Doctor can do? There is but one thing to do – go after him!

Grond didn't get the Professor!

The professor was saved – that's good. But the news of the plans is not. Obviously the Minotaur and the thugs are connected to Dr. Boskone in some way. The only way to find out what is going on is to follow them into the mine.

The professor will explain that "rocket men" is what he calls the soldiers who were to be equipped with his new rocket pack. He does say that if Dr. Boskone has the plans, he probably has the resources to equip his thugs with the rocket packs. If he does that, there's not much that can be done to stop him.

The professor is too tired to join the party, so he will ride back into town with the ambulance and Detective Queen. However, the detective will leave some of the SFPD here to help the party when they go into the mine.

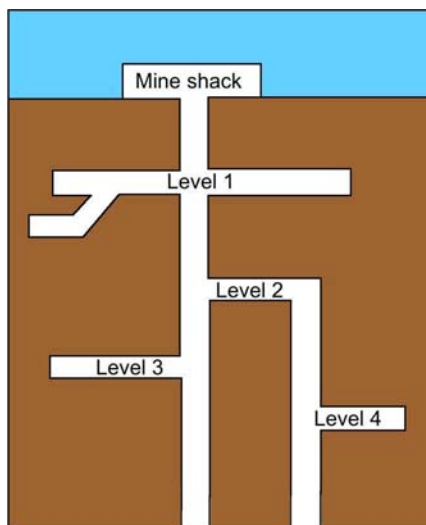
The Mine

This episode takes place in the mine workings. A depth view of the workings is shown. Each level is covered in detail in the following section.

Mine Shack

The mine shack is a large timber building with an iron beam frame. When the mine played out, the mining company sealed it with two large iron doors set into the side of the hill. Unlike the rest of the town, some one is taking care of these doors. They have been cleaned up and their hinges oiled. A fresh lock has been placed on the doors (TN +2 to pick the lock; TN +4 to break it).

2.



Inside the mine shack is years of accumulated debris. A thorough search will reveal almost any type of mining equipment, though it is worn and rusted. A quick search of the place will show that there have been lots of people moving between the doors the elevator workings. The party will also find 3 battery operated lanterns (with a 3-hour charge) and 6 helmets with lights (with a 2-hour charge).

A close search (TN+2) will reveal that there might be some non-human footprints in the dust, but nothing definite.

Like the doors, the elevator is in good condition. The workings have been cleaned up and oiled and appear to be working correctly. The controls look simple enough to operate (TN 4) though a failure will jam the elevator so it can't operate any more.

The elevator itself is a metal caged platform with a wooden slat floor that is lowered by a double set of cables. There is an up and a down button on the elevator itself as well as the outside control panel. The elevator fills the shaft with a 6" gap around the edge. One edge of the shaft has a ladder bolted to it that runs all the way down.

The elevator stops at Levels 1 through 3 and the top. There is a safety device that will stop the elevator from going any lower than Level 3. The ladder, however, goes on down to where the mine collapsed – about 400 yards below Level 3.

The elevator moves slowly – it takes it about 5 minutes to go between each level.

The current position of the elevator depends on how episode 2 turned out.

Grond has kidnapped the Professor!

After making his escape, Grond rode the elevator down to Level 2 and took the Professor to Level 4. Figuring he'll be followed, Grond has placed 3 guards on the elevator platform with shotguns. Since they are standing on the elevator, the guards will be ready for the party and will come up guns blazing. The party may be surprised.

