

Adventure: *London Fogs* **Period:** *Victorian 1880s-1900s* **Genre:** *Victorian Sci-fi*

Background: It is the spring of 1889 and London is beset by a plague of disappearances near the riverfront. Rumors of a “Demon of Fog” are being played up by the press and passed off by the police as wild rumors. Scotland Yard was unhappy that no sign of ransom, abduction for slavery, or bodies of victims had been found. None of the victims had anything in common other than being last seen in the riverfront area. Because of this atmosphere of fear, London is downright scary (-1 to Guts rolls). Beginning players can either be English natives or visitors from other nations in for their own personal reasons.

Setting: Originally designed as an introduction to *Savage Worlds* and the *Space 1889* Victorian age science fiction adventuring, this adventure can be used without the *Space 1889* background. Just ignore any references to travel to the other worlds of our solar system and play it as a Victorian Pulp setting. Players should be humans and the Arcane Backgrounds should be limited to *Weird Science* unless the GM says otherwise.

Available weapons in town are limited to concealable types such as: Brass Knuckles or Knives (Strength +1 damage), Derringer (Range 4/8/16, Damage 2d6+1, ROF 2, Shots 2, AP1), Sword Cane (Strength +1 damage), or light revolver (Range 8/16/32, Damage 2d6-1, ROF 1, Shots 6, AP1). All other weapons, including bulky inventions, would be back at the players’ hotel.

Scene One: *A Thump in the Night.*

The players, either as a group or individually, are having a pint at a local pub near the riverfront called “Freddie’s Chips.” The pub is almost deserted at this time in the evening due to the disappearances of late. The barkeep, Fredrick Morehouse, his barmaid, Sally Field, and a few dockworkers are the only other occupants of the pub when a loud “Thump” shakes the building.

If the players dash out the back door, toward the sound, they find themselves in pea-soup fog in the kind of silence only a dense fog can generate. Somewhere toward the right is a low whistling sound and the low grinding of gears. If the move toward the sound they feel the ground shake slightly and then another “Thump” shakes the ground even more about 30 feet (10” pace) ahead. The players can see a shape, about the size of a carriage without horses or hood, just at the edge of their vision. A voice cries out from beyond the shape, “What the bloody ..!” and then a low whipping sound can be heard. Everyone seeing the Frog roll a Guts check (-1) [*At this point an encounter begins so draw cards.*]

The Fog limits all vision to 10”. To move to targets outside that range a successful Notice roll (TN 4 +1 per 3”>16” from the character) must be made. The riverfront area is only 12” from the backs of the row houses to the edge of the river. The length ranges between 120” to 240” from alley to alley. Should any player move to the riverfront edge have him roll a Notice roll (TN 4) to spot the edge of a flat river barge floating parallel to the river and 8” to 10” away from shore. Within 8” the players can see details, like the shape is a black frog with its’ “tongue” wrapped around a patrolling bobby (policeman).

The Frog: Weird Science transportation device. Can jump between 8" to 18" (2d6+6") with steam piston legs every other round. Two wicked looking horns on the end of each "knee" disguise steam vents. Jumps can be less than the maximum distance if the driver rolls a successful drive roll. It can clear obstacles up to 9" (27 feet) in height (half the distance it jumps). It weighs 3,000 lbs empty and can transport up to 1500 pounds of weight. It has room for 4 passengers: (Driver, Gunner, and 2 Engineers). The Driver and Gunner can see out through the frog's "eyes" and a hatch on the gunner's side allows for exit and entrance. The mouth holds the "grabber," a metal lash encased in rubber that can reach 12" and still encircle a target (Agility to avoid the grab). The gunner can either capture the target and drag it into the Frog's mouth (2 rounds) or crush the life out of the target (Damage 4d6 per round with crushing force (ignore armor)).

Statistics: *Acc/Top Speed:* 2d6+6 every other turn. *Toughness:* 18 (6 armor). *Crew:* 2 minimum, 4 maximum. *Cost:* 300 pounds sterling (£). *Notes:* Night Vision = Infra-vision, Fixed Gun (Forward only). *Weapon:* Grabber: Range: 3/6/12, Damage: Grab (Agility to avoid, TN = hit roll) then drag in mouth to capture or crush for 4d6 damage, ignore armor), *ROF:* 1, *Cost:* 45 pounds sterling (£), (vehicle mounted only, Weird Science). *Special Note:* If the steam vents are blocked the excess steam will build up in the boiler and cause the Frog to explode in 2d6 rounds unless shut down. The Frog could also jump on a target inflicting crushing damage (1d6/5" moved + 2d6+(18-target toughness) for the weight of the vehicle). You can avoid with an Agility roll.

Crew: (none are wild cards, all are human males):

Driver: Abilities: Strength d6, Agility d6, Vigor d6, Smarts d6, Spirit d6.
Pace: 6, Parry: 5, Toughness: 5, Gear: Heavy Revolver, knife.
Skills: Fighting d6, Driving d8, Guts d6, Shooting d6, and Weird Science d8
Edges: Ace (+2 to Driving, Weird Science skill only used to start Frog)

Gunner: Abilities: Strength d6, Agility d6, Vigor d6, Smarts d6, Spirit d6.
Pace: 6, Parry: 5, Toughness: 5, Gear: Heavy Revolver, knife.
Skills: Fighting d6, Shooting d8, Guts d6, Notice d6, and Weird Science d8
Edges: Alertness (+2 to notice)

Engineers: Abilities: Strength d6, Agility d6, Vigor d6, Smarts d6, Spirit d6.
Pace: 6, Parry: 5, Toughness: 6, Gear: Light Revolver, Crescent Wrench.
Skills: Fighting d8, Repair d8, Guts d6, Shooting d6, and Weird Science d6.
Edges: Brawny

The Frog's crew is interested in causing a disappearance of a member of the police but the crew has orders to avoid their own capture. To ensure this, the Frog has been secretly (to the crew) fitted with a self-destruct device that will blow the Frog to smithereens if it is disabled or does not move in some way for over five minutes. It can be shut down with a special key held by Lamont. Anyone inside will be killed but those outside can roll an Agility check to avoid the 4d6 damage (large blast area marker). Anyone captured by the grabber can be freed before they are pulled into the mouth by overcoming the Strength of the grabber tongue. This Strength is d12+4. Anyone grabbed can oppose being pulled in and try to escape by an opposed Strength test. Anyone helping can add two to the captured players roll for every Strength success and raise they make.

The River Barge: A steam powered flat bottom riverboat used to haul heavy loads. The bridge-house holds a Captain and a Boiler-man. On deck are 2 crewmen per player. The crew are simple thugs paid to cover the contraption when it comes back on board with a tarp and empty crates. The leader of this group is a cloaked man with a French accent known only as Lamont (the only wild card).

Boat Statistics: ACC/Top Speed: 2/18. Toughness: 12 (2 points armor for superstructure); Crew: 2 (Captain & Boiler-man); Cost: 10 pounds sterling (£). Notes: Carry capacity: 8000 pounds. No weapons.

Captain: Abilities: Strength d6, Agility d6, Vigor d6, Smarts d6, Spirit d6
Pace: 6; Parry: 6; Toughness: 5; Gear: Heavy Revolver, knife.
Skills: Fighting d8, Boating d8, Guts d6, Notice d8, and Shooting d4.
Edges: Ace (+2 to boating skill), Command
Hindrances: Greedy

Boiler-man: Abilities: Strength d8, Agility d6, Vigor d6, Smarts d4, Spirit d6
Pace: 6; Parry: 7; Toughness: 6; Gear: Shotgun, crescent wrench.
Skills: Fighting d8, Repair d8, Guts d6, Notice d4, and Shooting d4.
Edges: Brawny

Crewmen: Abilities: Strength d8, Agility d6, Vigor d6, Smarts d4, Spirit d6
Pace: 6; Parry: 6; Toughness: 6; Gear: club, knife.
Skills: Fighting d6, Boating d6, Guts d6, Notice d6, Stealth d6 and Throwing d6.
Edges: Brawny

Lamont: Abilities: Strength d6, Agility d8, Vigor d6, Smarts d6, Spirit d6
Pace: 6; Parry: 7; Toughness: 5; Gear: Light Revolver, sword cane, odd key and a rocket pack (d8 for reliability).
Skills: Fighting d10, Shooting d10, Guts d8, Notice d6, Stealth d6, and Tactics d6
Edges: First Strike, Quick, and Ambidextrous.
Hindrances: Bloodthirsty, Greedy (Seasoned Wild Card, xp 20)
Note: Lamont will escape using an experimental rocket pack that will carry him, if it works, to the opposite side of the river in one round as soon as more than ½ the crew are down.

