



# SNOW IN SAGUARO

BY IAN F. WHITE

A One-Sheet Adventure for *Titan Effect* RPG

## BACKSTORY

Six months ago, The Olympians stole the prototype of a psychic device designed by the Directorate. They sent the prototype to one of their secret facilities in Saguaro National Park, Arizona and asked Dr. Terrence Allen, his wife Cora and their team of experts to study it. They quickly discovered that the device was designed to amplify psychic powers.

However, one of the research team members, named Mitch Davis, was a mole working for the Directorate. Davis' orders were to retrieve all the data and sabotage the device. Terrence and Cora surprised Davis while he was trying to sabotage the psi-magnifier. Things quickly escalated, and Davis attacked Terrence, accidentally activating the psi-magnifier. The device triggered Cora's latent cryokinetic abilities. Unable to control her powers, she unleashed a powerful ice blast, accidentally killing her husband.

Losing her sanity, Cora went on a murder spree, killing everyone in sight. Davis, who barely escaped Cora's fury, managed to send a distress signal to the Directorate, which sent a team of Akulin contractors.

## BRIEFING

A comatose psychic in custody of the SPEAR, Adam Aldritch has suddenly awakened from his coma, panicking and incoherent. The only thing handlers could get from him was a series of numbers that seem to be coordinates for a secret facility in Saguaro National Park.

Coincidentally, (or not), news reports show an unusual snowstorm in the area.

The operatives receive the mission to infiltrate the facility and discover what is causing this storm.

## LOADOUT

Standard EP points, will have to fit onto a six-seater chopper. **Requisition (free):** cold weather gear and breathing equipment.

## THE HURRICANE

The facility is at the dead centre of a freezing 10-mile wide hurricane, created by Cora's amplified abilities. It is fierce enough to ground any choppers. The snow is thick and will slow down any progress by land. Electronics and fuel will be useless after one hour in the storm.

The operatives will see the hurricane from miles away as they approach. With a successful Smarts check, they will be able to tell that it is unnaturally ebbing and flowing in size.

At the centre of the storm is a quarter-mile area of calm. The noise of the hurricane suddenly abates leaving a deathly quiet.

## EXPOSURE

The PCs will have to hike for three hours through a snowstorm carrying all of their gear.

They will be faced with horrendous sub-zero conditions, encountering frozen flora and fauna half-buried in the snow.

Use the Cold Hazard rules in *Savage Words* core rules, with a roll every hour; a successful Survival roll gives a +1 on all team members' Vigor rolls (+2 on a raise).

## FIRST ENCOUNTERS

The characters will encounter a perimeter fence before they exit the storm, which they can either breach or follow around to the gates and sentry point.

At the sentry point, they will find two guards and a scientist huddled together in a corner of the small building. They appear to have frozen to death.

If they breach the fence, they soon find another scientist lying in the snow.

## THE FACILITY

The facility is located on the edge of the desert in the Mica mountain range. The terrain is not normally as harsh as the rest of the park and one can find trees, grassland and larger animals such as wolves and bears.

A number of small out-buildings scatter the area, around a central concrete building which houses the entrance to the underground laboratories – and the Psi-magnifier.

Bodies of guards and other personnel lie around the area. They have either died from multiple lacerations or frozen to death.

A Notice roll allows the operatives to spot fresh footprints (the "rescue team") leading into the central concrete building. A sentinel operator watches the entrance, forcing the operatives to find a way to neutralize him.

Inside the facility, the Akulin contractors (one per PC, plus their leader) are searching for Davis. If they detect the operatives, they will engage them to make sure there are no witnesses. Any firefight or explosions will attract Cora who is roaming the facility looking for Davis.

## DOUBLE AGENT

Mitch Davis is hiding in the infirmary. He is genuinely close to death when the characters find him. He lost a lot of blood due to an ice shard stuck in his stomach and will eventually die if he's not stabilized (Healing roll).

Davis rambles and thinks the PCs are part of the "rescue team"

(whom he called) as he mutters and mumbles about “her” (Cora). When he regains his senses, he will impart as little information and try to buy some time.

