



First in the three-part
"Web Wars" series of modules
for TSR's high-tech espionage
role-playing game.

TOP SECRET/S.I.

WEB OF DECEIT

by Bob Kern

Game



WEB OF DECEIT

Table of Contents

San Cristobal	2
History	2
The Government	4
The People	9
Religions	9
Terrain	11
Button, Button	37
Player's Briefing	37
Administrator's Briefing	38
NPCs for Button, Button	39
The Scenario	45
Act I: Least of Eden	45
Act II: Marshall Drilling	47
Act III: The Cubans' Missing Crisis	49
Act IV: The Central Interference Agency	50
Act V: The Russians Are Here	51
Act VI: The Reggae Connection	53
The Setting: Eden Cay	54

Credits

Design: Robert Kern
 Editing: Timothy B. Brown
 Cover Art: Jim Kietz
 Cartography: Dave Sutherland
 Typography: Angelika Lokotz
 Interior Art: Ben Otero
 Graphic Design: Cory Graham

TOP SECRET/S.I., the TSR logo, and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada Ltd.

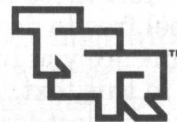
Distributed to the toy and hobby trade by regional distributors.

This work is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written consent of TSR, Inc.

© 1989 TSR, Inc. All Rights Reserved.

Printed in U.S.A.

0-88038-714-9



TSR, Inc.
 PRODUCTS OF YOUR IMAGINATION™

TSR, Inc.
 POB 756
 Lake Geneva
 WI 53147 USA

TSR Ltd
 120 Church End, Cherry Hinton
 Cambridge CB1 3LB
 United Kingdom

San Cristobal

Welcome to the island paradise of San Cristobal, where intrigue, subterfuge and double-dealing await your players' characters at every turn.

This supplement is the first of a trilogy. The information and adventure included in this booklet can be used as a launching point into the next two parts, but each one can stand on its own. If you plan on running all three supplements it would be best if you run them in order since information in one is useful in the next one in the series.

This booklet describes the island nation of San Cristobal, a country geographically south of Cuba and east of Jamaica in the Caribbean. San Cristobal is also centerstage for countless intelligence operations, a hotbed of political and espionage intrigue. Included are descriptions of the major cities, ports, terrain types, people, customs . . . everything you will need to run a campaign. San Cristobal is designed to be a place you can use over and over in your campaign. The PCs will find many friendly and unfriendly NPCs to interact with and each NPC description contains guidelines for how they will react to the PCs.

Note: The physical and skill list descriptions for the important NPCs are the minimum they should have. When playing them, you can give them whatever skills you feel necessary. In some cases (such as minor criminals and civilians), just the bare minimum information for interaction is given. If you need or feel these NPCs deserve expansion, please feel free to do with them what you will. By no means are you limited to the NPC reactions described in this text. A lot will rely on what cover the players select for their characters. You are the final judge on how the NPCs will behave.

Next is a section that contains maps of San Cristobal showing the major roadways and terrain types. Also, the maps depict major locations on the island and floorplans you can use for hotels, mansions, resorts, wharves and warehouses . . . places where spies go to collect information and generally get into trouble. The rest of the book presents an adventure to get the PCs started on the island.

It will provide ample opportunity for you to introduce the various aspects of the island to the players.

Keep in mind, though, that San Cristobal is a fictional island and that the most fun part of a fictional island is this: You can do anything you want with it. Have fun.

History

First colonized by the Spanish in the 16th century, San Cristobal was spared the looting and pillaging that ruined other Caribbean islands. The infamous Conquistadors were more interested in the gold treasures that had just been discovered in Central America. Instead, the Spanish used the island merely as a way station for their treasure fleets. Since so many ships were hurrying to the new world in a single-minded quest for gold, they seldom stayed long at the island. Those who did, though, found a lush, green haven filled with spectacular beauty and plentiful resources.

Since it was largely ignored in these early years, pirates came to use the south coast of the island as a refuge between plundering voyages. When the British navy finally had had enough and sailed into neighboring Jamaica in 1658 to rout the Spaniards it started a war that lasted two years. The resulting Treaty of Madrid in 1660 gave the British the island of Jamaica and, almost as an afterthought, San Cristobal.

Even then, the island was spared the cruelty Europeans offered others. While the British were busy cutting down every mahogany tree on Jamaica, San Cristobal was becoming the playground of the wealthy. After all, they couldn't be expected to live on an island where actual work was going on.

The port was still busy as a major stop on the molasses-rum-slaves triangle in the 18th century. Many a slave who jumped ship found that he could make a life in the jungles either farming for sustenance or raising highly profitable cash crops such

as tobacco or bananas. The authorities usually left them alone.

The blessed existence of San Cristobal continued into the 20th century. While Jamaica suffered rioting due to economic devastation wrought by the Great Depression and the destruction of the banana crop by Panama Disease, San Cristobal was spared both. The island prospered both agriculturally and as a resort island to the many seeking protection from the riots. The island even became free one year before Jamaica, in 1953. That's when the trouble started.

In 1958, when San Cristobal announced it planned to join the West Indies Federation, there was strong opposition that split the government. San Cristobal never joined the Federation. Instead it was thrown into five years of revolution. Ironically, the revolution lasted longer than the West Indies Federation did.

Still, the revolution wasn't devastating. There were few riots in the streets. Instead the revolution took the form of jungle fighting and a number of abortive coups. Finally it ended when the military, led by General Marco Bayo, took over the government and ruled with an iron fist in a velvet glove for more than two decades.

The Bayo Government was careful to shield tourists from the "more unsightly" aspects of the island. A major part of the country's economy was based on tourism and the resorts. The dissatisfied and impoverished were carefully kept out of sight, often by force. A negative image might have damaged the tourist trade, the very life-blood of San Cristobal.

A symbiotic arrangement grew out of this. The resort owners would make sure the military government was well-paid and the government would make sure the owners were safe . . . especially from the government itself. Its capricious nature might inspire some official to launch a surprise inspection or a search for "subversives" which would hurt business.

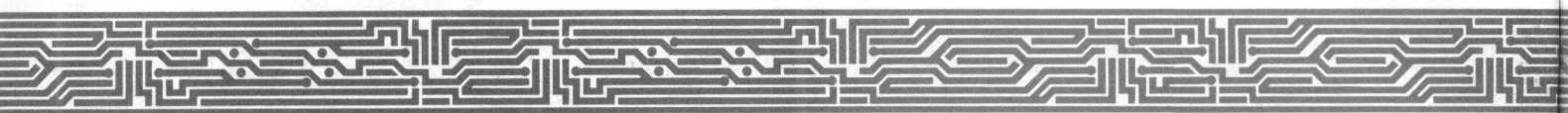
By design of both the resort owners and the Bayo government, the natives worked like animals and lived only slightly better. Shanty towns sprung up on the outskirts of the cities, far away from the view of tourists. Many worked the large remaining plantations for less than adequate wages for the owners who were, not surprisingly, good friends and backers of the government.

But it is a matter of historical record that no matter how much you beat a man down, he will maintain some spark of dignity that needs only some tinder to blaze forth. In the case of the impoverished natives of San Cristobal, that tinder was Valentino St. John Ignatius.

Ignatius, a man descended from escaped slaves, was never one to just accept his lot in life. While he toiled in the fields gathering bananas and citrus fruits, he was always considering how to change the way things were and what could be done to turn San Cristobal into the island paradise the posters and television commercials claimed it was. At night, by the fire in his shack, Ignatius would read the books he "borrowed" from the mansion house whenever he got a chance to do domestic chores or deliver supplies. He would devour the books from cover to cover, return them, and then "borrow" more. Some of the books on politics and philosophy were a little difficult for him to understand in the beginning, but his meager reading skills improved rapidly.

He began holding meetings with his fellow workers about how they were being oppressed by the regime and how they must do something about it. His co-workers wanted to stage an armed revolution and burn the rich people's houses, but Ignatius knew better. He had come to understand the teachings of Gandhi and of Madison Avenue and he began making plans.

With an army of workers, Ignatius engineered a series of work slowdowns. Days would go by where production was practically nil. And on every occasion when the military would try to intervene with clubs and force, Ignatius was ready. He would arrange for the government to embarrass



itself and back down. For instance, a foreign dignitary or a celebrity, whose driver took a wrong turn, would see what was going on. Or a tour bus, running a little behind schedule and trying to make up for lost time would come across the scene by chance.

Ignatius also started a print campaign. At first, the local newspaper would not print his letters, so photostated copies began mysteriously appearing in hotel rooms and getting into foreign newspapers.

Ignatius was an excellent persuader and his war of words soon gained worldwide fame. Pressure was brought to bear on San Cristobal to hold free elections. After a few years, the government finally relented and allowed them, figuring they could control and fix the results.

But Ignatius was not easily taken in by the government's generosity. His next step, shortly before election day, was to invite the world media to watch the "new democracy in action." So much attention was paid to the elections in the world press that there was no way for the government to rig them quickly enough.

Ignatius was voted into office. General Bayo discreetly left the island for sanctuary in a sympathetic Central American country.

The politically cynical predicted that within six months, Ignatius would become as corrupt as his predecessors and as tyrannical. Ignatius has been very careful, though. His decisions and programs have always been for the betterment of the island and his people.

When the huge resort companies wanted to build hotels and casinos, Ignatius agreed to let them build provided at least 60% of the employees were island natives and that within four years the owners would train islanders to assume at least 75% of the managerial positions. He did not let them build casinos, though. That he reserved as the province of the government.

A strip of prime beach property along the island's north shoreline was set aside by Ignatius and developers were allowed to bid for rights to lease the land for their hotels. Much of the island's working capital is derived from these rent payments. He also expanded the commercial seaport to accommodate large tankers and freighters, turning San Cristobal into one of the leading ports in the Caribbean.

After three years of progress such as this, Ignatius was re-elected by a landslide. He has served two terms and is now going into his third with no sign of loss of popularity among the citizens.

There are those, however, who would rather see a different form of government on San Cristobal, even a return of General Bayo. Ignatius is aware of these factions, but like any legitimate head-of-state, he cannot legally do anything about them until they break the law.

The Government

San Cristobal is a democracy. The president is elected along with seven provisional governors that function both as governors of their territories and as a sort of congress. They, along with the general of the army, each have one of eight equal votes on the affairs of state. Any ties are broken by the president.

The system has worked so far. In general, every section of the island feels it is getting fair representation and while the entire island is not yet booming with wealth, there is progress being made.