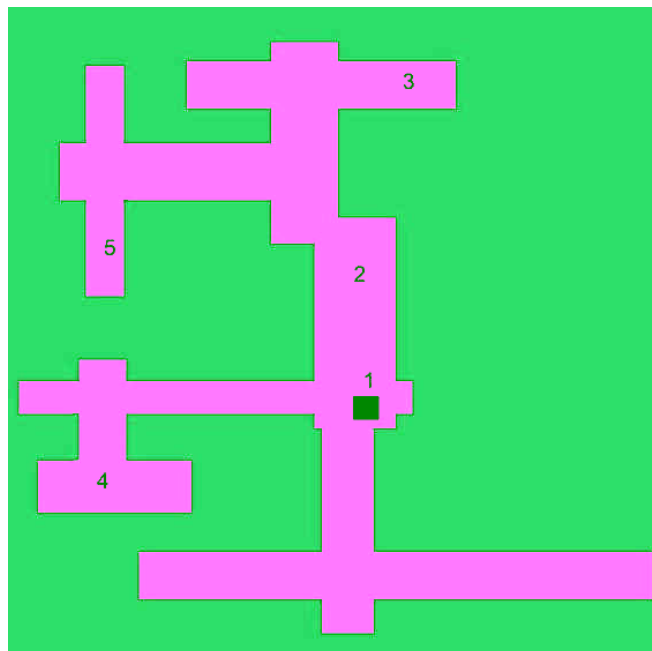
Grond didn't get the Professor!

After failing to get the professor, Grond headed back to his lair for orders. Grond has sent two henchmen with shotguns guard the shack. They will start the elevator coming up from Level 3 shortly after the party enters the shack.

Shotgun Henchmen

Attributes: Agility d4, Smarts d4, Spirit: d4, Strength: d4, Vigor d4.
Skills: Fighting d6, Guts d6, Shooting d6.
Pace: 6, Parry: 5, Toughness: 4.
Gear: Double-barreled 12 Ga. (12/24/48, 1-3d6, ROF 1-2, +2 to hit).
Special Abilities: None.

Due to the acoustics of the mine – and the noise made by the elevator, no one in the mine will hear any shooting that might occur.



Level One

The corridors and shafts of the mine are all rough-hewn and supported by timbers. Most of these are still sound and the whole mine is stable. Unless otherwise stated, the mine is dark. There are incandescent lights strung down all the corridors but most of them are turned off. The light controls are always next to the elevator shaft.

The corridors are at least wide enough for two men to comfortably walk abreast. The ceiling is averages 8' high. On Level One, the corridors are dry and dusty. The rails for the ore cars run down the center of these corridors. The packed earth deadens sound, so the place is very quite and it is hard to hear anything going on. This is a -2 modifier to all listen checks.

Individual points of interest are listed below.

1. **Elevator Shaft.** This is the elevator shaft that connects Level One with the other levels of the mine. The controls here are minimal – just a call button, which will summon the elevator to this floor, and a bank of five knife switches for the lights. The controls are in good working order. This area of the mine is lit by strings of incandescent bulbs. In addition, there is a red light by the elevator shaft that lights up when the elevator has stopped on this floor.
2. **Dining Area.** This lit area is where the miners used to break for lunch. There are five picnic tables here as well as two sinks with running water. There is also a portable toilet and boxes of supplies. The supplies are stacked such that they block line of site from the elevator to a group of men sitting at one of the tables. Four shotgun henchmen are currently sitting here playing poker and drinking beer. They are so absorbed in their game, that they won't notice the elevator light. Unless the party makes a very loud noise or some other ruckus, they will have surprise on these men.

Shotgun Henchmen

Attributes: Agility d4, Smarts d4, Spirit: d4, Strength: d4, Vigor d4.
Skills: Fighting d6, Guts d6, Shooting d6.
Pace: 6, Parry: 5, Toughness: 4.
Gear: Double-barreled 12 Ga. (12/24/48, 1-3d6, ROF 1-2, +2 to hit).
Special Abilities: None.