Lamont is under orders, by a person he only knows as “The Artificer,” to test the Frog’s capabilities as a terror device. He is paid well and given wide latitude in the testing. When Lamont discovered that the rumors of some kind of Frog creature were drawing off the police manpower down to the side of the riverfront where the Frog had been making the disappearances happen, he saw an opportunity. *Spencer Jewels* is located near the riverfront, but not on the side he has been showing the Frog. Lamont plans to abduct a member of the police force to draw the full effort of the police to the side of the river he is terrorizing. The next night he plans to strike again, letting the Frog hit one side of the river in a noisy romp and run, while he quietly loots the jewelry establishment on the other side. Of course if the players capture/destroy the Frog or discover the river barge is the Frog’s escape device, his personal side plan for riches is bugged, and he will blame the players.

If captured, Lamont's knowledge of the Artificer is limited but he is willing to trade what he knows for leniency. What Lamont knows is:

- 1) Orders: He gets his orders through his hotel's, The Bartley House, message box. The messages all have a watermark that he has not been able to duplicate. A new message arrives about once a week. He is due for a new message in two days.
- 2) Disappearances: He delivered the missing people to a Warehouse on Shipley Street. They were alive when he last saw them. Large men in overcoats, caps with scarves wrapped around their faces and wearing gloves took them.
- 3) Why? He doesn't know why the Artificer is interested in testing the vehicle here.

If Lamont is turned over to the police he claims no knowledge of anything and relies on his wealth and lawyers (solicitors) to get him off. He is likely to claim it was the player characters behind everything and he was just trying to stop them. Lamont is new to London and does not have a record here. He does have a record in Paris.

If Lamont escapes, pursuing characters have a good chance to discover his discarded rocket pack hidden in his cloak under some crates near where he landed (successful Notice or Tracking roll, -1/6 hours). He inadvertently forgot to remove his hotel's package of matches from an inner pocket of the cloak.

If Lamont is tracked to the hotel the players should discover some background about a Frenchman named Lamont living here. Lamont will check out from the hotel and leave London about 2 hours after he returns if he fled the scene or believes any of his minions were captured. He will leave a message in his box with a payment to the clerk to keep it there for 3 days. The message says, "Machine was fairly successful but compromised at the end. I am returning to my villa should you need my services further." Unless the warehouse is investigated, a messenger will pick up the message in 36 hours and go back to the warehouse. An investigation (using Investigation skill or Contacts) might (-2 to roll) uncover that Lamont owns a villa outside Salarno, Italy. Lamont could become a reoccurring foe but plays no further part in this adventure.

Any Frog crewmen captured will reveal Lamont's name but no knowledge of him, or who might be giving him orders. The Captain and the hired thugs know of the warehouse where the people are delivered. Only the Captain knows where Lamont lives while in London.

(£ = pounds sterling (= \$10), s = shillings 20/£, p=pennies 12/s)

Town Equipment:	<u>Range</u>	<u>Damage</u>	<u>ROF</u>	<u>AP</u>	<u>Cost</u>	<u>Weight</u>	<u>Shots</u>	<u>Notes</u>
Knife	3/6/12	Str+1	1	--	1/-	1.0	--	--
Brass Knuckles	n/a	Str+1	-	--	1/-	1.0	--	not cricket
Sword Cane	n/a	Str+1	-	--	£ 31.5	--	--	disguised
Derringer	4/8/16	2d6+1	2	1	£ 1	0.7	2	.41 cal
Light Revolver	8/16/32	2d6-1	1	1	10s	1.5	6	.32 cal.
Heavy Revolver	12/24/48	2d6+1	1	1	£ 1	2.0	6	.44 cal
Crescent Wrench	n/a	Str+1	-	--	1/-	2.0	--	tool
Club	n/a	Str+1	-	--	free	1.0	--	improvised
Shotgun	12/24/48	1-3d6	1-2	1	£ 4	9.0	2	12 gauge

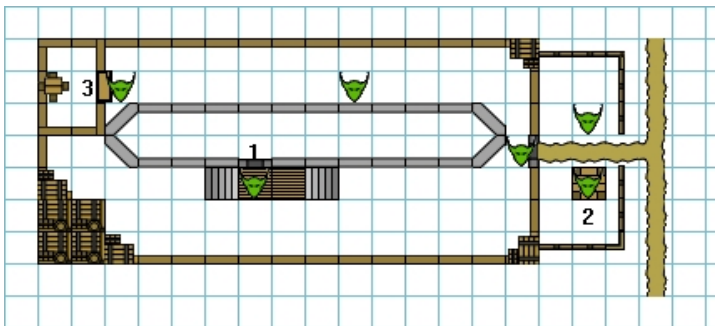
Scene Two: *Rescue in the Knight*

The Warehouse: The players can easily beat the police to this location as they will be gathering what they feel is “enough force” to deal with any reaction from the warehouse as well as check for the owner. The listed owner is a very reputable company, Bristol Shipping, whose records indicate rental of the building by one Jack Smeary, 12 Cupboard Lane (a bricklayer who has no idea he is renting a warehouse). If the players investigate the warehouse the night of the Frog, or the day after, they will find someone there (see the encounter below). If they wait for the police or wait more than 2 days, the place will be cleared out.

The warehouse is a rough rectangle about 14” (42 feet) on the short sides and 30” (90 feet) on the long sides and about 2 stories (21 feet or 7”) high. A large double door is centered on the short side (each side of the door is 2” wide, 3” high). The structure is brick with wood roof. Ventilation windows are located near the middle of the second story and are usually open but with a black curtain hung behind them. In daylight, or at night with some vision enhancement, a successful Notice roll (at a –2) will reveal that the roof looks to be hinged.

Inside the warehouse is a Zeppelin (1) coated with a black, non-reflective surface giving 4 points of armor (the *Black Knight*). A wood structure leads up to the black covered oblong cabin structure (5” wide, 24” long) with loading from the center. Before the Zeppelin leaves there are guards patrolling the walkways (one per PC) around the flying ship (See “Monster” images for general locations). In addition, the front doors have two guards stationed outside and one inside. The outside guards take occasional turns around the building but are mainly concerned with staying dry in their small guard shack (2). At the far corner of the warehouse is a wood overseer’s shack (3) that is used as a temporary barracks for the guards. The Zeppelin crew remains on the airship to watch over it and the current prisoners.

The Warehouse



If alerted by gunfire the inside guards will begin preparing for launch by lowering the hinged roof. This takes 10 rounds to complete. At that point the balloon will fill with hydrogen and complete that filling in 5 rounds. The Zeppelin is then ready for travel. The guards (mostly German born) have only those rounds to return and load into the ship. They are apt to call out instructions in German when excited. Most speak and understand at least a little English.

Guards: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d6.
Pace: 6; Parry: 6, Toughness: 7; Gear: Heavy Pistol, Scattergun (outside) or Mauser Bolt Action Carbine (inside), and knife.
Skills: Fighting d8, Guts d8, Notice d6, Stealth d6 and Shooting d8.
Edges: Brawny

Leutnant Von Steig: Abilities: Strength d6, Agility d8, Vigor d8, Smarts d6, Spirit d6.
Pace: 6; Parry: 6, Toughness: 6; *Novice Wild Card*. Gear: Heavy Revolver, saber.
Skills: Fighting d8, Guts d8, Notice d6, Stealth d8 and Shooting d8.
Edges: Command. Hindrances: Outsider (German pride), Bloodthirsty

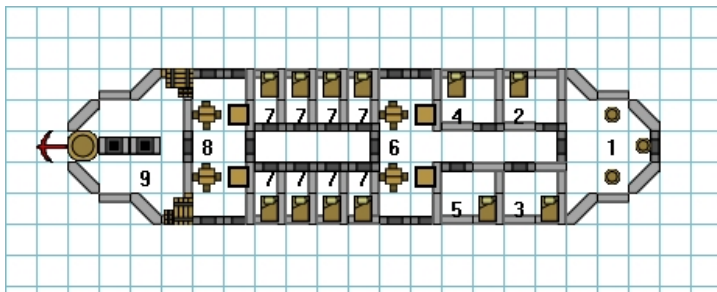
Zeppelin Crew:

Hauptmann Franz Goering: Abilities: Strength d6, Agility d8, Vigor d6, Smarts d8, Spirit d6.
Pace: 6; Parry: 5, Toughness: 5; Gear: Heavy Revolver and a cutlass.
Skills: Fighting d6, Guts d6, Notice d6, Pilot d8, Trimsman d6, Repair d4 and Shooting d8. *Novice Wild Card*.
Edges: Command. Hindrances: Outsider (German pride), Code of Honor

Engineer: Abilities: Strength d6, Agility d8, Vigor d6, Smarts d8, Spirit d4.
Pace: 6; Parry: 5, Toughness: 5; Gear: Heavy Pistol and knife.
Skills: Fighting d6, Guts d4, Notice d6, Repair d8 and Shooting d8.