The government welcomes visitors and tourists, but does not appreciate outsiders meddling in its affairs. It has rejected offers of economic aid from the United States and the Soviet Union and remains on friendly to neutral terms with both. There are no embassies on the island, though there are citizens of almost all nationalities scattered across the island.

Nor does San Cristobal appreciate being used as a "playground" for espionage.

Due to its strategic location in an area that is rife with political intrigue, drug deals and various smuggling operations, Ignatius has created an Intelligence service. The Ministry of Intelligence's main job is to keep spies and foreign operatives out of the country and make sure that the government is not in danger from outside subversive forces.

The Ministry has very little to do internally. They check on visitors and are regularly sent reports from the police around the island. They gather and analyze the information and investigate when they feel a pattern of foreign influence emerges. Their aim at that point is to defuse the influence as quickly as possible and remove it from the island.

The Ministry of Intelligence is not naive, however. The Ministry knows that the major powers are interested in keeping an eye on what goes on on the island. So the government does tolerate a low level of activity on the island, agents who maintain a very low profile and just report back to their respective agencies as to what's going on.

Begin Rules Section

Valentino St. John Ignatius

STR	INT	REF	WIL	CON	MOV	DEX
35	56	30	59	33	32	30

Sex: Male
 Race: Black
 Nationality: San Cristobalan
 Native Language: English
 Age: 38

Psychology: Cruelty (None), Loyalty (Total), Passion (Some), Piety (High), Sanity (Total), Selfishness (Low)

Advantages: Trilingual Background (French and Spanish), Language Ability, Presence

Disadvantages: Moral Qualms

End Rules Section

Background: Much of Ignatius' background was covered in the history of San Cristobal, above. He is a self-made, self-educated man with one fierce passion and loyalty: San Cristobal.

His mother and sister live in a comfortable but unostentatious house outside of the capital and Ignatius visits them frequently. (The mother and sister are given round-the-clock protection by orders of the Minister of Intelligence.)

There is no girlfriend or fiancée in Ignatius' life. He attends most state functions alone or with his advisors. He does not hate women by any stretch of the imagination. It is just that his obsession is the growth and well-being of his country and that has no time for any romantic entanglements. Many of his countrymen do wish, though, that there were someone. General consensus is that it would make him a happier man.

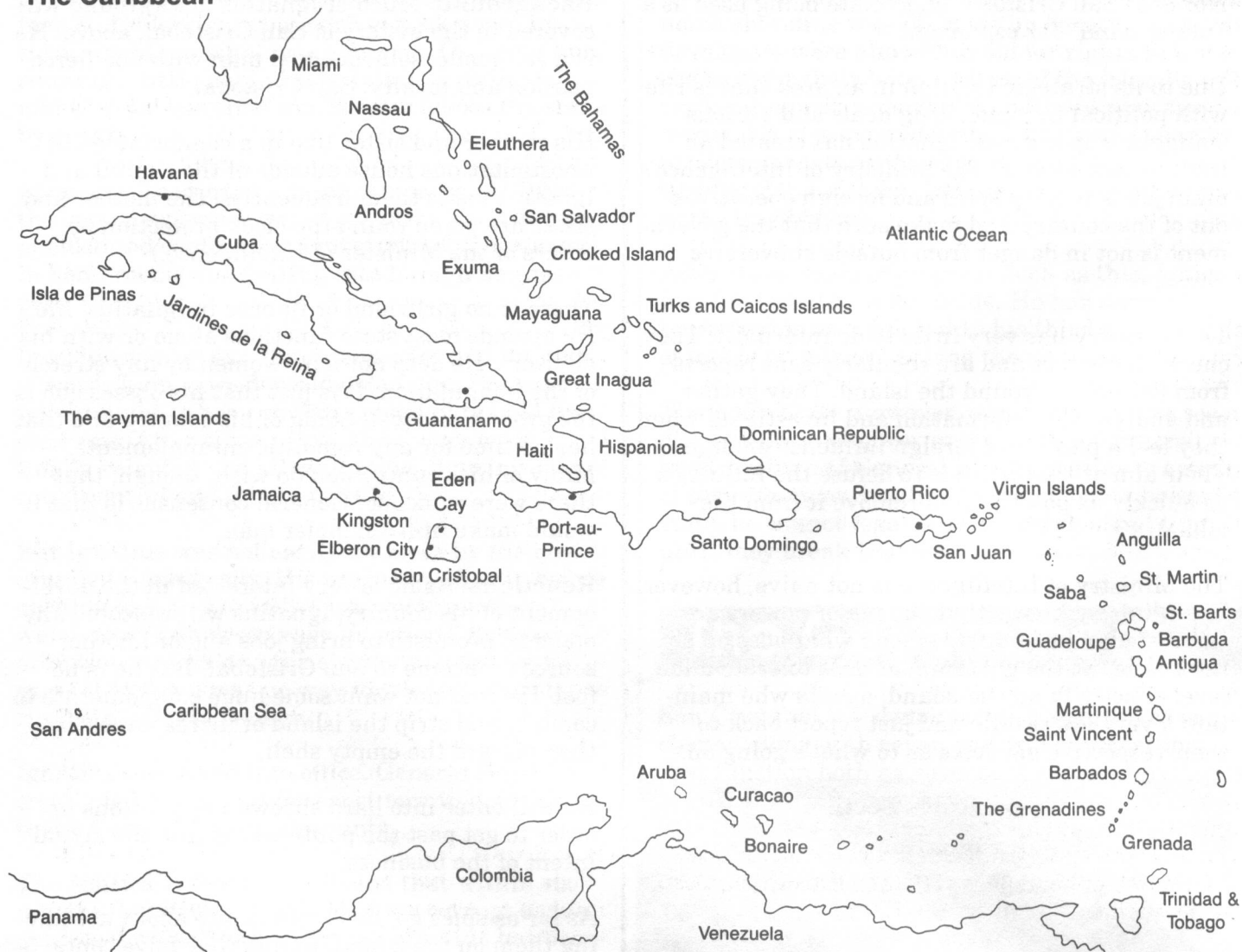
Reactions: As he is very interested in the development of his country, Ignatius will welcome anyone who promises to bring jobs and/or another source of income to San Cristobal. But he is no fool. He does not want some huge conglomerate to come in and strip the island of its resources and then discard the empty shell.

He will enter into hard shrewd negotiations in order to get past the polite words into the actual intent of the business.

As far as spies go, he is passionate about not having them on the island, unless they have contacted his government and are working in cooperation with his own intelligence people. Otherwise, he views them as interlopers who are using his island because they think it is a quaint little backward country whose sanctity and laws can largely be ignored.

Ignatius holds the laws of his country sacred. He would turn any spies over to his courts for trial and deportation. He will also make sure that any spy gets the maximum local newspaper and wire service coverage, negating their effectiveness as undercover agents.

The Caribbean



Begin Rules Section

Penelope Clavell

STR	INT	REF	WIL	CON	MOV	DEX
33	60	56	62	40	49	44

Sex: Female
 Race: Caucasian
 Nationality: French
 Native Language: French
 Age: 36

Psychology: Cruelty (Low), Loyalty (High), Passion (Average), Piety (Low), Sanity (Total), Selfishness (None)

Advantages: Bilingual Background, Observation, Peripheral Vision, Sensuality, Sixth Sense

Disadvantages: Moral Qualms

Skills: Knife throwing (3), Pistol (4), Rifle (3), Oriental Martial Arts (4)

End Rules Section

Background: Clavell was "deactivated" from the Security division of the SDECE (Societe de Documentation Exterieur et de Contre-Espionage), the French secret service because she wouldn't follow what she felt were questionable orders. She refused to lend aid to the sabotaging of a Greenpeace sailing ship. By some strange coincidence, just a few short weeks after the termination of her employment, information that led to exposure of the operation was leaked and hit the international media.

Since that time, Clavell has led a three-fold career. She has made a living as a legitimate bonded courier, delivering valuable items around the world. She has also simultaneously been an undercover intelligence courier, delivering microfilm and papers to remote, desolate corners of the world. Finally, she has acted as a freelance agent handling delicate missions that the hiring government would rather not have its name attached to.

Just prior to her coming to San Cristobal, she had finished a mission in Columbia and was looking for a safe way out of the country. Like most missions in Columbia, it did not make her very popular with anyone and her life was in danger.

A representative of Ignatius located her and offered her diplomatic protection out of the country. Just the opportunity to pass unscathed past Colombian customs agents made the offer appealing enough to Clavell at the time.

Ignatius had done some investigating and was impressed with Clavell's moral stand with the French. The post of Minister of Intelligence was open, and he was under great pressure to appoint a minister from within. His supporters felt he needed a loyal person in such an important post. Others, like the remaining supporters of General Bayo, wanted their man in.

Ignatius offered the post to Clavell. After the initial rounds of shock, outrage and yelling were over, Ignatius calmly explained that he wanted someone without any loyalties in the Caribbean

except to the job. To Ignatius, Clavell had proven herself incorruptible and "that, gentlemen, is that."

There was some grumbling, but Clavell got the post. She has done such a splendid job that it would be nearly impossible to maneuver her removal.

The Intelligence service is not very large. There are only about 12 field agents and they are sent out periodically to see what information they can gather. The real heart of the service is its role as a communications center. Though San Cristobal does not actively seek relations with other countries, the intelligence service has linked up with every other country it could. There is a constant feed from the Federal Bureau of Investigation in the United States (known as the paper-waster since often the information from 400 sheets of information can be distilled down to fit very neatly onto one typed sheet). There is also a link with Interpol (known as the European Filing Cabinet since it is only good for reference and not for action). There are many other services linked to the island, plus the news feeds from Associated Press, United Press International, Reuters and Tass. These are gone over carefully for the express purpose of cutting off any operations that might involve or affect San Cristobal.