3. **Barracks.** This lit area has been made into a bunkhouse. There are ten wooden bunk beds lining the walls. At the end of each is a military style wooden footlocker. A close examination of one of the lockers will reveal newspaper clippings about Dr. Boskone's original caper. A second footlocker has a letter written by one of the henchmen to his girl, Sally, who lives in Tacoma. In the letter, the henchman (Sam) says that his current job at the mine is good, but he's got something on the side that will turn out to make lots of money so they can get married. The letter closes with a cryptic note telling Sally to listen to the radio for big news from California. A third footlocker has a large envelope with some newspaper clippings in them. The newspaper clippings tell of a successful bank robbery in Amarillo, Texas, about four weeks ago. Certain parts of the articles have been underlined.
4. **Lower Corridor.** This unlit area is accessible by a corridor that slopes down rapidly. It is about 15 feet below the level of the floor. Shortly after the party enters this area, they feel a rumbling. Quickly the ground starts shaking and dust and small rocks fall from the ceiling. Before they can move, a Giant Cave Worm (see page 130 of the Savage Worlds rulebook) erupts from the wall just opposite the party.

Giant Cave Worm

Attributes: Agility d4, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12.
Skills: Fighting d6, Guts d8, Notice d10, Stealth d10.
Pace: 6, Parry: 5, Toughness: 22.
Gear: None.
Special Abilities: Armor +4, Bite: Str +3, Burrow 20", Huge +4 to Fight or Shoot the Cave Worm, Size +10, Slam 4d6 damage.

Treasure Stash. There is treasure hidden in this unlit portion of the mine. One of the henchmen robbed a bank in Amarillo before joining Dr. Boskone. He slipped his stolen money into the mine with him and hid it here in a small crack in the wall. There are seventeen Federal Reserve bags full of money (\$10,450) stashed here. They are visible because one of the bags has torn open and the cash has spilled out. Close examination of the bag will reveal that insects have eaten it.

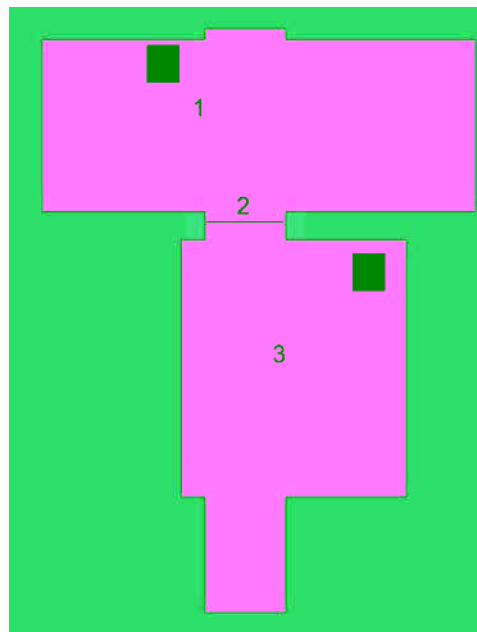
Anyone trying to reach the moneybags will be attacked by a swarm of scorpions (see page 134 of the Savage Worlds rulebook).

Level Two

The environment on Level 2 is like that of Level 1, dark and quiet. However, there is a strange, musty smell that permeates the entire level.

Unless otherwise stated, the mine is dark. There are incandescent lights strung down all the corridors but most of them are turned off. The light controls are always next to the elevator shaft.

The corridors are at least wide enough



for two men to comfortably walk abreast. The ceiling is averages 8' high. On Level One, the corridors are dry and dusty. The rails for the ore cars run down the center of these corridors.

The packed earth deadens sound, so the place is very quite and it is hard to hear anything going on. This is a -2 modifier to all listen checks. Individual points of interest are listed below.