Navigator: Abilities: Strength d6, Agility d8, Vigor d6, Smarts d8, Spirit d4.
Pace: 6; Parry: 5, Toughness: 5; Gear: Heavy Pistol and knife.
Skills: Fighting d6, Guts d4, Notice d6, Know: Navigation d8 & Shooting d8.

The Zeppelin “Black Knight”



The inside of the Zeppelin (Wt. 50 tons, Toughness 14 (4 points armor cabin)/6 (4 points armor for the helium bag), (8 normal staterooms, 4 double size staterooms, 2 lounges or conservatories, bridge, engine-room, (power plant 1:gas turbine), air speed 45 knots, Hull hits:1, cargo to 8 tons, endurance 20 days, estimated cost: £ 3,790) consists of:

- 1) Bridge with the controls and steering for the airship.
- 2) Hauptmann Franz Goering's chambers. A small combination safe holds £ 500, a clockwork carrier pigeon and the Hauptmann's orders concerning traveling to the Kingdom of Equatoria and transferring the prisoners to the Zeppelin "Cloud White." A list of the cargo manifest includes, besides food & drink, 2 cases of 10 Martini-Henry Breech loading rifles (£ 2 per rifle) and 4,000 rounds of .45 caliber

- ammunition (8: 55 pound cases at £ 2 6/- each). These items are for trade at Wasi Messa, a border town in the grasslands of Equatoria, about 20 miles from the Empire of Rabeh's eastern border, for gasoline fuel.
- 3) Owner's quarters. Used for visitors of importance. Lavishly furnished in hardwood bookcases, double bed and a fine desk and chair. Empty of personal touches. Several of the books are on Africa with every paper ever written by the French Ivory Coast explorer Treich Laplene. One of the books in the case has a rough map of Africa with the fabled source of the Nile area circled.
 - 4) Engineer and Navigator's quarters. Simple shared quarters with room for the Navigator's maps and instruments and the Engineer's books and tools.
 - 5) Leutnant Von Steig's quarters. Leader of the German mercenary guards, he is in charge of the 4 regular guards and any additional security he feels is needed. He has a strongbox with £ 500 worth of German Marks. His mercenaries are paid about £ 5 worth of Marks per month plus room and board. Locals usually earn about £ 1 per week in local currency.
 - 6) Crew's lounge and kitchen. Meals are served here. A trapdoor leads to a fresher.
 - 7) 2 Mercenary guard quarters and 2 Zeppelin service crew quarters are on one side. One spare mercenary cabin, and three other cabins converted to prisoner quarters are on the other side. The prisoners are 2 streetwalkers (2nd cabin), 1 drunk, 2 dockworkers (3rd cabin), 1 businessman, and (1 or 2 constables) are in the last cabin. (If only the businessman is here he will be moved with the other 3 men and this cabin used by other guards as needed.) All rooms are sparse with simple furnishings and only a few personal items in the crew and guards rooms.
 - 8) Crew's lounge and kitchen. Meals are served to the crew here. A trapdoor leads to a fresher and access to the cargo hold.
 - 9) Engine room. Gas turbine engine power plant with an atmospheric screw and motor and 5-ton fuel tank (£ 30 to fill) allows speeds up to 45 knots (~52 mph). Can travel 300 miles a day (12.5 mph) using only one ton of gas every four days.

If a raise is scored on a hit on the helium bag a loss of lift is suffered. Normally a Zeppelin can go to a Very High level. Each lift hit reduces that level to High, Medium, Low, Very Low and then Ground (Crash). Damaging hits that do not get a raise do not cause any short-term problems (the holes are small and can be patched later). On a double raise the Zeppelin chamber suffers a fire and the Zeppelin goes down in flames in 1d4 rounds. Firing on the cabin works as normal (page 102 SW).

If the Zeppelin is captured the players can read the Hauptmann's books as well as discover a shipping manifest, fallen behind a desk, indicating that a package (the Frog or a duplicate) is being shipped out the next day. If the players can't decide what to do, if the Zeppelin gets, or if the whole warehouse goes up in flames, follow up with scene three. If the players refuse to take any leads, see the Mastermind's timeline to see when further events begin to unfold.

Scene Three: *The Road to Adamma, City of Beauty*

If the players captured the Zeppelin, they can follow the navigator's notes and fly (if they know how) the Zeppelin to Wasi-Messa. The navigator plotted a path from London, over to Paris and then south and over the Mediterranean Sea to Tunis (a 1200 mile trip taking around 4 days). After a short stop to re-supply at Tunis travel south over the desert (1050 miles taking 3 and ½ days) until Lake Chad is spotted, and finally east (750 miles taking 2 and ½ days) to Wasi-Messa. There the players can attempt to rendezvous with the *White Cloud* and capture someone who may know exactly where they need to go or follow an escaped *White Cloud* back to it's origin (Adamma).

If the *Black Knight* Zeppelin escapes and the players have access to a flying machine they can attempt to follow it. Unless the players have some idea where the *Black Knight* is headed, and can travel faster than 45 knots (300 sustained miles per day) they can't follow it closely enough to catch it. Should they use the *Black Knight* to follow the *White Cloud* both Zeppelins have the same speed so only dangerous maneuvers will allow either to gain, or lose, the other. The *White Cloud* will try to lure the Black Knight close to Adamma (about 525 miles steady south-east of Wasi-Messa) before trying to use heavy rifle fire to bring it down and alert the city.

Players who have lost the airship but have the manifest clue can discover that the shipment is going to Lamu in British Kenya. It is 4200 miles (£ 140) by air and 14 to 18 days if you can find someone willing to take you. By ship it is 3215 miles, (£ 20) and 13 days to Port Said and then 2775 miles, (£ 40) and 12 days from Port Said to Lamu.

If the players don't have a clue, for whatever reason, they get a visit from a member of the British Foreign Office, Samuel Clemmons, who requests their services in tracking down the instigators of this event and stopping them. He will state that the Foreign Office does not wish to send British agents off into foreign soil but civilians might not have the same problems and he was impressed with what he heard of the player's actions. The office will foot the ship bill, round trip, plus a £ 80 pound advance. Evidence of what is happening and who is behind it all may well earn a bonus. He will get the players on the right ship and let them know to track the shipment.

Period Equipment: Here are some items the players may need for this adventure.

Type	Range	Dam.	ROF	AP	Cost	Wght.	Shots	Notes
Light revolver	8/16/32	2d6-1	1	1	10s	1.5	6	.32 cal.
Heavy “	12/24/48	2d6+1	1	1	L1	2.0	6	.44 cal.
Derringer	4/8/16	2d6+1	2	1	L1	0.7	2	.41 cal
Bolt Action R.	24/48/96	2d8	1	2	L2	9.0	5	.32 cal
Bolt Action C.	20/40/80	2d8	1	2	L1 6s	8.0	5	.32 cal
Breech Rifle	22/44/88	2d8	1	2	L2	8.0	1	.45 cal
Musket	10/20/40	2d8	½	2	8s	8.0	1	str.d6 min.
Long Rifle	30/60/120	2d10	1	4	L6	10.0	1	str.d6 min.
Hvy. DoubleR	30/60/120	2d10	2	4	L10	10.5	2	str.d8 min.