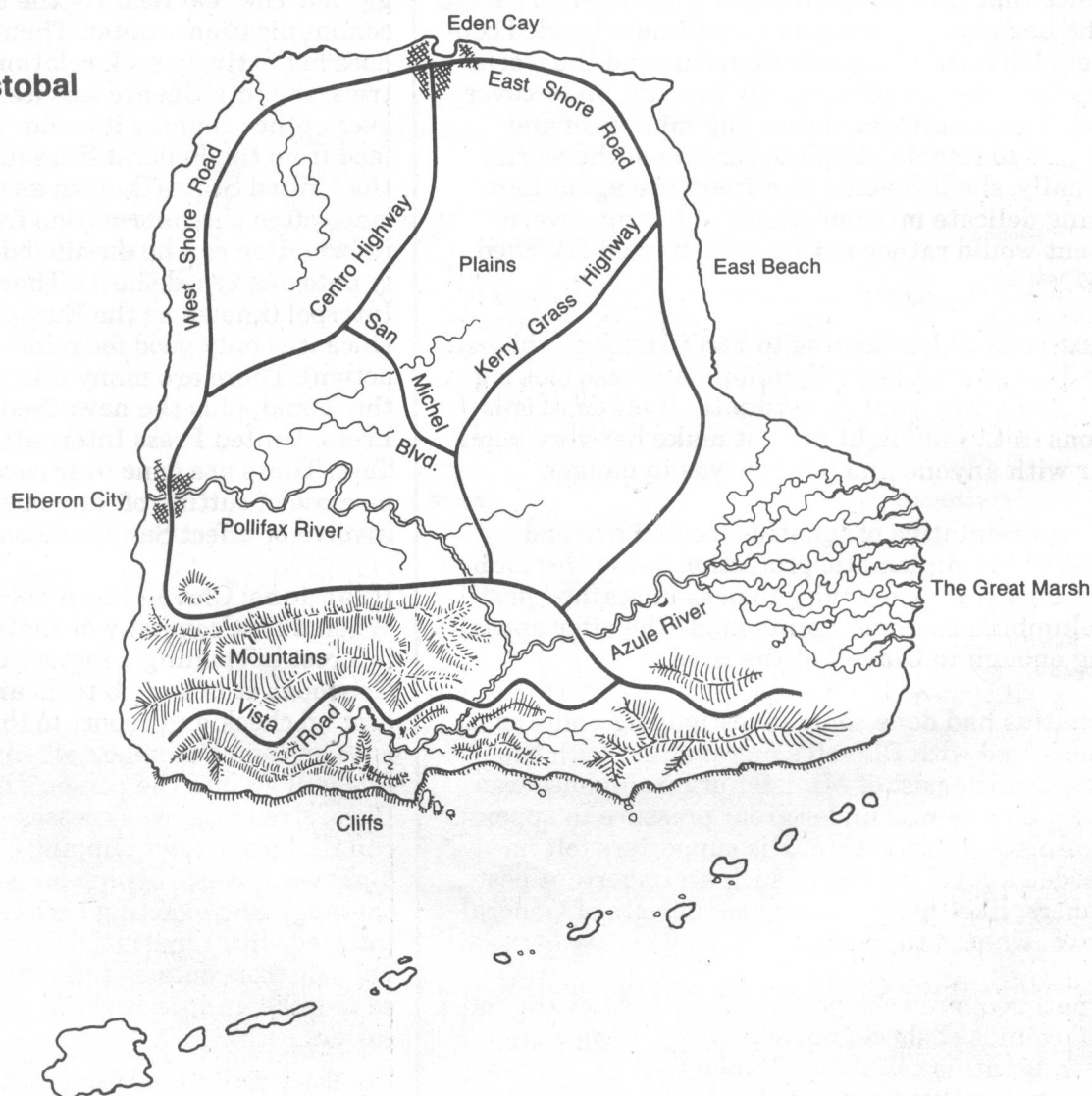
Reactions: Clavell has a very suspicious nature. When a new company or individual expresses interest in opening a factory or operation in San Cristobal, it is her job to do an extensive background check and report to the president. She is ruthless and shameless when she is doing a check. She will go into the person's history, likes, dislikes, strengths, weaknesses . . . everything she can find from news clippings, covert interviews, and even eavesdropping on neighbors. She is so thorough and exacting because she has been infected with Ignatius' desire to keep San Cristobal safe from outside influences. So she will often sound like an interrogator, even in polite conversation.

She will even test the moral fiber of a person by initiating sting operations and setting temptation (money, drugs, sex) out to see if the person takes the bait. She is credited (or blamed, depending on whom you talk to) with stopping the infiltration of American organized crime into the resorts by having one of her female operatives feign interest in a man who claimed to be representing a large hotel chain. Over a quiet dinner with a lot of wine, the man tried to impress Clavell's agent with tales of power and corruption. The entire conversation was played back for Ignatius who had the man

declared persona non grata and deported back to the United States.

Clavell will do the same (or worse) to discover everything about the PCs if they raise her suspicions so much as a millimeter.

San Cristobal



The People

When speaking of the people in the Caribbean, the word "creole" is bandied about a lot. Originally, creole was used derogatorily to denote that the people were not of any pure ethnic blood. Down through the centuries, however, the word has lost its power of insult and now refers to a proud people who have created their own background and culture.

There has not been one culture that has not been in the Caribbean. Even Oriental peoples have come and left their mark. People from the United States, Europe, Africa, South America and Asia have all traded in these waters and many have settled down. Many have left indelible marks on the island and its culture.

In many of the citizens of San Cristobal visitors can see the original native Indian characteristics of high cheekbones, ruddy skin and black piercing eyes. The African slaves brought their beliefs which were incorporated into the already existing beliefs of the natives, making various forms of religion and voodoo. They also brought their native cuisines which formed the basis for many of the area's spicy, delicious dishes. The Spanish brought with them the architecture of Europe which dominates the island. They also brought the arms and firepower that suppressed the natives and insured their control. The British brought their English language, an educational system, the judicial process and gin.

The predominant influence on the islanders today is television from the United States. The younger San Cristobalans, just like their counterparts around the world, strive to emulate their TV heroes, musical idols and fashion models.

Religions

Like most islands in the Caribbean, San Cristobal

boasts a variety of faiths. All the major Christian faiths are represented here along with Judaism. There are also the local faiths, including voodoo.

The Europeans imposed Christianity on the natives and the slaves brought from Africa. The slaves, to cover their own practices, adopted many of the forms, but little of the substance of Christianity, all the while retaining their own culture. They did this to fool their masters, who were afraid that a rise in the cults would lead to slave uprisings.

The result is a layer of Christianity over the tribal beliefs of the islands and the immigrants. Many of the cults and voodoo worshippers adopted Christian symbols and ideas, then modified them to fit with their own beliefs.

Myal and Obeah: These cults are two sides of the same magic coin. They are the modern day versions of white (Obeah) and black (Myal) magic brought to this island by the African slaves. They are rivals of a sort, each supposedly able to cancel the other's spells and magics. Strangely, it is the Myal wizards who were the leaders in healing potions made from herbs, incantations, and ceremonies. Today, the connotations of good and evil have been eliminated and both are assimilated into the Afro-Christian culture of the island. Obeah purists do have an underground cult and do enjoy a measure of popularity from natives who place much trust in their methods and with tourists who think it is all "very colorful and rather interesting."

Bongo: This obeah-related cult views men and spirits living together in harmony and helping one another. The power of the spirits is inherently neither good nor evil, just available. At their ceremonies, spirits are invited to take hold of the devotees. It seems that a spirit's greatest desire is to be able to experience the physical world. They all wish to live for a short time through the humans summoning them and enjoy smoking, laughing, dancing, singing and other pursuits of the flesh. Reports state that possessed devotees first contort and grimace and are then able to per-

form almost superhuman feats like standing in fires, holding hot coals in their hands and mouths and lifting great weights.

All these exertions can have a debilitating effect on the devotee and some have been seriously injured by giving in to the excesses demanded by the spirits.

In exchange, though, the believers can call upon the spirits for help. There is a strong Bongo cult in the Great Croc Saltwater Swamp (see the Terrain section of this book for more information on the swamp).

Rastafarianism: Though usually associated with Jamaica, Rastafarianism is spreading throughout the Caribbean and other parts of the world.

Rastafarianism was begun by Marcus Garvey in the early 1900s. The idea of "One God! One Aim! One Destiny" preached that there would be a black king who would be crowned in Africa and lead all his followers to a promised land on that continent. In 1930, a black, Haile Selassie, was



crowned king of Ethiopia. The Rastafarians adopted him as their savior and began worshipping him and named Ethiopia as the promised land.

Their ideal is in direct conflict with many historians, many of them Europeans, who claim Haile Selassie was one of the worst tyrants the continent of Africa had ever seen. The arguments are much too involved to be detailed here, but the conflict should be noted for interaction purposes.

The dream of all believers returning to the promised land has been modified because it is politically and practically impossible. The ideal of the Rastafarians now is to make Jamaica, or wherever they congregate, their promised land.

The dreadlocks, or long braids of hair, sported by the majority of Rastafarians are their way of showing his devotion and their connection with the Ethiopian lion, a sacred symbol within the group.

Rastas are suspicious of Caucasians as a race but judge each person they meet on their own character. There are a number of white Rastafarians and they are readily accepted. Women are relegated to the home as the religion sees their main function as domestic. Women are allowed to sell crafts and perform minor functions.

There are many fakes preaching Rastafarianism and soliciting funds to help the cause. The devoted Rastafarians prefer to stay away from the urban life and opt for quiet lives in the country, away from the spirit-polluting cities.

Cumananci: Cumananci is an outgrowth of an African spider cult. There is a martial arts flavor to this cult since it turns to the ways of the spider for a method of bare-hand fighting and for its strange beliefs.

Followers believe that the spider-god is working through them to build a worldwide network of religion which will bring power to the true believers who will reign benevolently over the rest of mankind.

They study and emulate the way of the spider, building intricate webs, both figuratively and literally. Some are of silk to bring in new members. Some are of rope to hang enemies.

In Africa, the spider cults were feared by all. Once the mark of the spider was on you (usually noted by having a poisonous spider delivered to your home), you knew you had been named an enemy of the cult and were sentenced to die. When members of the cult were captured as slaves and brought to the New World, they brought with them their cunning and their beliefs. Many apply the Study of the Web much the way chess players use their strategy skills. In business they are formidable opponents since they know the web must be complete before the spider can be successful.

Their ceremonies revolve around one high priest or priestess. An open grove must be found which the light of full moon can bathe fully. The ground is marked with a pattern of a web. At the center of the pattern is a large pit filled with spiders. The followers, holding long ropes follow the priest in a dance in which they create a web of rope. In some ceremonies, the pit is filled with poisonous spiders and a human sacrifice is thrown in.

It is rumored that a Cumananci cult operates out of one of the larger islands of the Rubena Keys.

Terrain

This section describes the basic terrain types on the island. Included are NPCs typical of the people who live in those areas and Chase Hazards you can implement. Refer to the chase flow charts in the second part of this supplement to determine when the PCs encounter each particular hazard. Of course, you can pick and choose hazards that would best suit your purpose and keep the adventure moving.

The primary Attribute used on a Foot Chase will be REF, since the PC will be making a split-second reaction to the hazard. Guidelines will be given to

handle the various hazards during play. Remember, though, that you have the final say. If you and your group have been handling similar situations differently and it has been working to your satisfaction, don't change on our account.