He has a secret compartment in the heel of his shoe which contains a flash-drive crammed with stolen data on the psi-magnifier (Notice roll at -4 to detect it). If it looks like the operatives are going to find it, he will try to alert the contractors.

## THE PSI-MAGNIFIER

The psi-magnifier is inside a big control room, with computers and all kinds of electronic devices. The psi-magnifier itself looks like a full desk of control panels connected to a sphere inside which the psychic sits.

It is also encased in a foot-thick coating of ice (as is everything in the labs—courtesy of Cora).

It will take about five minutes work with an axe to clear away the control panel and turn the thing off—requiring a Repair skill roll at -2 (no roll required if they have Davis with them).

Staying near the machine is painful for psychics. For every minute he spends near the device, an operative needs to make a Vigor roll or suffer a level of Fatigue.

Davis can also tell the operatives it has its own internal power source which will keep it running for about another two days. However, it is unstable and will explode in about 6 hours anyway, after sufficient warning signs.

## THE BOMB

Akulin contractors’ orders are to recover Davis or his flash-drive and to destroy the facility, with the psi-magnifier. The contractor’s leader, Sergei Gustiko, has planted and hidden a bomb inside the psi-magnifier control room. Finding the bomb requires a Notice roll at -4. The moment they find the bomb, the operatives will have 5 minutes to disarm it or escape the facility. Disarming the bomb requires them to use the **Dramatic Tasks** system (see Savage Worlds core rules) with the skill Knowledge (Demolition). A roll of “1” on the skill die speeds up the timer by one minute (it takes two minutes to escape the blast radius).

The explosion will result in the total destruction of the underground labs. Everyone inside will take 4d10 damage and those who survive will have to dig through rubble to get out.

## EPILOGUE

The mission is completed once the psi-magnifier is shut down (one way or another) and the data recovered. Whether the operatives turn off the device or destroy it, Cora will lapse into a coma. What they do with her will be up to them, but she could return eventually, either to help the operatives to thank them for their help or to seek revenge.

## NPCS

### AKULIN OPERATORS

Gustiko and his men are Akulin mercenaries. Their rank in the PMC is not high enough to know who their bosses really are.

Use Private military contractor for Akulin contractors. Treat Gustiko as a Wild Card. Replace their gear with the following equipment: AK-15 (7.62, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2), arctic survival gear, Makarov PM (9x18mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1), subvocal commlink.

### MITCH DAVIS

He will surrender if threatened (or try to run and hide if Cora sees him). If taken back to HQ, he will tell all and reveal the name of his contact in the Directorate.

Use Spook stats, page 104 of *Titan Effect RPG*.

### DR. CORA ALLEN

Cora is the sister of Adam Aldritch, the comatose psychic. She considers Davis responsible for the death of her husband and is currently seeking him out for vengeance. Anyone who protects Davis will also be subject to her fury. Cora is also connected psychically to the psi-magnifier—any attempt to shut it down or destroy it will make her go after the operatives to stop them.

Her flesh, hair and eyes are snow-white. She can still sense and communicate, but her voice sounds like shards of ice falling upon steel.

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

**Skills:** Fighting d4, Notice d6, Persuasion d6, Knowledge (Science) d10, Repair d8, Shooting d6, Stealth d4

**Cha:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** Vengeful (Major).

**Edges:** Arcane Background (Super Powers)

**Special Abilities:**

- **Ice Storm:** The psi-magnifier has amplified Cora’s ability to generate ice storms at any distance with a diameter of 10 miles. The storm only dissipates if Cora is killed or unconscious.

- **Immunity:** Cora is completely immune to cold and ice attacks or effects.

**Super Powers (Psychokinesis—Cryokinesis):**

- **Armor +4 (4):** Hardy. Requires Activation. (Ice armor).
- **Attack, Ranged (11):** Range 12/24/48, Damage 3d6, RoF 3, AP 2, Lethal. (Ice shards).
- **Matter Control (6):** Ice. Level 3, Strength d12+1.
- **Storm (5):** Downpour, Gale Force. (Ice storm).



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