Type	Range	Dam.	ROF	AP	Cost	Wght.	Shots	Notes
Mitrailleuse	30/60/120	2d8	4	2	L60	300.0	24	tripod, army
Spears	3/6/12	Str+2	1	0	10d	2.0	1	thrown
Knife	3/6/12	Str+1	1	0	1s	0.5	1	thrown

Item	Description	Cost	Weight (in pounds)
Camp Stove	cooking and warmth use.	10s	2.0
Camping Outfit	everything for outdoor living	L2	80.0
Canned Food	one day, lasts years unopened.	8d	4.0
Clothing, rain	Rainproof gear. Hot.	8->12s	3.0
Clothing	travel gear for explorers.	L1	3.0
Lantern	1 pint of fuel for 12 hours light.	5s	1.0
Watch	pocket watch of good make.	L1	negligible
Liquid fuel	1 pint	1d	1.0

Tunis Rumors: While in Tunis the players can use Streetwise or Investigation to uncover information. A critical failure might generate an encounter with a mugger or thief who will roll a d8 (pickpocket) opposed by the target's notice skill. Success should remove 10% of the player's cash or a hidden item of value (such as a weapon), with a raise increasing the loss to 30% and another 20% more for each additional raise. A failure or a success means a rumor is heard. Eight rumors are detailed below. Failures give one of the 3 false rumors or a partially true rumor. GM can pick or have the player roll a d4. Successes give one of the 5 true, to partially true, rumors or one false rumor. GM can pick or roll a d6. Or just give the one that corresponds to the result of the roll.

- 1) *The Mahdist Empire is preparing an invasion of Equatoria. It is said the Mahdist forces have captured a foreign airship! The Emin Pasha will soon be forced to close his borders to all.* (False.)
- 2) *Fanatic Arab Tribesmen are swarming out of the desert. Soon all coastal cities may be under attack. The local leaders are considering impounding all airships until further notice!* (False.)
- 3) *Arab Raids are increasing in ferocity. The French Foreign Legion is losing entire brigades and may start shanghaiing foreigners to fill the depleted ranks.* (False)
- 4) *French forces are gathering to attack Muslim tribes in the Sahara. The loss of an entire Legionnaire Company at Fort Serengeti is to blame.* (Partly true.)
- 5) *Rumors of Mahdist forces attacking anyone are rubbish. The Mahdist Empire can barely hold itself together.* (True.) *French forces are gathering to attack Muslim tribes in the Sahara in retribution for the loss of a Legionnaire Company at Fort Serengeti.* (Partly true.)
- 6) *Rumors of Mahdist forces attacking anyone are rubbish. The Mahdist Empire can barely hold itself together.* (True.) *French forces are gathering to attack Muslim tribes in the Sahara in retribution for the loss of a Legionnaire Company at Fort Serengeti.* (Partly true.) *Zeppelins have been seen crossing the desert.* (True.) *They are probably supplying arms to the Rahbe Empire.* (False.)
- 7) *Rumors of Mahdist forces attacking anyone are rubbish. The Mahdist Empire can barely hold itself together.* (True.) *French forces are gathering to attack Muslim*

- tribes in the Sahara in retribution for the loss of a Legionnaire Company at Fort Serengeti. (Partly true.) Zeppelins have been seen crossing the desert. (True.) They are probably supplying arms to Equatoria. (True.)*
- 8) *Rumors of Mahdist forces attacking anyone are rubbish. The Mahdist Empire can barely hold itself together. (True.) French forces are gathering to attack Muslim tribes in the Sahara stating it is needed as retribution for the loss of a Legionnaire Company at Fort Serengeti. I've heard the entire company has up and deserted and the French have posted rewards for the deserters. (True.) Zeppelins have been seen crossing the desert. (True.) They are probably supplying arms to Equatoria. (True.)*

Port Said & Lamu Rumors: While in Port Said or Lamu, the players can use Streetwise or Investigation to uncover information. A critical failure might generate an encounter with a mugger or thief who will roll a d8 (pickpocket) opposed by the target's Notice skill. Success should remove 10% of the player's cash or a hidden item of value (such as a weapon), with a raise increasing the loss to 30% and another 20% more for each additional raise. Regardless, a critical failure will mean a group of Artificer agents discover that the players are taking an interest in the Frog shipment. These agents will attempt to ambush the players in the desert outside of Lamu, leaving a trail and then gunning them down between a set of dry hills. A normal failure or a success means a rumor is heard. Eight rumors are detailed below. Failures give one of the 3 false rumors or a partially true rumor. GM can pick or have the player roll a d4. Successes give one of the 5 true, to partially true, rumors or one false rumor. GM can pick or roll a d6. Or just give the one that corresponds to the result of the roll.

- 1) *The Mahdist Empire is preparing an invasion of Egypt. It is said the Mahdist forces have captured a foreign warship! The British will soon be forced to stop any ship movement down the Red Sea to all. (False.)*
- 2) *Fanatic Arab Tribesmen are swarming out of the desert. Soon all coastal cities may be under attack. The local leaders are considering impounding all ships until further notice! (False.)*
- 3) *Arab Raids are increasing in ferocity. The French Foreign Legion is losing entire brigades and may start shanghaiing foreigners to fill the depleted ranks. (False)*
- 4) *French forces are gathering to attack Muslim tribes in the Sahara. The loss of an entire Legionnaire Company at Fort Serengeti is to blame. (Partly true.) Rumors of Mahdist forces attacking anyone are rubbish. The Mahdist Empire can barely hold itself together. (True.)*
- 5) *French forces are gathering to attack Muslim tribes in the Sahara in retribution for the loss of a Legionnaire Company at Fort Serengeti. (Partly true.) Rumors of Mahdist forces attacking anyone are rubbish. The Mahdist Empire can barely hold itself together. (True.)*
- 6) *French forces are gathering to attack Muslim tribes in the Sahara in retribution for the loss of a Legionnaire Company at Fort Serengeti. (Partly true.) German forces are massing in German East Africa near the town of*

Tambora. (True.) They are probably preparing to push north to the fabled headwaters of the Nile. (False.)

- 7) *Rumors of Mahdist forces attacking anyone are rubbish. The Mahdist Empire can barely hold itself together. (True.) French forces are gathering to attack Muslim tribes in the Sahara in retribution for the loss of a Legionnaire Company at Fort Serengeti. (Partly true.) German forces are massing in German East Africa near the town of Tambora. (True.) They are probably trying to pressure the British into giving them something. (True.)*
- 8) *Rumors of Mahdist forces attacking anyone are rubbish. The Mahdist Empire can barely hold itself together. (True.) French forces are gathering to attack Muslim tribes in the Sahara stating it is needed as retribution for the loss of a Legionnaire Company at Fort Serengeti. I've heard the entire company has up and deserted and the French have posted rewards for the deserters. (True.) German forces are massing in German East Africa near the town of Tambora. (True.) They are probably trying to pressure the British into giving them something. (True.)* [In addition, on a raise the players spot agents of the Artificer nosing around the shipment. In Lamu the agents will automatically be spotted if the players stake out the shipment. If in Lamu the players must make an opposed Stealth check to avoid being seen by the agents.]

Thief or Mugger: Abilities: Strength d6, Agility d8, Vigor d6, Smarts d6, Spirit d4
Pace: 6, Parry: 5, Toughness: 5, Gear: Knife or Club.

Skills: Fighting d6, Stealth d8, Guts d4, Throwing d6 and Crime d8 (pickpocket)

Agents of Artificer: Abilities: Strength d6, Agility d6, Vigor d6, Smarts d6, Spirit d6
Pace: 6, Parry: 5, Toughness: 5, Gear: Heavy Revolver, knife, Bolt Action Rifle and a camel in the desert. The Agents in Lamu have a map to Adamma town.
Skills: Fighting d6, Riding d6, Guts d6, Shooting d6, Notice d6 and Stealth d6.

Overland from Lamu to Adamma: Players need a native guide and camels to cross the desert. It will take 5 days travel Northwest to make the grasslands and a large village where your camels can be traded for porters and a hetman (plus a few trade goods). The village only has 160 able bodied men in the village and only 10% would normally be willing to go on such a long trek as this. From there your guide will tell you it is near 15 days hard marching (20 miles/day) to reach the area on the map.

Marching requires a daily vigor check to avoid fatigue. Modifiers: +2 if using native porters to carry your supplies, +2 if you have porters carrying you, and +2 if traveling 10 miles or less by choice. Failure means you should rest at least one day to recover one fatigue level (successful vigor roll at +2, -your fatigue modifier with a raise gaining back 2 fatigue levels). You need to hire one porter per player for equipment and food, four porters per howdah carried, one extra porter for every four porters carrying character's equipment, or howdahs, and one hetman (guide and leader). Players could also hire guards to watch the camp at night and scout during the day. Porters cost 1 sovereign (s) per day (20 sovereigns to a pound (£) and 12 pennies to a sovereign) in trade goods. Guards cost 2s per day and hetman cost 3s per day. You need to pay for at least 15 days.