The Mountains

Sometime back in its dim geological past, San Cristobal was at least twice as large as it is now. Like most islands in the Caribbean, it is of volcanic origin. The young island was covered with airborne seeds and was an ideal resting spot for migratory birds until its surface evolved into a deep layer of fertile topsoil.

Then the southern half of the island sunk back into the sea. The magnificent cliffs that boaters gaze at in rapt admiration and spend countless rolls of film photographing are a direct result of this ancient geological event. In addition to being a spectacular sight, these cliffs have helped save the island from sustaining major damage from hurricanes. The storms usually strike from the southeast and much of their fury is spent battering the durable rock, sparing the cities and farms the full force of the Caribbean storms.

The cliff is not extraordinarily difficult to climb. It is anywhere from 100 to 175 feet high and its jagged edge has some excellent hand holds for bare rock climbing. Anyone using mountaineering equipment will have an easier and faster time of it, though. Of course, during a storm or hurricane you should apply negative modifiers as you see fit.

The cliffs mark the highest point of San Cristobal's Caramanda mountains. The roads through the mountains are considered treacherous with many hairpin curves. At the time of their construction it was easier to build more road than to try to carve a pathway out of the rock. The view along the roads is scenic, but only for passengers.

Drivers usually white-knuckle the trip at very sedate speeds, eyes glued to the road to watch for the next curve.

Despite the driving problems (or maybe because of them) a number of wealthy San Cristobalans and foreigners have gone to much expense and trouble to have luxurious homes built on (and sometimes into) the mountainsides. Generally, the higher on the mountain the greater the cost of a house or estate.

Note: A floorplan for a typical luxury home is included in this set.

During the summer, the mountains are a popular tourist spot. The off-shore breezes serve to cool off the mountains on this otherwise very hot island.

NPCs in the Mountains

Begin Rules Section

Lady Brenda Jellicoe-Parker

STR	INT	REF	WIL	CON	MOV	DEX
32	44	42	54	61	38	43

Sex:	Female
Race:	Caucasian
Nationality:	British
Native Language:	English
Age:	?

Psychology: Cruelty (Low), Loyalty (Some), Passion (Total), Piety (Low), Sanity (Some), Selfishness (High)

Advantages: Attractive Appearance, Wealth

Disadvantages: Lechery

End Rules Section

Background: In the island's social circles, the one question never asked on the island of San

Cristobal is the age of Lady Brenda. People stopped asking and just kept marvelling years ago. They know she has lived on the island for more than 20 years, staying on after her husband died ten years ago.

Lord Jellicoe-Parker was owner of the shipping company that handled most of the fruits exported from the island. He was well-loved by his workers and the government since he always made certain that he gave back as much to San Cristobal as he got from it. He was one of the first men to hire islanders for key positions in a company. Soon virtually his entire company on the island was manned by San Cristobalans. He built a house on the mountains at the top of the cliffs and relocated here with his attractive, adoring wife Brenda.

Lord Jellicoe-Parker died tragically and unexpectedly. He and her ladyship were out sailing when a fire started belowdecks. His lordship was so concerned with the fire that he failed to see the coral reef and the ship crashed. His lordship's clothes caught fire and he and his wife went overboard for two days and two nights. Lady Brenda miraculously survived the ordeal. His Lordship did not.

When help arrived they discovered that his lordship had died from his burns shortly after going overboard. Still the widow refused to accept her loss. She spent some time in the hospital until she was determined to be well-adjusted, but she was never quite the same again.

While most people would have gone into seclusion, her ladyship went to the other extreme. She became a social animal . . . a social wildcat to be exact. She started having parties that would last for days and romances that lasted only slightly longer. She would start to see a man, get bored with him very quickly, and move on so rapidly that polite circles began to talk.

Always a very handsome woman, her ladyship went on an extended vacation and came back looking ten to fifteen years younger. Her plastic surgery scars are barely noticeable. Now she exercises and constantly diets and visits a Swiss

clinic once a year for further fitness training.

She is a person living in the fast lane. She spends her days at the estate or on her 150' cruiser docked at the resort harbor.

Reactions: Any good looking male PC will certainly get her ladyship's attention. On the other hand, any young, attractive female will only earn her disdain.

If her ladyship likes a young man, he can become something akin to a charm on her bracelet. She will exhibit him at all her parties and any parties she attends and introduce him around as "a dear, dear boy who's helping me through a tough time."

She knows everyone who lives on The Cliff, as the neighborhood of mansions and millionaires is called, and is a favorite party guest. Because of this, she can be very useful in getting a PC invited to an otherwise exclusive party.

Begin Rules Section

Martin Lebecque

STR	INT	REF	WIL	CON	MOV	DEX
54	62	24	55	23	58	43

Sex:	Male
Race:	Caucasian
Nationality:	United States
Native Language:	English
Age:	43

Psychology: Cruelty (Low), Loyalty (Low), Passion (Average), Piety (Low), Sanity (High), Selfishness (Total)

Disadvantages: Greed

End Rules Section

Background: All characters will know who Martin Lebecque is. It was in all the newspapers how he ran a confidence game so shrewd that he can't be arrested for it.

What it boiled down to was offering to sell secrets to the Russians while acting as a consultant with an American aerospace company. He got a couple of million dollars for information that never materialized. When the FBI went to pick him up, they couldn't find the plans. The Russians didn't want to become implicated in such a well-publicized case, so they couldn't retrieve their money. Lebecque was let free because of the lack of evidence against him.

He's had an exceptionally luxurious lifestyle since then.

He took a big risk which has paid off and since then has set up a network of technology thieves who gather information, plans and specifications for him which he sells to the highest bidder. He is always very careful to keep several steps removed from the deal and never to culminate one on San Cristobal.

On the island there is talk of his shady past, but he is very careful not to break the law or embarrass the government. All deals are signed, sealed and delivered in some other spot. As he puts it: "A smart animal doesn't mess where he eats."

Reaction: Lebecque will at first be suspicious of anyone he suspects is an agent for any country or organization. He surrounds his house with bodyguards and guard dogs. However, he can be reasoned with . . . especially if it ultimately means a profit.

Lebecque is a prime source of information about the island, the surrounding island nations and Central America. He knows about almost every drug deal, gun sale and planned revolution. He is somehow connected with most of them, anyway. He is also careful about leaving the island. He is not wanted by any country, but he knows that several countries would love to "detain" him for a few days to ask a few questions. If you have some point of information you'd like the PCs to have, you can use Lebecque.

Chases in the Mountains

A. Hairpin Thrills

Though the view is scenic, the main object of interest to your character is the hairpin turn coming up fast.

Getting around the mountains in a vehicle is a tricky operation. The road curves sharply in a series of deadly turns that drivers on the island have come to fear and respect. Getting around the curves is easy if one is driving at or under the speed limit, but how often do secret agents do that?

Any PC trying to negotiate a curve at high speed receives a negative modifier equal to 50 minus the Handling Rating. For instance, a character in a sports car with a Handling Rating of +30 subtracts 20 from his chance to negotiate the turn. A character in a limousine with a Handling Rating of -20 subtracts 70 from his chance of negotiating the turn. Remember, 50 minus a -20 works out to 50 plus 20.

Don't forget to check the Driving Check Modifiers on page 82 of the Players Guide for further numbers to crunch. If a maneuver results in a Crash, the car will go off the road and, unless it can sprout wings inside of about half a second, will plummet vertically. Have the player whose PC is driving make another Driving Check. If it fails, add 3 to whatever is rolled on the Crash Table on page 86 of the Players Guide. If successful, roll normally on the table.

At your discretion, you can have the car land in someone's backyard. If the Driver PC expends Luck Points (number up to you), the car can slide down the hill and come out on the stretch of road just below the next hairpin turn. (This could be a useful maneuver if the PCs are chasing someone else.)

B. Road to Nowhere

Boy, what a view! Nothing but the open, azure sky, fluffy clouds and a few birds. Unfortunately, the view doesn't include any more road, which your character will run out of in just a few hundred feet.

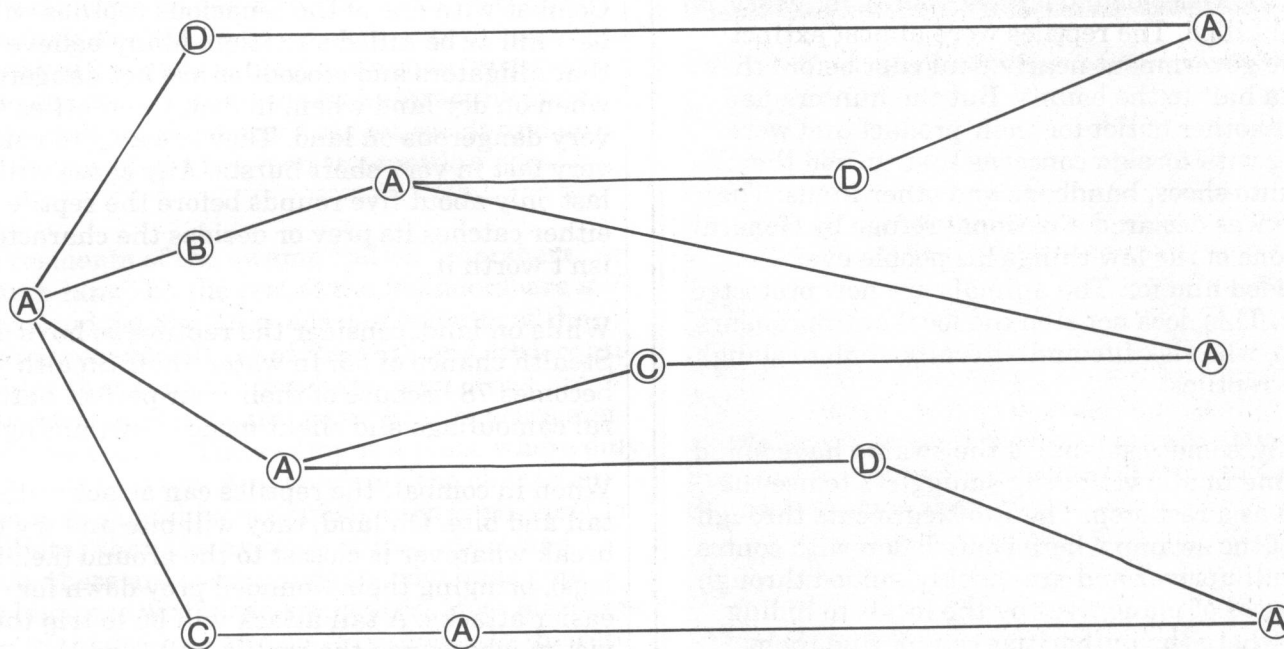
The road is under construction and they haven't completed the span to the next hillside. The best move here would be a Bootleg or a Braking Skid. With this hazard, unless the car is powered with a rocket, there is no way to jump across to the next hillside.