1. **Elevator Shaft.** This is the elevator shaft that connects Level Two with other levels of the mine. The controls here are minimal – just a call button, which will summon the elevator to this floor, and a bank of five knife switches for the lights. The controls are in good working order. This area of the mine is dark. There is a red light by the elevator shaft that lights up when the elevator has stopped on this floor. This area appears to have once been a storage area. Lots of debris and rocks lie around, but there is nothing of value.
- To the south, there are some small points of light.
2. **Metal Doors.** A double set of doors has been set into the wall and fills most of the opening. Some light leaks through near the hinges and this is visible at the elevator. These doors are made from an oily looking silver metal. They are very smooth and cold to the touch. They are made of Venusium, a metal from the planet Venus. Venusium is impervious to heat, cold, and bullets. It can only be forged in the great heat of the Venusian volcanoes. There is a great latch in the center of the door that, when lifted, will allow the left-hand door to be opened. The latch is trapped (TN +2 to notice in the dark). Anyone opening the door will take 1d6 electrical damage.
3. **Second Elevator.** On the other side of the door is a well-lit room and another elevator shaft. Between the door and the elevator are two automatons – Death Robots of Venus! The Robots are programmed to kill any human that comes through the doors. They will fight to the death.

Death Robots of Venus

Attributes: Agility d6, Smarts d4, Spirit: d6, Strength: d8, Vigor d8.
Skills: Fighting d6, Shootng d6, Guts d8, Notice d6, Stealth d6, Throwing d6.
Pace: 6, Parry: 5, Toughness: 8
Gear: Armored skin +2, bladed arm (Str +2), gun arm (12/24/48, 2d6 +1, ROF 1, Shots 5, AP 1).
Special Abilities: Flamethrower: the Robots of Death are fitted with a single use Flamethrower where their mouths should be. (Cone template, 2d10, ROF 1, Minim STR d6, Ignores Armor)

Behind the Robots is a second elevator. The mechanism is the same as the elevator in the other room; however, this one is made of Venusium and uses magnetic force rather than cables to go up and down. The operation of the elevator is the same as the other.

The sound of heavy machinery echoes up the elevator shaft.

Level Three

There is no map for Level Three as it is entirely a red herring. If the party goes to this level, they are off-course. Make up the layout as they move along. There are no encounters here, so after awhile they'll get bored and go back to Level 2.

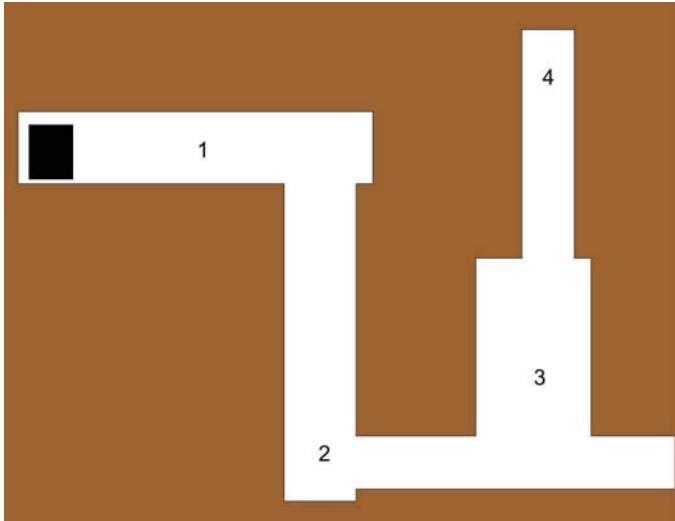
There are no lights on this level. Hopefully they won't use up all of the batteries on their lamps.

Level Four

The corridors of Level Four are glass smooth with no visible supports. They appear to have been melted into a tube shape.

The entire level is bathed in a slightly greenish light from a strip in the center of the ceiling. The corridors are at wide enough for three men to comfortably walk abreast. The ceiling is 8' high. The sound of machinery is almost deafening – the players will have to shout to be heard.

Individual points of interest are listed below.



1. Guards. Two more Death Robots are stationed at the bottom of the elevator shaft. Their orders are to kill any human that gets off the elevator platform without saying the correct Venusian password.