Porters: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d4

Pace: 6, Parry: 5, Toughness: 6, Gear: Knife or Club.

Skills: Fighting d6, Stealth d6, Guts d4, and Throwing d4.

Guards: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d4

Pace: 6, Parry: 6, Toughness: 6, Gear: Spear, Shield and Knife.

Skills: Fighting d6, Stealth d8, Guts d6, Track d6 and Throwing d6.

Hetmen/Guide: Abilities: Strength d6, Agility d6, Vigor d8, Smarts d6, Spirit d4

Pace: 6, Parry: 5, Toughness: 6, Gear: smoothbore musket, Knife.

Skills: Fighting d6, Persuasion d6, Guts d6, Notice d6 and Shooting d8.

Random Encounters: Roll 1d6 per day. On a 4 there is an encounter, on a 5 make a Survival roll or the party gets lost, and on a 6 the weather changes. 1-3 nothing happens.

For *weather changes* roll a second d6. On a 1 there is a storm (roll d6: 1-4 is mild, 5-6 severe). 2-3 the weather improves unless at clear. On a 4-6 the weather gets worse unless already raining. Weather range is Clear, Overcast, Misty, Drizzle and Rain. After any storm it becomes Clear. Mild storms stop movement. Severe storms could cause damage (GM call). Two days of drizzle will slow movement like one day of rain (every mile counts as two traveled for fatigue purposes). Half a day of clear or one day of overcast will dry up the ground.

Desert encounters:

1-3 = Oasis found. Roll d6 again and on 1-2 Natives are nearby.

4 = A group of 1d6 wild camels. You can try to capture for trade or shoot for food/water.

5 = Native (Arab) encounter. Roll 1d6: 1 = Lone Hunter, 2 = Hunting Party, 3 =

Trading Party, 4 = War Party, 5 = Village and 6 = Large Village.

6 = A group of 1d6 x3 Jackals attack the camp to steal food and supplies. If half are killed, the rest flee.

African Plains encounters:

1-2 = A Herd of animals. Roll d6: 1 or 6 = 1d6 x4 elephants, 2 = 1d6 x10 Zebras, 3 = 1d6 x10 Gazelle, 4 = 1d6 x10 wildebeests and 5 = 1d6 Giraffes.

3 = Great Cat. Roll 1d6: 1-4 = 1d6 Lions, 5-6 = a Cheetah.

4 = A Rhino.

5-6 = Native (African) encounter. Roll 1d6: 1 = Lone Hunter, 2 = Hunting Party, 3 = Trading Party, 4 = War Party, 5 = Village and 6 = Large Village.

Special Encounter: Two days before the Lost Town of Adamma is reached the party will stumble on a pillar bridge through the swampy headwaters of the Nile. A series of planks can be found hidden near the start that allow a bridge to be laid and picked up as the party progresses. This will avoid the nasty swamp area and allow for an uninterrupted passage, unless the GM just loves to beset the party with hungry crocodiles.

Creatures Of Africa:

Wild Camels: Attributes: Strength d8, Agility d4, Vigor d8, Smarts d4(A), Spirit d6.

Skills: Guts d6, Notice d4.

Pace: 6 (6 on Desert), *Parry:* 4, *Toughness:* 9 (+3 size included).

Special Abilities: Size +3, Bite: Strength, Run at d8, Resist Dehydration (+4 to survival roles in desert terrain) and bad tempered (-2 from riding attempts until rider is seasoned, and has succeeded in one successful check).

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

Skills: Fighting d6, Guts d6, Notice d10.

Pace: 8, *Parry:* 5, *Toughness:* 4 (size -1 figured in).

Special Abilities: Bite: Str+1, Fleet Footed (d10 running), Size -1, Gang spirit (can coordinate for gang attack bonuses), Cowardly (runs if takes ¼ losses).

Elephants: Attributes: Strength d12+6, Agility d4, Vigor d12, Smarts d6(A), Spirit d8.

Skills: Fighting d4, Guts d8, Notice d6, Intimidation d12.

Pace: 4, *Parry:* 4, *Toughness:* 14 (+6 size figured in).

Special Abilities: Size +6, Large (+2 to be hit), Gore damage = Str +6, May trample if enraged or panicked for Str +10 if evasion failed. Carry capacity is four times that of a horse and horses fear elephants.

Zebras: Attributes: Strength d10, Agility d8, Vigor d8, Smarts d4(A), Spirit d6.

Skills: Fighting d4, Guts d6, Notice d6.

Pace: 10, *Parry:* 4, *Toughness:* 7 (+1 size figured in).

Special Abilities: Size +1, Fleet footed (roll d8 running), Kick: strength.

Gazelle: Attributes: Strength d10, Agility d8, Vigor d8, Smarts d4(A), Spirit d6.

Skills: Fighting d4, Guts d6, Notice d6.

Pace: 10, *Parry:* 4, *Toughness:* 7 (+1 size figured in).

Special Abilities: Size +1, Fleet footed (roll d8 running), butt: strength+2.

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

Skills: Fighting d6, Guts d6, Notice d10.

Pace: 8, *Parry:* 5, *Toughness:* 4 (size -1 figured in).

Special Abilities: Size -1, Butt: Str.+2, Fleet Footed (d10 running)

Giraffes: Attributes: Strength d10, Agility d6, Vigor d10, Smarts d4(A), Spirit d6.

Skills: Guts d6, Notice d6.

Pace: 8, *Parry:* 4, *Toughness:* 10 (+3 size figured in).

Special Abilities: Size +3

Lions: Attributes: Strength d10, Agility d6, Vigor d10, Smarts d6(A), Spirit d6.

Skills: Fighting d8, Guts d6, Notice d6, Stealth d8.

Pace: 8, *Parry:* 6, *Toughness:* 8 (+1 size figured in).

Special Abilities: Size +1, Bite: Str. +2, Pounce: Can jump and attack without any multi action penalty and with any raise gaining 2d6 addition damage from claws.

Cheetah: Attributes: Strength d10, Agility d6, Vigor d10, Smarts d6(A), Spirit d6.

Skills: Fighting d8, Guts d6, Notice d6, Stealth d8.

Pace: 10, *Parry:* 6, *Toughness:* 7.

Special Abilities: Bite: Str+2, Sprint: Fleet Foot 2d6 run, Charge: can run and attack without any multi action penalty.

Rhino: Attributes: Strength d12+4, Agility d4, Vigor d12, Smarts d4(A), Spirit d6.
Skills: Fighting d6, Guts d6, Notice d4.
Pace: 6, *Parry:* 5, *Toughness:* 11 (+4 size and heavy hide (1 points armor) skin).
Special Abilities: Size +4, Impale: Str+2, Berserk

Crocodiles: Attributes: Strength d10, Agility d4, Vigor d10, Smarts d4(A), Spirit d6.
Skills: Fighting d8, Guts d6, Notice d6, Swim d8.
Pace: 3 (5 in Water), *Parry:* 6, *Toughness:* 9 (2 points armor skin).
Special Abilities: Armor, Aquatic, Bite: Str+2, Rollover (page 129 SW)

Natives of Africa:

Lone Hunter (Arab) Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d4
Pace: 6, *Parry:* 5, *Toughness:* 6, *Gear:* Knife, camel and breech loading rifle.
Skills: Fighting d6, Riding d6, Guts d6, Survival d6 and Shooting d8.

Lone Hunter (African) Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d4
Pace: 6, *Parry:* 6, *Toughness:* 6, *Gear:* Knife, shield and spear.
Skills: Fighting d6, Stealth d6, Guts d4, Survival d6 and Throwing d8.

Hunting Party: (Arab) 2d6 hunters (as above) plus 2 Arab warriors.
Arab Warrior: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d6
Pace: 6, *Parry:* 6, *Toughness:* 6, *Gear:* Knife, camel and breech loading rifle.
Skills: Fighting d8, Riding d6, Guts d8, Stealth d6 and Shooting d6.

Hunting Party: (African) 2d6 hunters (as above) plus 2 African warriors.
African Warrior: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d6
Pace: 6, *Parry:* 7, *Toughness:* 6, *Gear:* Knife, shield and spear.
Skills: Fighting d8, Stealth d6, Guts d8, Survival d6 and Throwing d6.