C. Too Big for Its Bridges

Why do spies always drive so fast? By the time the words on the sign saying "Bridge Out" sink in, the characters will be already heading for the end of their road.



Mountain Chase Flow Chart



This can be solved the same as Road to Nowhere (above) but the players have another choice. If they can get their car to 90 mph (giving them a chance with almost any powered vehicle) they can chance it with just a regular Driving Check (along with any applicable modifiers). If they can't reach 90, then subtract from their chance the number of miles per hour below 90 they are at the time of the jump.

D. Fancy Meeting You Here

Some people just don't know when to stay off the roads. Here comes a (insert type of vehicle). Worse yet, they can't handle themselves in an emergency, they're swerving all over the road.

Have the driving PC make a Driving Check to avoid hitting the oncoming civilian vehicle.

Of course, that's assuming it's a civilian vehicle. At your discretion, it could be filled with bad guys who would like to ventilate the characters or force them to crash.

The Swamp

San Cristobal receives most of its rain along its east coast. It is there one can find Great Croc Swamp, named by a European visitor who did not know the difference between an alligator and a crocodile.

At some point in its history, someone tried to turn the swamp into yet another tourist attraction, importing extra alligators and crocodiles. The increased population soon led the reptiles to seek out food sources along the edges of the swamp and several people, including several who thought they were a safe distance away, found themselves being charged by a big mouth of sharp teeth.

In a display of typical bureaucratic intelligence, the government decided to issue a bounty for every animal killed. The reptiles were almost extinct and the government nearly bankrupt before they called a halt to the bounty. But the hunters had found another outlet for their product and were dealing with foreign concerns that turned the skins into shoes, handbags and other items. The swamp was declared a national refuge by General Bayo, one of the few things his people ever applauded him for. The animals are now protected by law. This does not stop the local entrepreneurs, though, who risk life and, literally, limb to slaughter the reptiles.

Recently, some residents of the swamp have found a sideline in allowing drug smugglers to use the swamp as a rest stop. The Rio Negro cuts through parts of the swamp where boats laden with contraband pull upriver and are quickly guided through the masses of mangroves by the locals to hiding places where the authorities cannot find them. The smugglers get a rest and supplies and are on their way, minus some gold, which is the best form of payment.

Clavell has sent a few people into investigate. Many were never seen again. A part of one agent floated out of the river into the ocean in one well-publicized embarrassment for the government.

Adventures in swamps can be very interesting. Chases in the swamp are covered later in this section.

Alligators/Crocodiles

CON	MOV	COM	DAM
67	110 (land)	55 (bite)	2d6 (bite)
	135 (water)	40 (tail)	1d8 (tail)
		60 (thrash)	

Note: The above does not mean the reptile can only attack with its bite while on land. It merely breaks up the categories based on the terrain.

Combat with one of the tenacious reptiles will be a kill or be killed situation. Many believe that alligators and crocodiles are not dangerous when on dry land when, in fact, the reptiles are very dangerous on land. They are able to run very fast in very short bursts. Any chase will last only about five rounds before the reptile either catches its prey or decides the character isn't worth it.

While on land, consider the reptiles to have a Stealth chance of 35. In water, their Stealth becomes 78 because of their near-perfect natural camouflage and silent mode of swimming.

When in combat, the reptiles can attack with tail and bite. On land, they will bite and try to break whatever is closest to the ground (i.e., the legs), bringing their wounded prey down for easier attacks. A tail attack will be to trip the victim whereupon the reptile will turn and attack with its bite. Once its prey is unconscious, the reptile will attempt to drag it back into the water.

If combat is taking place in water, the reptile will try to drag the prey down to the bottom to drown it. Once dead, the prey is pushed between some large rocks or mangrove roots where the reptile can return for a meal when needed.

To fight a crocodile, the character must get a Hold on it (see page 77, Players Guide). If the PC just goes for a hold and is successful, the reptile can thrash to throw him off at full skill chance. If the result is "bumped" so the PC has the reptiles head, hence it's snout, the thrash is made at $\frac{1}{2}$ skill chance. The thrash is always as full skill chance if the PC is using one arm and using the other to wield a knife or other weapon.

Check out the Animals rules on pages 9 and 10 in the Administrators Guide for guidelines on hit locations on alligators. The scaly skin is a

very effective armor. Subtract 4 points of damage from any attack to its back, tail or head of the creature. Subtract 2 points of damage from any attack to the underside. Subtract no points if the character "bumps" his hit result and goes for a strike right between the reptile's eyes.

The residents of the swamp (called "Marshers" or "Marsh-ians" by the rest of the islanders) are a very proud people. They are descendants of the original escaped slaves of the 18th and 19th century ships that sailed through the area. They are quite African in appearance with wide noses and high cheekbones. The swamp is a place where only the strong survive. Any residents the characters encounter should have slightly higher physical attributes than the average citizen. As stated above, there are some residents who have gone into business with drug smugglers. Most Marshers keep to themselves and don't bother with the rest of the island. They have their own set of laws based on their needs and survival. No one trespasses on another's property or possessions, and they consider all outsiders to be interlopers.

Marshers admire honesty and are expert hagglers and like nothing better than to indulge in spirited negotiations. Even if a Marshers feels he is being underpaid, he will be content if he feels he was cheated through "honest haggling." Like most people living in an isolated environment, they put a lot of stock in promises and debts.

"Lie to a Marshers once, you may never lie to another again" goes the island saying, referring to their quaint practice of dealing with liars by introducing them to hungry alligators. Also, they do not want to owe anyone anything. A Marshers in debt is not his own boss and he will attempt to repay a loan or a kindness as quickly as possible. Be warned, however. He is equally eager to repay a wrong done to him.

NPCs in the Swamp

Begin Rules Section

Nokomo

STR	INT	REF	WIL	CON	MOV	DEX
67	40	57	50	57	50	59

Sex: Male
 Race: Black
 Nationality: San Cristobalan
 Native Language: English
 Age: 28

Psychology: Cruelty (Average), Loyalty (High),
 Passion (Average), Piety (High), Sanity (High),
 Selfishness (Average)

Advantages: Athletic Ability, Stamina, Toughness

Disadvantages: None

Skills: Pistol (2), Rifle (4), Knife (2 - DEX), Wrestling (4), Driving/Boat (4), Swimming (4)

End Rules Section

Background: Just from his physical prowess described above, it's easy to see that Nokomo is someone you'd want on your side in the swamp. Failing that, you certainly don't want him against you.

Nokomo can trace his ancestry back directly to the slaves who jumped ship. His family has kept this lineage alive by keeping African-sounding names rather than adopting Spanish or French surnames. Nokomo is different than most Marshers in that he is not adverse to travelling to the city and is often selected to go and get supplies once a month in a battered pick-up truck.

In the city, this 6' 5", heavily-muscled man is quite a sight. He does get admiring glances from the women and it is believed that that is the main reason he does not mind making trips to town. He has the grace of a jungle cat and always looks like he is on his guard, the result of growing up in the swamp. His stealth is a great help in his

chosen profession.

Nokomo is a poacher.

Many people in the swamp think he poaches for fun because he is reputed to go after the alligators and crocodiles armed only with his hunting knife.

Though he looks imposing, his neighbors in the swamp swear by his gentleness and good nature. He is always willing to lend a hand to a friend and help people in distress. He is just as ready to mete out justice where he sees fit and punish people who would hurt him, his family or his friends.

He is an admirer of courage and honesty and is a shrewd judge of character. He would prefer a truthful enemy to a lying friend.

Reaction: Nokomo can be a great aid to the characters. He knows the swamp well and can lead them to the best hiding places or to anyone the characters seek. He can also get them easily lost so they wander about for days until the unforgiving swamp swallows them up, never to be seen again.

The characters cannot buy off Nokomo and any such attempt receives a -35 modifier. Better they try to fight him to win his trust and friendship since he knows anyone who would take him on has to have a brave soul.

Begin Rules Section

Michelle LaVeau

STR	INT	REF	WIL	CON	MOV	DEX
25	45	50	43	34	38	48

Sex:	Female
Race:	Black
Nationality:	Haitian
Native Language:	French
Age:	30

Psychology: Cruelty (Average), Loyalty (Average),
Passion (High), Piety (Total), Sanity (High), Self-

ishness (Average)

Advantages: Animal Friendship, Attractive Appearance, Bilingual Background (French/English), Obscure Knowledge, Presence, Sixth Sense

Disadvantages: Phobias

Skills: Hypnosis (6; WIL: 60)

End Rules Section

Background: Michelle LaVeau claims to be a direct descendent of Marie LaVeau, the celebrated voodoo queen of New Orleans. No one in the swamp will dispute that claim.

The mullato woman has coffee-colored skin, flaming red hair and lustrous green eyes, is a high priestess of Bongo and lives in a shack on an islet in the murkiest part of the swamp. She claims the spirits are strongest there and she can therefore work more powerful magic. Even those who are skeptical still wonder at the fact that this 5' 5" slender woman can survive in that harsh area and that not even the mosquitoes ever seem to come to bother her.

Her Phobia is her belief in her religion and the magic she and the priests and wizards of other cults can wield. If she is faced with what she thinks is more powerful magic she must make a WIL check as per the Phobia disadvantage (page 25, Players Guide).

LaVeau is the local healer and always has roots, herbs and potions around to deal with infections and disease. She usually accepts food or chores in payment for her services. Anything more specialized, like removing a curse, requires more time and energy and she may request gold or that the person brave the swamp to get her a special plant.

LaVeau loves her reputation and being a priestess and plays it to the hilt. She has such confidence in her abilities that she does not even fear guns when she is on her own islet. When faced with a dangerous person, her first line of defense is to use her Presence to entrance them (Players Guide,

page 19) while she starts to talk slowly and soothingly to Hypnotise them (Players Guide, page 50).

She does have a pet raven and a pet panther (use tiger attributes). Since the panther is not native to the island it is logical to assume she had it shipped in. The Marshers believe it is the physical manifestation of a spirit LaVeau captured.

Reaction: If the characters have any questions about the local cults, they will ultimately be directed to LaVeau. She will be bemused that the civilized people are searching her out for answers and will usually ask for gold for her help.