Death Robots of Venus

Attributes: Agility d6, Smarts d4, Spirit: d6, Strength: d8, Vigor d8.
Skills: Fighting d6, Shooting d6, Guts d8, Notice d6, Stealth d6, Throwing d6.
Pace: 6, Parry: 5, Toughness: 8
Gear: Armored skin +2, bladed arm (Str +2), gun arm (12/24/48, 2d6 +1, ROF 1, Shots 5, AP 1).
Special Abilities: Flamethrower: the Robots of Death are fitted with a single use Flamethrower where their mouths should be. (Cone template, 2d10, ROF 1, Minim STR d6, Ignores Armor)

2. More Guards. At the south end of the hall are more guards – but these are Murder-bots – an upgraded Death Robot. These Robots will open fire on any non-Venusian that enters this corridor.

Murder-bots of Venus

Attributes: Agility d8, Smarts d4, Spirit: d6, Strength: d8, Vigor d8.
Skills: Fighting d6, Shooting d6, Guts d8, Notice d6, Stealth d6, Throwing d6.
Pace: 6, Parry: 5, Toughness: 8
Gear: Armored skin +1, gun arm (12/24/48, 2d8 +1, ROF 3, Shots 30, AP 2).
Special Abilities: Scope: the Murder-bots are fitted with telescopic eyes which act as a gun site (+1 to shooting).

Just past the Murder-bot, there is a shimmering golden field. Close inspection will reveal two figures on the other side – one human-shaped and one Minotaur! This force field can easily be moved through – it is mainly a sound-damping field. On the other side, all is quiet.

3. Dr. Boskone! This room is lavishly furnished as a throne room. At the north end is a large, ornately carved throne. On this throne sits a tall, thin man in red and gold robes. He is wearing a golden skullcap and sports a beard like Fu Manchu. Yes, this is Dr. Boskone! Behind the throne is a large, elaborate tapestry. Standing on either side of Dr. Boskone are two more Murder-bots.

Standing at the south end of the room is Grond. If he successfully captured the Professor in the last adventure, then Professor Gordon will be handcuffed and standing next to the Minotaur. If the professor had escaped, then there will be a Death Robot next to Grond.

When the party enters, Dr. Boskone will make some appropriate villain speech – something along the lines of:

“Foolish men! You think you’ve captured Dr. Boskone? I may not have the rocket packs, but you don’t have me either! Grond! Kill them all!”

This is your chance to ham it up – Dr. Boskone is every pulp villain all rolled into one and his farewell speech should be over the top! Before the party can do anything, Dr. Boskone will disappear behind the tapestry, and the robots and Grond will attack!

4. Escape! As the party comes through the tapestry, they see Dr. Boskone step into a column of shimmering light – a transmat beam. As he fades from site, all you can hear is his laughing voice taunting you.

You may have won for the moment, but you have not heard the last of Dr. Boskone! Piled against the wall are many uncompleted rocket packs. Obviously Dr. Boskone was unable to get them working in time.

Explosions

As all good pulp stories end with a frantic rush out of the bad guys hide out, so should this one.

Give the party a few minutes to look around after defeating Grond – or after they see the Doctor disappear. Then tell them they feel the whole mine shake. When the Doctor left, he started the self-destruct mechanism!

It will take a little time to collapse the entire mine, but if the party waits too long, they'll be crushed. Keep the pressure up on the party – have stones and timbers come crashing down around them. If there are any police officers with the party, have one or two crushed in the debris.

Anyway, once the party has escaped the mine, have the entire thing collapse, with the mine shack falling down on top of everything – obliterating all the evidence of the Venusians and Dr. Boskone's evil plan.

Aftermath

The next day, as the players are reading of their adventures in the paper, one of them comes upon the following in the classified ads:

To the Heroes,

You foiled my plans today, but there is always tomorrow. My allies on Venus are already sending reinforcements. We will meet again, and next time you won't be so lucky!

Dr. Boskone

Cue the theme song and credits! This adventure's a wrap. However, Dr. Boskone is still out there – and the Venusians are more determined than ever. What will happen next? That, my friend, is up to you to write!