Trading Party: (Arab) 1d6 merchants with 4 pack animals and 2 guards per merchant.
Arab Guards: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d6
Pace: 6, *Parry:* 6, *Toughness:* 6, *Gear:* Knife, camel and breech loading rifle.
Skills: Fighting d8, Riding d6, Guts d8, Stealth d6 and Shooting d6.
Arab Merchant: Abilities: Strength d4, Agility d8, Vigor d6, Smarts d8, Spirit d6
Pace: 6, *Parry:* 5, *Toughness:* 5, *Gear:* Knife and camel.
Skills: Fighting d6, Riding d6, Guts d6, Persuade d8 and Shooting d4.

Trading Party: (African) 1d6 merchants with 10 porters and 3 guards per merchant.
African Guards: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d4
Pace: 6, *Parry:* 6, *Toughness:* 6, *Gear:* Knife, shield and spear.
Skills: Fighting d6, Stealth d6, Guts d4, Survival d6 and Throwing d4.
African Merchant Abilities: Strength d4, Agility d8, Vigor d6, Smarts d8, Spirit d4
Pace: 6, *Parry:* 4, *Toughness:* 5, *Gear:* Knife.
Skills: Fighting d4, Survival d6, Guts d4, Persuade d8 and Shooting d4.

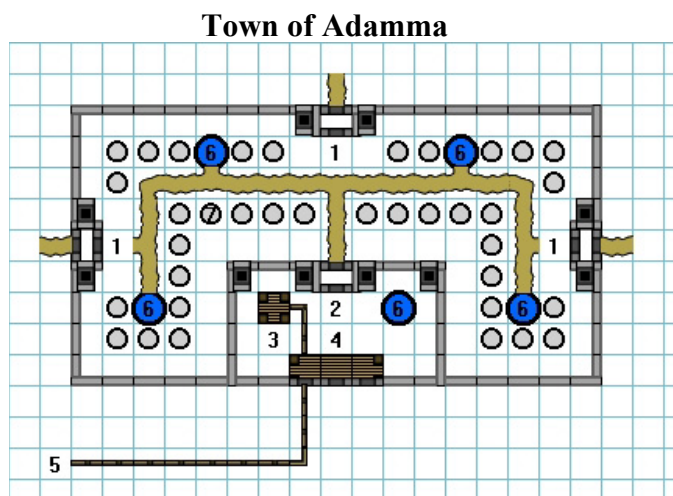
War Party: (Arab) 1d6 x3 Warriors (as above) who are hostile and inclined to fight.
War Party: (African) 1d6 x3 Warriors (as above) who are hostile and inclined to fight.

Village: Contains 1d6 x5 families with the number of hunters and warriors equal to the number of families. While the tribes will tend to be neutral, as the players get within a weeks journey of Adamma, the villagers will shift toward hostile as “white devils” have been raiding the villages for slaves for the town.

Large Village: Contains 1d6 x20 families with the number of hunters and warriors equal to the number of families. While the tribes will tend to be neutral, as the players get within a weeks journey of Adamma, the villagers will shift toward hostile as “white devils” have been raiding the villages for slaves for the town. If the GM wishes a Miracle working witch doctor can be in any large village.

Scene Four: *Adamma Secrets!*

The African town of Adamma is situated near the hills and mountains that feed the headwaters of the Nile. It looks to be ancient, made of the huge stone blocks that made up many of the Egyptian pyramids. The houses (7) are of baked brick with flat roofs, usually no more than two stories high, surrounding small communal courtyards with fruit trees and flowering bushes. There are several wells (6) about town. The town is a rough square with gates (1) in three walls and the walls having a parapet wide enough for four warriors to walk abreast. Backing up against the mountain is an inner fortress (2) or temple, composed of white stone, much like granite, inlaid with gold decorations. A simple block Ziggurat (3) rises from one side of the fortress and floating over the top of the Ziggurat is a white Zeppelin, The White Cloud. The palace (4) backs up the rear wall. (Only Kito, the remaining high priest knows the hidden passageway (5).)



Standing watch at the gates are what look to be Foreign Legionnaires backed by native guards. The inner palace is guarded by Legionnaires as well. The valley the city over watches has many small farms while the valley sides show herds of domesticated sheep and cattle.

If the players came by air they will be spotted unless they land as soon as the city is seen and approach by foot. A Mitrailleur machine gun is on the Ziggurat's roof and can be swung to cover all air approaches as well as any point of the fortress temple's walls or gate. Two Legionnaires man this post at all times.

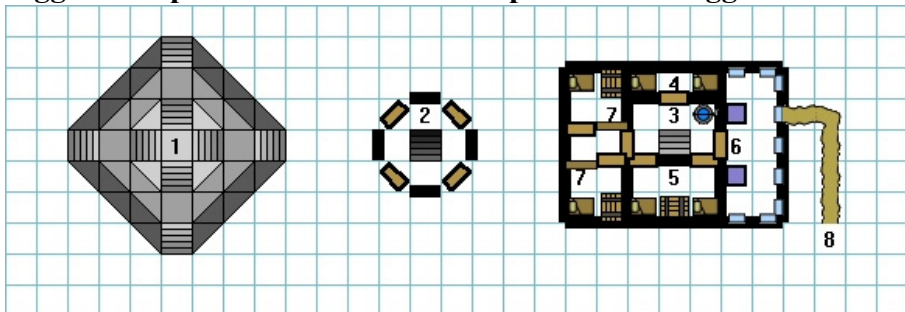
If the players approach by foot they should be able to observe the town from the dense forest surrounding the ways leading to the city. From this post it becomes obvious that

the players can enter the valley without being seen, but the town is another matter. The least obvious method is to try and scale the walls at night.

If the players talk to tribesmen in the valley, and make friendly contact, the tribesman will reveal that; *“the white “cloud runner” (Zeppelin) came to the city during the last seasons harvest time. It came down on the temple and a white goddess spoke in the trade tongue, of the coming greatness of our city and people. The king sent warriors to bring her down, but thrown spears bounced away from her as if fried by lightning! Demon warriors came down from the Cloud and killed our most aggressive warriors and took the royal family captive. Those priests that embraced the white goddess as the Chinelo, the “thought of our goddess Chi”, lived and prospered. The others are no longer seen. Lately the White devils go and raid far villages bringing back more captives that disappear into the dungeons of the palace. It is said the White Devils eat the slaves’ souls for occasionally tortured howls echo from the palace area. Why do you come?”*

If the players indicate it is to stop the “other white devils” the tribesmen will have them talk to old Kito. Kito is an old priest who escaped from the Legion’s onslaught through a secret passage that was known only to the elder priests, none of who joined the false goddess. If he can be persuaded that the players are being truthful he will guide them to, and through, the ancient passage. If not he will wish them well but offer no help.

Ziggurat Top Room under Top Under Ziggurat



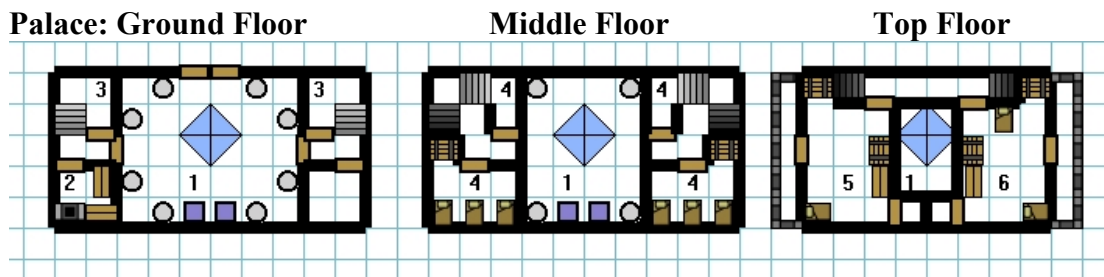
Overview of the Ziggurat (1), the way under the top alter called the inner waiting chamber (2), the bottom landing and well (3), the acolytes chambers (4), the mid-level priests chambers (5), the Royal burial Chambers (6) and the High Priest chambers (7). The hidden passage is (8). The exit in the Royal Burial Chamber is through a servant’s sarcophagi, the simple wood back can be removed with the mummified corpse and the lid worked from inside. Spy holes allow one inside the sarcophagi to peer out.

The town wall is a twenty-foot high parapet. The high African grass surrounds the city to a distance of half a mile so any approach is subject to being spotted. Figure that four successful stealth checks are needed during the day, but only two at night. Any failure will mean a guard noticed something and will begin making opposed stealth versus notice checks for the rope throw and climb checks probably needed to cross the wall. Once on the wall the characters still need to make it down the other side without being spotted.