If the characters scoff at her abilities, she will send them away and never give them help. (This could be bad for the characters a few adventures down the road.)

Chases in the Swamp

There are a few roads through the swamp. The swamp chase flow chart shows dotted lines for car chases and solid lines for boat chases. A character on foot can traverse either by running or swimming. Some of the encounters will have little to no effect depending on whether the PC is in a vehicle or not.

The water level in the swamp is too shallow to let anything larger than a recreational powerboat or cruiser go further than 100 feet in from the ocean. Use your own judgement, though, remembering there are a lot of sharp turns and underwater obstacles that will rip out the hull of a vehicle needing a deep draft.

A. Floating Handbags

Boy, there are a lot of logs in the water. Especially that one with the four legs!

Roll a d10 to determine how many alligators there are. Please keep in mind that you want to give the characters a chance to get out so if you have to

fudge the die roll a bit, please do, but make it at least one reptile for each healthy character. If the characters are swimming, the reptiles will attempt to have them for lunch. If they are in a boat, they can easily make their way through the reptiles. But any time the character's boat sinks or they fall overboard there is a 40% chance of an alligator or crocodile (your choice) showing up.

The reptiles are exceedingly fast in water (see above). By making a d100 roll of 40 or less, a character can make for a nearby mangrove tree and climb to safety. Alligators and crocodiles aren't able to climb.

B. The Root of the Problem

The eerie form of a hideous, many-legged spider is standing on top of the water. Though not actually an abomination in the swamp waters, it is something more substantial and potentially dangerous: a mangrove tree.

Mangrove roots are very tough and spread out over a large area. At low tide the tree appears to be standing on a large number of legs or tentacles. But the roots are springy and not insurmountable.

Characters who are swimming or running can climb onto the roots and into the tree.

Characters in a boat can try for a Bootleg, but they can also try to jump the roots by reaching 35 mph (this gives them a chance with almost any powered vehicle). They can chance it with just a regular Boating Check (along with any applicable modifiers). If they can't reach 35, then subtract from their chance the number of miles per hour below 35 they are at the instant of the jump.

C. Beauty Is In the Islet of the Beholder

Just when you thought it was safe to duck down this estuary. Ahead of you, rising out of the muck and water is an island.

Roll a d10. On a 1-3, the characters can go around the islet to the right. On a 4-6, they can go around to the left. This will vary the chases somewhat. On a 6-10, there will be nowhere to go except for up and over, though Bootleg turns are always a possibility.

They can also try to jump the islet by reaching 55 mph. They can chance it with just a regular Boating Check (along with any applicable modifiers). If they can't reach 55, then subtract from their chance the number of miles per hour below 55 they are at that moment.

D. Road to Somewhere

Augh! Another islet. No, wait a minute. This one is different. It's got a road on it. The characters have located one of the roads that cut through the swamp.

This can be jumped in the same manner as the islet described above. However, the characters have another choice. If they can pull off what is essentially the boating equivalent of a Braking Skid (page 84, Players Guide), they can bring the the boat to a safe stop on the road and continue on foot.

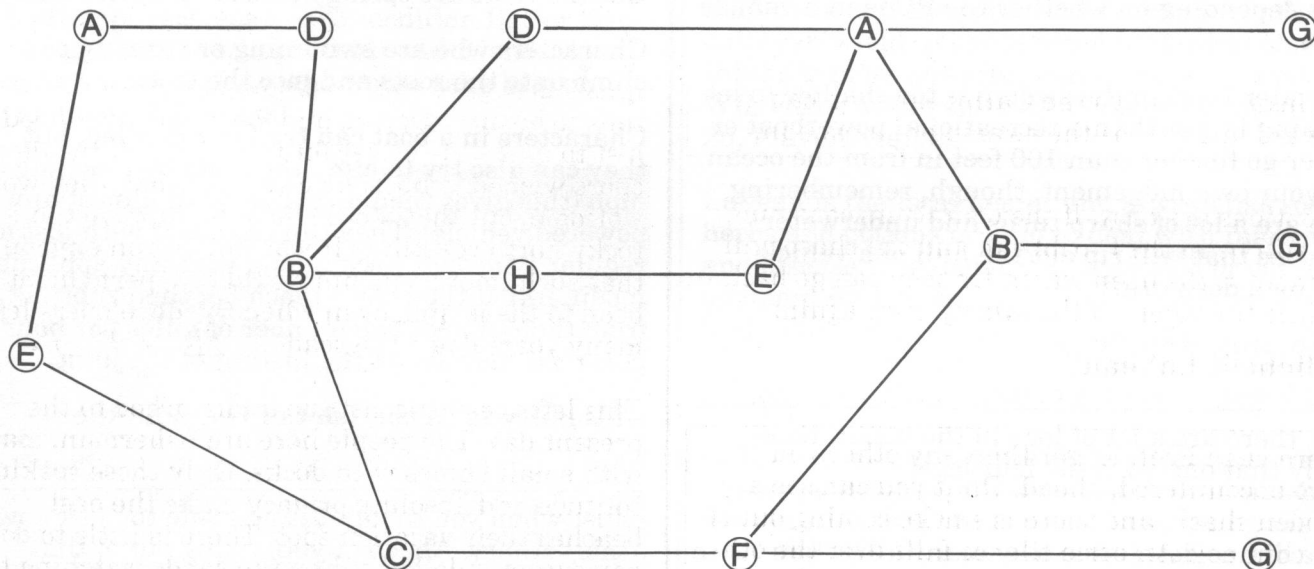
If they fail, the boat will turn over and crash on the road.

E. Snagged

This murky water can get hip deep at times, and there's just no way to see where you're putting your feet. Sometimes the vines and other growth feels like it's reaching up to grab your legs!

Characters in vehicles can ignore this event. Those on foot will have trouble keeping their pace. Select one character from the group and halve his or her MOV for this turn only.

Swamp Chase Flow Chart



F. Poached Yeggs

A sinister looking group of men are ahead of you standing waist deep in the water picking up a log. Other men in the boat next to them holding rifles are looking your way. You've stumbled unwittingly onto poachers in the act. They don't look pleasantly surprised.

If the characters have met and befriended Nokomo or other poachers, this could be a welcome sight. Especially if they are in deep trouble and you decide the poachers will help them. Otherwise, they may be in for more trouble.

The sight of a powerboat barreling down on them will spook the poachers and they will open fire with their .30-06 Winchesters (see page 4 of the Equipment Inventory from the basic game set for details).

If the characters are wading or swimming through the swamp and have no obvious weapons, the poachers will try to take them captive to find out if they work for the government.

G. A Gem of an Ocean

There's a lot of light ahead. The trees are becoming sparser and if you listen closely, you can hear waves. It's the Caribbean! You can go forward and escape the swamp or go back in.

The options are easy. If the characters continue, they will be in the Caribbean and the chase will continue on the open water. Or they can go back in and face the rigors of the swamp once again.

H. Michelle LaVeau

There is an islet, larger than any other you have encountered, ahead. On it you can see a wooden shack, and there is smoke coming out of the chimney. An eerie silence falls over the otherwise noisy swamps.

The PCs have found Michelle LaVeau's island in the swamp. They can beach their boat and ask for help, but if they have not met and befriended her previously, she will not be happy with having her privacy invaded and in all likelihood will refuse to help them.

She absolutely hates being threatened. If the people chasing the characters are even nastier to her, she will aid the characters as being the lesser of two evils.

East Beaches

The beaches along San Cristobal's eastern shore lead onto some of the richest fishing waters in the Caribbean. They were settled long ago by fishermen casting nets or heading out early in the morning in search of their livelihood.

When resort developers were allowed to build along the north beaches, they complained about the amount of work those beaches would require to be made marketably beautiful. They suggested that they be given the right to buy the land along the eastern beaches which were naturally bright, pristine and scenic. The government refused.

Ignatius argued that he would not allow his citizens to be dispossessed and lose their livelihood just to make life easier for foreigners. If the developers wished to build on San Cristobal, they were welcome, but they would have to improve the rocky north coastline. It was not lost on anyone that such improvements would be a permanent boon to the island, even when the developers left many years down the road.

This left the east coastline undisturbed to the present day. The people here are fisherman, many with small homes with docks. Only those seeking solitude and absolute privacy make the east beaches their vacation spot. There is little to do all day except to loll about on the sands watching the fishing boats head out early in the morning and return in the late afternoon.

The fishermen own boats of all sizes. They have fifty-foot boats with crews and large nets. There is also the occasional day cruiser, loaded with tourist fishermen and executives from the island's capital Elberon City. The local fisherman also charter their smaller cruisers for the sport fishermen who want to go out and battle the large marlin and pretend they are sharing a true experience with the ghost of Hemingway.

The locals also cluck their tongues in confusion. Fishing is an exhausting, back-breaking way to make a living and these tourists do it for fun. There must be something in the city's water supply that makes them crazy, they figure. Other boats go out searching for shells. A large lightning whelk can bring almost \$100 from the shops in Elberon City where the tourists buy them to take home as souvenirs.

After watching the boats go out, the vacationers can float in the clear ocean waters or go surf fishing. They might also walk through the small villages. There are few 20th century distractions here. There are no night clubs, although there are bars scattered along the coasts.

At night, without the neon, office buildings, clusters of cars or other ambient light sources to filter them out, the stars provide a light show that can be watched for hours. The black sky scattered with thousands of glistening diamonds has provided a backdrop for many a romantic liaison.

And a few illegal ones.

Since the government banned the development of the east beach it has become a favorite spot for smugglers and others who would rather have their activities go unnoticed. It is an impossible job to patrol the almost 100 private and public docks dotting the coast. And many a boat has come in at night, without running lights, to drop off its cargo of drugs, gold, emeralds or even refugees.

The island is only a switching station or refueling point for the contraband. Most of the refugees are also on there way to some other dream land with

streets paved with gold. But some have found their journey ending along the east coast where, if they can carry their own weight, they find a community willing to accept outsiders who mind their own business and do not ask for charity.

Tourists are tolerated by the natives so long as they do not display a condescending attitude or start prying with a lot of questions. They are particularly offended by the kinds of questions a secret agent would ask. However, the players' characters can find allies here and can hire boats for any sort of ocean-going mission.

NPCs in the East Beaches

Begin Rules Section

Pontielle

STR	INT	REF	WIL	CON	MOV	DEX
45	35	41	39	50	48	50

Sex:	Male
Race:	Black
Nationality:	San Cristobalan
Native Language:	English
Age:	32

Psychology: Cruelty (Low), Loyalty (Average), Passion (High), Piety (Average), Sanity (High), Selfishness (Average)

Advantages: Bilingual Background, Internal Compass

Disadvantages: Uncouth

Skills: Basic Firearms (2), Basic Melee (3 - STR), Driving/Boat (6), Fishing (7), Swimming (6)

End Rules Section

Background: Life is a great joke to Pontielle. He is always smiling, always kind, and always helpful. He has the same smile whether he is playing with a small child or sending a vicious drug dealer to a watery grave. Pontielle has set himself up as protector of his little fishing village.

Pontielle grew up in the village. While a teen, his parents died in a fire that destroyed his home and all his family's possessions. Pontielle did not accept charity from the neighbors. Instead he would work to earn their offers of food, clothing and shelter.

With a strong back and almost tireless energy, he became a favorite with the local fishermen. Whenever they needed an extra hand to pull in a heavy catch or handle the wheel for a rich tourist, they always sought out Pontielle first.

Old Jack, owner of the 27-foot inboard *Maitresse Erzulie* (the voodoo goddess of love), came the closest to being a surrogate father to Pontielle. Old Jack taught Pontielle the ways of navigating by the stars, by his ears and by his nose. He also revealed the locations of the best fishing spots that kept the tourists returning to the *Maitresse Erzulie* even though Old Jack charged higher fees than any other captain.

When Old Jack died, Pontielle was the only one surprised to find he was the old man's sole heir. Over the years, Pontielle worked hard not to tarnish the image or reputation of the *Maitresse Erzulie*. He also promised that he would help the people of his village. He felt for them a deep kinship, for opening their hearts and homes to him when he needed it most.

Whenever someone is in need, Pontielle hears of it and is there to help whether it be with an anonymous donation or the toil of his muscular frame. He is the unofficial mayor of the town and can rally and unite the people far more efficiently than any politician or priest. He also makes sure his village is untainted with drugs.

The other fishermen in the village have occasionally helped smugglers bring in gold, jewels or refugees. Their rationalization was that it was relatively harmless. But then the South American druglords started bringing in a lot of dollars for very little work, immoral dollars that Pontielle could not allow to continue.

The villagers might have continued looking the

other way or cooperating, but the first of the drug smugglers were from deep in the Colombian jungles. Ruthless, almost savage, natives whose expensive clothes look out of place, they came into the village looking for a safe haven. Flashing a lot of money and jewels, they were very welcome . . . until they decided they wanted to take something.

Amelia was a lovely young woman who caught the eye of one of the Colombians. She politely refused, which sent the Colombian into a rage. That night, Amelia disappeared. Pontielle went looking for her. He came back without her, and without his ever-present smile. The villagers knew she was dead and that Pontielle had found the body.

The next night, the Colombians all disappeared. The next day, Pontielle's smile returned.

Reaction: Pontielle is always outwardly friendly and may even become friends with the characters so long as they present no danger to the villagers.

He will eagerly join with any characters who say they are fighting drug smuggling. He can also rally a fleet of 20 or so fishing boats to provide characters with a task force.

The Maitresse Erzulie (Pontielle's boat)

Max						
Spd	Accel	Handl	Brake	Prot	#Pass	Range
35	7	0	15	-25	8	400

The *Maitresse Erzulie* is equipped with enormous fuel tankage plus spare tanks for longer cruising range.

Begin Rules Section

Miranda deAlmeida

STR	INT	REF	WIL	CON	MOV	DEX
29	55	50	53	39	40	48
Sex:						Female
Race:						Hispanic
Nationality:						Cuban
Native Language:						Spanish
Age:						28

Psychology: Cruelty (Low), Loyalty (High), Passion (High), Piety (Low), Sanity (High), Selfishness (Average)

Skills: Pistol (3), Rifle (3), Knife (2 - DEX)

End Rules Section

Background: You have never seen hate until you mention Cuba in deAlmeida's presence.

She comes by her hate honestly. She grew up in Cuba and is well-versed in the travesties of justice perpetrated there by the government.

Her father was arrested and thrown into jail. She has not seen him since and does not know if he is still alive. Her mother was beaten by soldiers in front of her when she was only 11.

She became part of the resistance in Cuba and, with the help of benefactors in the United States, made the government very uncomfortable by helping refugees escape the island to America.

These activities ended abruptly when soldiers broke into her home, destroyed it and took her prisoner. She was interrogated for many days and has the terrible marks of bastinado on her feet. For what seemed an eternity, her soles were beaten with a split bamboo rod in hopes she would reveal her allies and give up her entire network.

She never broke, and word of her integrity and bravery soon made her a martyr to her fellow countrymen. This caused a problem for the government who wanted to be rid of her, but did not want to raise her to the level of sainthood in the eyes of the people.

Wishing to discredit her, they came up with an elaborate scheme to make it look as if she had decided to cooperate. The government staged raids across the island and disseminated disinformation that deAlmeida had given them the information. The plan then called for her to be found dead of a drug overdose dressed in fine clothes in an expensive speedboat with cash and drugs on board. Even if it did not totally destroy her image, it would certainly tarnish the halo the people placed around her.

The raids went off and deAlmeida was taken down to the speedboat, but the government had failed to take her compatriots into account. They ambushed the guards and escaped in the speedboat to San Cristobal. They left deAlmeida with friends there who nursed her back to full health.

deAlmeida found that she was tired of the fighting and the experiences of prison and torture made her reluctant to return to Cuba. Her friends convinced her she did not have to. They would spread rumors that she had escaped the prison. She would become a living symbol of the resistance and inspire others. She could remain on San Cristobal and operate a clearing house for Cuban refugees.

She agreed, but with a shamed heart. She did not take the suggestion because of a sense of duty, but out of emotional exhaustion and the loss of her fighting spirit. She carries with her the feelings of guilt over the fact that she no longer has the fervor of a revolutionary and would very gladly disappear to start a quiet ordinary life somewhere else. But she still has a sense of duty and responsibility. So she meets the occasional boat and helps refugee families find their way to new homes.

Reaction: deAlmeida would much rather be left alone than get involved in any mission the players' characters are on. She should be played by you as almost a tragic figure, wallowing in her own world of guilt and self-pity, unwilling to help the characters unless they can do some heavy-duty convincing.

Any attempt to convince her to help will come up against a WIL times two roll (as per the rules on page 26 of the Administrators Guide).

She can, though, put the characters in touch with gun-runners, smugglers and assorted underworld types around the island. She can also help them escape through her refugee underground railroad. Should the characters manage to involve deAlmeida in a plot, its culmination might potentially bring her out of her rut and back into the revolutionary forefront.

Chases in the East Beaches

The following chase encounters can occur whether the characters are on foot or in a vehicle. You can use the same Chase Flow chart later in this book for either foot or vehicle chases. For foot chases the distances on the Flow charts are in yards. For vehicles, they are in half mile increments.

A. The Net Result

This could be a dangerous entanglement. As you turn the corner, it looks as if a sudden fog has moved in. You are about to crash into some large fishing nets that have been hung out to dry.

Make a REF check for the characters. If successful, the characters can either have stopped short or gone around the nets, at their option.

A failure means they ran into the nets and must extricate themselves. This is done by succeeding at a $\frac{1}{4}$ skill level check as if the character were

prone in a hold (page 77, Players Guide).

Of course, the characters could stop and use the nets in an ambush, using them to entangle their pursuers. For this, they should use their Throw skill. Hand Grenade skill does not apply here.

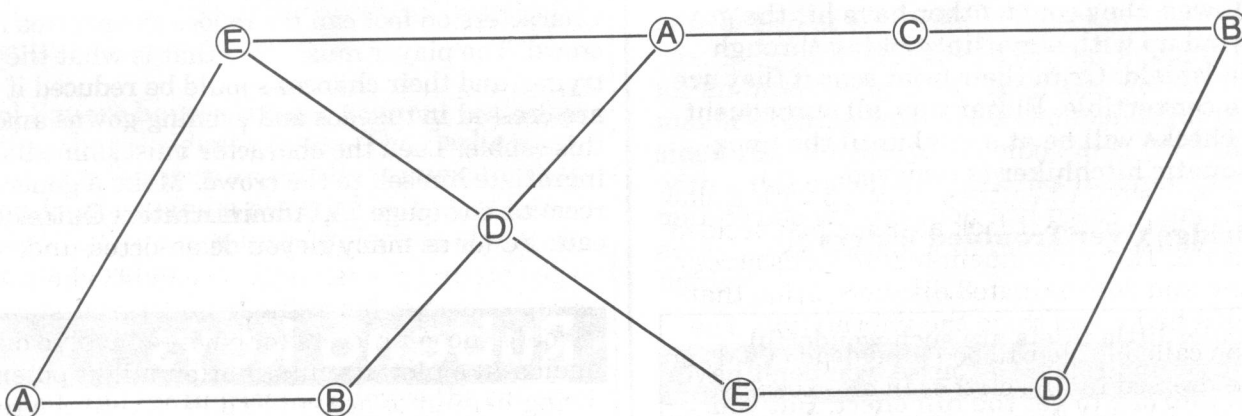
Characters in a vehicle must make the appropriate Driving check to avoid crashing into the nets. If they do, the nets are across the windshield and blocking their visibility. All further checks are done at a -50 until the nets are cleared. A special Driving maneuver could do it or a passenger could reach out and make a DEX roll to clear them away.

B. Child's Play

Why is everyone laughing at you? Well, they aren't. Just ahead are a group of children playing in the street.

On foot, a character need only make a standard REF check to avoid knocking down any children. It is up to you what game the children are playing, but if it involves a bat or rope or some other

East Beaches Chase Flow Chart



useful implement, characters could use it to fight off their pursuers.

In cars, characters will have to make a check at $\frac{1}{2}$ the appropriate Driving skill. (This can be made more difficult at your discretion.) You may also put buildings or other such obstacles along both sides of the streets if you feel the characters can handle it. In this case they may be forced to stop and proceed on foot.

C. Catch of the Day

Boy, does that guy look proud. And why not? He's getting his picture taken with one of the finest marlins caught in these waters. You may want to take a closer look, but there's no reason to run into the guy!

This can be played for comic relief. Characters on foot who make a successful REF check will have gone around the guy, leaving him and the marlin spinning in the air. Of course, they could also cut down the marlin and use the pointy snout as a weapon, but it would be very unwieldy (-40 to any attacks).

Characters in vehicles will have to make the appropriate Driving check. If it fails, they will run into the little tableau. Depending on how bad their roll was, they could either have hit the guy or just wind up with a marlin sticking through their windshield. Or in their front seat if they are driving a convertible. Either way, all subsequent Driving checks will be at a -30 until the unexpected aquatic hitchhiker is removed.