There are some 75 Legionnaires left out of the original company of 100. One squad of ten is stationed at each town gate (5 men on duty, 5 off duty). One squad is on palace

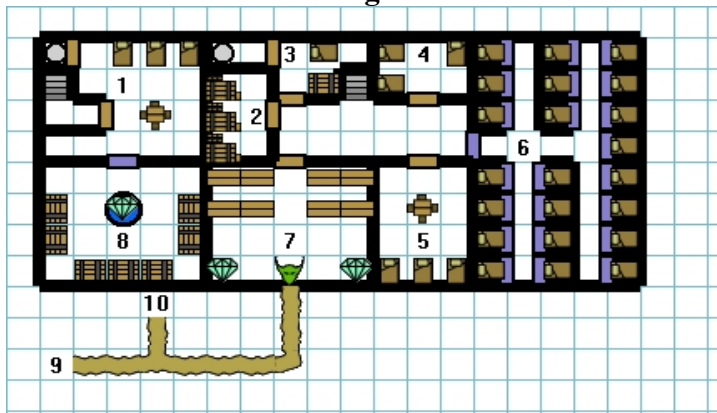
gate duty (5 on, 5 off) with a second squad walking the palace walls (1 on each non-gate side and 2 at the Mitrailleur on top of the Ziggurat, with the other 5 on the off watch). Of the other two squads, one is on light duty (rotating with the other 6 for 3 days of light duty out of every 21) while the last has inside palace guard duty (2 at the main door, 1 watching the prisoners, 2 on walking patrol and 5 off duty). A Premier Sergeant Decker, Lieutenants Galeno, Harley and Yves and Capitaine Jean Van-Claude round out the company. One lieutenant is stationed at the main town gate, one is stationed at the palace and the third rotates every three days with the other two. The Premier Sergeant and the Capitaine do not have assigned duties but are usually in the palace. About 60 African Warriors support the white devils in their duties. They are broken into four squads of 15 each under a leader who can speak, and understand, Pigeon Portuguese (the trade tongue) or French. Two of these squads patrol the town wall sections, one patrols the valley and the last rotates with the other 3 giving one week off in four. Only two priests and six acolytes remain at the Ziggurat temple. The one calling herself Chinelo is also at the palace. The Capitaine, Engineer and Navigator of the Zeppelin “White Cloud” remain on her most of the time.

The Palace is three stories high with resting chambers on the top story (#5 is the Royal Bedchambers, # 6 is the Royal Childrens’ Chambers, both with balconies), the second story holding Guard Rooms (bottom 4) trophy rooms and clerk chambers (top 4), and the bottom story holding the kitchens (2), baths, and private meeting chambers (3). The center of the palace is a three-story high audience and grand ballroom (1) using the lintel building style of ancient Egypt. Oil lamps and incense light the rooms and fill the hallways with the odor of jasmine.



The area below the palace is a dungeon that holds food and oil storage (2), Treasure Room Guardroom (1), Guest Quarters (3), Servants Quarters (4), Prison guardroom (5), Prison (6), Royal temple to Chi (7) and the Royal Treasure Room (8).

Palace: Dungeon Level



The secret passage (9) leads underground and has a branch. One leads to the Palace Temple to Chi (7), the other leads to the Royal Burial Chamber (10). The exit in the Palace is hidden in the center chamber within the statue to Chi (7), exiting from her side. Eye slits in the statue allow someone inside to make sure no one is in the room. The secret passage has three deadly traps to stop intruders: 1) a hidden pit of stakes, 2) a poisoned pungi stick trap and 3) trigger to collapse the tunnel.

Zeppelin Crew:

Cap. Francois LeBaird Abilities: Strength d6, Agility d8, Vigor d6, Smarts d8, Spirit d6.

Pace: 6; Parry: 5, Toughness: 5; Gear: Heavy Revolver and a cutlass.

Skills: Fighting d6, Guts d6, Notice d6, Pilot d8, Trimsman d6, Repair d4 and Shooting d8. *Novice Wild Card.*

Edges: Command. Hindrances: Outsider (French pride), Addiction (wine)

Engineer: Abilities: Strength d6, Agility d8, Vigor d6, Smarts d8, Spirit d4.

Pace: 6; Parry: 5, Toughness: 5; Gear: Heavy Pistol and knife.

Skills: Fighting d6, Guts d4, Notice d6, Repair d8 and Shooting d8.

Navigator: Abilities: Strength d6, Agility d8, Vigor d6, Smarts d8, Spirit d4.

Pace: 6; Parry: 5, Toughness: 5; Gear: Heavy Pistol and knife.

Skills: Fighting d6, Guts d4, Notice d6, Know: Navigation d8 & Shooting d8.

Town Guardians:

African Guards: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d4

Pace: 6, Parry: 6, Toughness: 6, Gear: Spear, Shield and Knife.

Skills: Fighting d6, Stealth d8, Guts d6, Track d6 and Throwing d6.

Legionnaires: Abilities: Strength d8, Agility d6, Vigor d8, Smarts d4, Spirit d6.

Pace: 6; Parry: 5, Toughness: 6; Gear: Lebel Bolt Action Rifle and bayonet.

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6 and Shooting d8.

Hindrances: Wanted (Deserter)

Lieutenants: Abilities: Strength d6, Agility d6, Vigor d8, Smarts d6, Spirit d6.

Pace: 6; Parry: 6, Toughness: 6; Gear: Heavy Pistol, Lebel Bolt Action Carbine and Sabre.

Skills: Fighting d8, Guts d8, Notice d6, Stealth d6 and Shooting d8.

Edges: Alertness (+2 to notice rolls), Command.

Hindrances: Wanted (Deserter)

Notes: All three Lieutenants are in this activity for the adventure and a chance to get rich, thus improving their station.

Pre. Sergeant Decker: *Abilities:* Strength d8, Agility d6, Vigor d8, Smarts d6, Spirit d6.

Pace: 6; Parry: 6, Toughness: 6; Gear: Heavy Pistol, Lebel Bolt Action Carbine and Sabre. *Novice Wild Card with 5XP*

Skills: Fighting d8, Guts d8, Notice d6, Ride d4, Stealth d6 and Shooting d8.

Edges: Fast Healer (+2 to natural healing rolls).

Hindrances: Doubting Thomas, Wanted (Deserter), Ugly (-2 charisma).

Notes: Sergeant Decker is a Belgium who always wanted to be good with the ladies. He blames his current lack of female companionship, as being due to his lack of financial independence, not his poor looks, and this adventure should help nicely.

Capt. Jean Van Claude: *Ability:* Strength d6, Agility d8, Vigor d8, Smarts d6, Spirit d6.

Pace: 6; Parry: 6, Toughness: 6; Gear: Heavy Pistol, Lebel Bolt Action Carbine and Sabre. *Novice Wild Card with 10XP*

Skills: Fighting d8, Guts d8, Notice d6, Ride d6, Intimidate d6, Stealth d6 and Shooting d8.

Edges: Command, Ambidextrous, First Strike.

Hindrances: In Love with Marie (Loyal), Wanted (Deserter), Greedy (Minor)

Notes: When Marie appeared at the Captain's fort she was just looking for directions. What she found was a down on his luck French Officer so smitten with her he was willing to desert his post, and take his men with him, in order to further his loves ambition and get wealthy. He had a rough map and a journal written in German that he had found on a luckless traveler who had died in the desert. Her Zeppelin and his forces would allow the capture of the lost African city of Adamma he long dreamed of conquering.

Marie-Josephine Bonaparte:

Abilities: Strength d4, Agility d8, Vigor d6, Smarts d10, Spirit d4.

Pace: 6; Parry: 4, Toughness: 5 (7 or 9 with generator); Gear: Derringer and a Weird Science Shield Generator. *Seasoned Wild Card with 25XP*

Skills: Fighting d4, Guts d6, Notice d6, Repair d8, Investigate d4, Persuasion d8, Weird Science d10, Science d10, Engineering d10, Mechanics d10 & Shoot d8.

Edges: Attractive, Rich, AB: Weird Science.

Hindrances: Doubting Thomas, Delusion (reincarnation of Josephine Bonaparte, true heiress to the throne of France), Overconfident.

Notes: Born Marie Laplene, Marie was privileged to receive a fine education by private tutors hired by her doting father, noted French Merchant-Explorer Treich Laplene. Marie was captivated by all the fabulous inventions going on and had a knack for making things work. She was also stepped in the myth and legend of Frances former greatness, especially the period under Napoleon Bonaparte. Her father encouraged her knowledge and had a fine collection of items from the Early French revolution as well as numerous trinkets and collectables from his trips to Africa. For Marie's 18th Birthday Treich gave Marie a locket said to have been worn by Josephine during her time with Napoleon in 1814. He left the next day for the ivory coast of Africa. A few days later Marie, still wearing the

pendant, came across her Father's collection of rare African artifacts, one of which was a Witch Doctor's channeling stick. When Marie entwined the pendant with the stick to get a look at the different colorations of the stick she was suddenly possessed of the spirit of the vengeful witchdoctor passed through the pendant of Josephine Bonaparte. When the confused Marie looked into the mirror she saw an older French woman, Josephine, and the dark black eyes of the African Witch Doctor, Mondo, looking back at her. Her mind could not take it and Marie was lost, becoming Marie-Josephine Bonaparte, reborn, spiritual daughter of Napoleon, rightful ruler of the Throne of France and true Empress of the World. Looting her father's house, Marie disappeared. For the next three years she took the moniker of "The Artificer" and built the forces to retake her throne.

Marie had discovered the existence of Adamma, Lost City of Beauty, through reading of her father's research books and guided by a little inner voice. When Napoleon had been in Egypt prior to his becoming Emperor of France, he had sent a company of the French Army up the Nile to investigate rumors of an ancient Egyptian city, built when the pyramids were young. Marie built a Zeppelin, covered it in a white material, hired a French crew and flew to Africa. Realizing she would need some force to back up any claims she made, she met and enchanted the gullible Capitaine Jean Van Claude. She convinced him that a "City of Beauty" would have to have vast amounts of treasure hidden in it. With that he was able to convince his men to desert en masse and fly with Marie to the headwaters of the Nile. There, Marie discovered Adamma and descended into the city claiming to be Chinelo, the goddesses' representative. Using her Weird Science device to protect herself from the thrown weapons of the native guards, she quickly captured the king, his family and anyone who would not acknowledge her as the goddesses' voice. Then she began her experiments, first developing the Frog and moving it via Zeppelin to London for testing, and then beginning on her Fear Enhancing formula. Her full plan and estimate timeline is as follows (from the time the players intervene):

March 20 to April 3rd 1889 – Test Frog for performance and fear generating ability.

April 14th to 16th 1889 – Use White Cloud to collect prisoners and information from the Black Knight.

April 19th to July 1889 – Complete development of Fear Serum. Test on prisoners for effects on "normal" subjects. Refine and begin production.

July to October 1889 – Introduce Fear Serum into Kenya and Egypt, breaking British colonies. Encourage Mahdist attacks and re-conquest of Egypt. Play off German and British interests until French can connect coasts of Africa. Insert more agents into France preparing people for the return of the Empress and the undermining of the 3rd Republic.

October to December 1889 – Use influence to direct more French control of Northern Africa along with the careful introduction of the Fear serum into France's water supplies until only her "Imperial Party" seems to have the answers. Take over France through a bloodless coup and begin undermining the other countries in a careful series of expansions.

Final Confrontation: Depending on the course of action taken by the players the following can happen.

- 1) *Free the prisoners.* If the king and royal family are freed from the prison, they can be shown the exit and go out, rally the people and revolt against the Legion. Only the Legionnaires left in the palace will be able to fight against the players. The king can get the revolt going in about one hour after being freed.
- 2) *Take the Milletaruse and Zeppelin.* If the players capture both of these the Legionnaires will have no way of escaping the town except on foot. Moreover, the loss of the machine gun will put this firepower at the players' control.
- 3) *Destroy the Lab.* The Royal Children's chamber has been turned into Marie's Laboratory. Her notes will incriminate her and indicate her plans. It will also reveal three different personalities dominating her writing; Josephine, Mondo the witch doctor, and Marie. Josephine's writing, which dominates the journals, is cold and calculating, identifying men by level of power and exulting in the roll of the Artificer. Mondo's influence is passionate and spews venom and hatred against the White Devils. Marie's writing is short pleas for freedom, often cut off in mid-sentence.
- 4) *Confront Marie and Jean.* They will probably be found in the Throne Room, attended by a few members of the Legion and a number of servants, slaves and black guards. They will be discussing the progress of Marie's plans. If the players listen for a bit they may hear a deeper voice come from Marie once, bitter and hate filled Mondo, or a sudden young girls voice cut off in mid-plea. Mostly they will hear the sultry voice of Josephine. [Marie will be dressed in the most "modern, elegant" fashion with the locket around her neck. The Spirit Stick is now in Marie's dressing trunk, hidden in an inside jewelry portion under some felt that supports a jeweled necklace valued at £200.]

Outcomes: Assuming the players don't all die, I see the following outcomes.

- 1) *Players are captured.* Prison break time. Kito could help if need be.
- 2) *Players kill everyone.* While the King of Adamma will be grateful, awarding the players 20 Ivory Tusks (value of £50 each), and the Foreign Office will reward the players with a £500 bonus, Marie's father will blame the characters for her death. Note the effects of the locket and the Spirit Stick may still be around.
- 3) *Players capture Marie.* If she is separated from the locket it will, seemingly, free her from possession. The reality is Josephine will be subjugated for a while but may come forward under times of stress. Mondo can only be fully exorcized by an African witch doctor. Mondo can move from her body to another by touch unless the body he is in is totally destroyed. Mondo can return to the Spirit Stick unless it is also destroyed. If Mondo is forced from a possessed body and the spirit stick is destroyed, Mondo will be destroyed too. If Marie is returned to her Father, he will be very grateful and will count the party as close friends (treat as a contact for information on Northern Africa and close ties to the French government). The British Foreign Office will be less pleased and will reduce the reward by half. The King of Adamma will still be grateful.

GM Options:

I know people like to change things and I want to give some options without making this scenario too much longer, so here goes:

1) 1930 Pulp: Moving this up a few years doesn't hurt too much but go ahead and make the Nazis the main villain. In this case Marie is under the control of Doctor Von Wormgutt, a Nazi Psion with Puppet Master power and a power orb allowing him to maintain puppet mastery over Marie until the locket, a plant by the Doctor that was supposed to get her father, is removed. The Doctor never needs to leave Germany so he will be a reoccurring enemy. While Laplene would be a bit long in the tooth, just have him as the son taking over his fathers' footsteps. The treasure of Adamma would include the "Pharaohs' Stone," an artifact said to prophesize the future of the one holding it. In this case the Nazi's haven't found the Stone, which is hidden in the Treasure room under a complex locking stone that blends into the floor pattern. The king has been holding out under torture but might give in at any time. The weapons would be pretty much the same but you might see some submachine guns. Marie would still be trying to bring France to glory but mainly at the cost to England.

2) More Zombies: For those of you that need more "brain-food" Marie could be researching a method to turn living men into Ghouls, brain-eating zombie like creatures, instead of the Fear Serum. The prisoners would be her test subjects and a modified version of the Frog would be designed to "inject" the Ghoul venom into a grabbed enemy or "spit" the Serum into the mouth of a surprised enemy. The Serum would cause a vigor check (-2 if injected) with a failure causing a brain fever and change into a Ghoul (Strength and Vigor increase by one dice, Smarts and Spirit drop by one dice, and the character gains the Zombie special abilities while keeping it's original skills, less one dice for smarts based skills). This option can be combined with number one or three.

3) More Magic: While the witch doctor is currently a ghost possessing Marie, you could have Marie also have Magic powers that once belonged to the witch doctor. Just ignore Marie's Weird Science AB when the witch doctor is in control and give the witch doctor *bolt*, *barrier* and *puppet master* powers with 20 power points, an AB: Magic edge and a Spellcasting skill of d10 with the appropriate brain-burn problem.

Credits: *Space 1889* © is a product from Game Designers Workshop. Full details of this system are not needed to play this adventure but make great background material. *Savage Worlds* © is a product from Great White Games and is critical for the full enjoyment of this scenario.

All the rest of the ideas presented here are my own, William G. Reger © 2003, with liberal interpretations of history, blatant fictional ideas, and traditional adventure hooks. Any comparisons to real people, living or dead, were not meant to be biographical, or otherwise real, in any way. For those who wish to use this adventure, or ideas presented in it, please feel free to do so only giving me the proper level of blame, and the companies above the proper credit.