D. No Bridge Over Troubled Waters

These quiet little inlets are such wonderful places to sit and relax. Of course, you don't have to crash into one to get the full effect. But you will, because the bridge ahead of you is out.

The bridge was washed away by the last hurricane. Characters on foot can easily avoid this obstacle or try to maneuver a pursuing vehicle into going over.

Characters in vehicles can try a Bootleg or a Braking Skid. Also, if they can get their car to 70 mph (which gives them a chance with almost any powered vehicle) they can chance jumping it with just a regular Driving Check (along with any applicable modifiers). If they can't reach 70, then subtract from their chance the number of miles per hour below 70 they are at the time of the jump.

Consult the Crash table to see what happens to the vehicle on a failed check.

E. Happy Hour

Drunken drivers are bad enough. Now there're drunken walkers. Fishermen, celebrating a great day's catch, or bemoaning a bad day's one, are pouring out of that bar ahead without only passing regard for right of way.

The size of the crowd is up to you. However, for each person in the crowd subtract 5 from the character's REF or appropriate Driving skill roll to avoid them.

Characters on foot can try to lose themselves in the crowd. The player must state that is what they are trying, and their chances should be reduced if they are dressed in tuxedos and evening gowns among this rabble. Then the character must immediately ingratiate himself to the crowd. Make a general reaction roll (page 25, Administrators Guide) for each PC (or as many as you deem necessary).

Rubena Keys

Trailing off the island, like the tail of a reversed letter "Q", are the Rubena Keys. As Caribbean

keys go, they are not very spectacular. In fact, many are not much larger than a baseball infield. But some are large enough to support vegetation and they are a favorite picnic spot for tourists and boaters who want maximum privacy.

Some of the islands are even large enough that the government offered them for sale to private owners. There are a few that sport beach cottages or houses, but they require their own generators and fresh water must be caught in cisterns and stored in tanks or, delivered from the mainland.

At the end of the Rubena Keys is Diabolo Key, largest of the key islands. It is covered with dense undergrowth and has a very nasty reputation. San Cristobalans avoid it at all costs. It is said that people who have visited it are not seen again. Fisherman will not even offer it as an option to their tourist parties.

It is rumored that the deadly Cumananci voodoo cult (see Religion) holds their secret rites of devil worship and human sacrifice there. In actuality, not much is known about the island . . . for now.

Elberon City

Like most large cities, Elberon has a variety of districts, each one offering a unique personality to entice tourists searching for anything from high-brow culture to low-class thrills.

Capitol Square houses the government buildings including the president's house. The Parliament building also features an excellent museum that displays local art and a pictorial history of San Cristobal. It also has a large collection of native artifacts and relics.

Orchid Park, located on the edge of the business district, is a favorite place for working people to take lunch and for tourists to admire the collection of local flora in the Queen Victoria Gardens. The garden boasts a carpet of brightly colored flowers the year round. It takes a team of 20

skilled gardeners to keep the gardens at the peak of their splendor.

The business district boasts some very elaborate and modern buildings, but the tallest is only 12 stories. Fear of high-force hurricanes has kept the height of buildings down. The city's offices are mostly trading companies who deal in the Caribbean. They chose San Cristobal as their base because of the fair tax laws, the sacrosanct nature of San Cristobal's banks and the perceived stability of the government compared with other nations in the Caribbean.

Beyond its business center, Elberon City has many more faces to offer its visitors.

Glitter Street

The Avenue Ponce de Leon has earned its nickname of Glitter Street. For five blocks, tourists can enter a veritable Oz of fun and entertainment. It is the heart of the entertainment district and rivals New York City's Broadway for dazzling marquees and brightly lit displays.

Here tourists can enjoy professional theater of high calibre, or a revue that rivals the Folies Bergere in Paris. They can choose to dine in sumptuous splendor or in elegant coziness.

Glitter Street was created especially for the tourists. They can walk the street bar hopping or just for an interesting stroll. Men and women in formal or evening wear are a common sight on the sidewalks of nearby Colombo Park. On a night with a full moon, the park has inspired many a man to pop the question and many women to accept, both blushing in the soft, Caribbean moonlight.

Restaurants

San Cristobal's cuisine is one of the most varied in the western hemisphere. Made up of dishes from

North, Central and South America along with adapted culinary traditions from Africa, Great Britain and Spain, San Cristobal has a mix and match approach to cooking that is uniquely Caribbean.

Most dishes are heavily spiced, a tradition from the days when many foodstuffs had to be shipped in and were therefore salted, dried or pickled to preserve them. Allspice, ginger, pepper, lemon juice, cumin and other native and imported spices are blended to create San Cristobal's distinctive cuisine.

Meals often start out with a heavily spiced and delicious pickled herring called Solomon Grundy. Seafood like shrimps, crayfish and mako shark can be ordered either deep-fried, barbecued or broiled, ready for dipping in any one of several native sauces.

Another island favorite is, of course, the ubiquitous conch (pronounced conk). This shellfish shows up in appetizers, soups, main and side dishes or all by itself on a bed of rice and sprayed with lemon juice or tabasco for the very adventurous.

Most dishes are made with seafood, prepared to be incredibly fresh and tasty. Often a patron can choose his dinner while it still swims in a tank.

Le Cygne: This restaurant offers the finest in nouvelle cuisine, which means the portions are delicious but very small. The ambiance is one of crystal and dark mahogany. The chandeliers create a thousand pinpoints of lights on the walls, ceiling and patrons. After nine, the lights are dimmed and late diners can share quiet moments to the accompaniment of a string quartet or a pianist.

The Major's Garden: Well (if not imaginatively) named, this restaurant is owned by Colonel and Mrs. Parkhurst. The Colonel spent his early military years in the Caribbean and when he and his wife retired, they sold their belongings and moved to San Cristobal. The restaurant does not serve a large crowd. It has only 20 tables dispersed throughout a garden setting of lush flowers and tropical plants. The garden is tended by Mrs. Parkhurst and she will be more than happy to

give any interested patron a guided tour.

New World Inn: Though its name sounds rustic, the New World Inn is actually quite fashionable. This renovated townhouse features several dining rooms with only three to four tables each. Specials are available every day and the wine cellar is well-stocked.

Nightclubs

Everything from Las Vegas splash to bistro calm is available along Glitter Street.

The theaters run performances of plays as soon as the rights become available. Many big-name stars tread upon the boards down here since often their expenses are paid on top of their salaries. They also get to enjoy one of the top tourist resorts of the Caribbean.

Nightclubs run the gamut from the enormous, with floor shows, revues, bands and dancing, to the intimate, with one song stylist and piano touching every emotional chord in the house.

The Golden Fleece: Sometimes described as bright, splashy, loud and a whole lot of fun, the Golden Fleece is recognized worldwide. The dance revue in the large main room occupies three stages placed strategically so no one has a bad seat. The center can be used for dancing or, when raised, as a center stage for the main attraction whether it be an internationally known singer, musical group or comic. Off the main room are smaller, quieter rooms, each with its own bar and tables, where patrons can go if they wish to engage in conversation or just escape the noise for a few moments.

La Casa del Gato: One step through the door of La Casa is like stepping back in time. The main attraction is jazz played by San Cristobal Blue, the house quartet, often ably assisted by a female vocalist. The mood is subdued. People come here not for a boisterous time, but to enjoy the music

and the atmosphere. No food is served, but the drinks are generous and those requiring them are prepared with the island's fresh fruit juices.

The French Twist: If there is anything in San Cristobal that can be termed a "singles establishment," the French Twist is it. Young tourists and islanders come here to dance to the latest pop and rock hits played by the DJ. Conversation is impossible against the onslaught of loud music, essential to the club's "pick-up" atmosphere.

Of course, the local police know that Glitter Street is one of the city's treasures. They simply make sure that the streets are safe. There are police walking patrols on every block. Of course, they are dressed in their finest dress uniforms for the benefit of the tourists.

The police presence makes Glitter Street significantly safer than El Fiero.

El Fiero

It wouldn't be entirely fair to say that the section of Elberon City called El Fiero is deadly to anyone who enters. But anyone intrigued enough to investigate this colorful part of town would be well advised to tread cautiously and keep one hand on their wallet.

There's no way to keep a red-light district from developing in any large city and Elberon is no exception. El Fiero is the crime-ridden section of the city, but certain elements are drawn to it like a magnet.

To venture into the back alleys and dark side streets is foolhardy and even the natives avoid them like the plague. There in the shadows lurk muggers, drug sellers and others who would rob or even kill any tourist who turns his back.

But there are also the clubs. These clubs thrive on the reputation of El Fiero to bring in the curious and adventurous. They hire the largest bouncers

and enforce maximum security to make sure their patrons are as safe as possible, but fights regularly break out and the police are nightly called to the area to restore order.

Nightclubs

The Broken Shell: The Shell typifies the bar/nightclub on the wrong side of town. Though once quite attractive, the building has seen years of neglect and is merely a shell of its former self. The patrons are all local toughs, fishermen, smugglers, and other criminals, excluded from the finer tourist establishments by patrols of the police and sometimes soldiers. The underworld elements rarely make a fuss, however. The police are content to contain them here and let them go about their undoubtedly illegal activities away from the tourist trade.

The Broken Shell is reputed to be the place to visit when in the market for drugs, illegal trade items, hired muscle, or even a hit man. No questions are asked, but anyone who isn't a regular patron should go about his business and then quickly leave. The regulars might easily take a mind to beat up any unwanted outsiders.

NPCs in El Fiero

Begin Rules Section

Maximillian O'Rourke

STR	INT	REF	WIL	CON	MOV	DEX
45	40	35	50	49	20*	30

Sex: Male
 Race: *Flan* Caucasian
 Nationality: Irish
 Native Language: English
 Age: 45

Psychology: Cruelty (Low), Loyalty (Average), Passion (High), Piety (Average), Sanity (Average), Selfishness (High)

Advantages: Photographic Memory

Disadvantages: Unmistakable Feature

* Rate of movement for NPC in wheelchair.

End Rules Section

Background: For a man in a wheelchair, he gets around pretty well. However, he rarely leaves his nightclub in the El Fiero district, a club he has had especially renovated to allow him complete access.

Of a Black Irish father and Mexican mother, O'Rourke is as dark and tanned as any Spaniard on the island. His father emigrated to Mexico to escape British soldiers interested in his part in the bombing of a fleet of army trucks. Naturally, Maximillian went with him.

In Mexico, Maximillian met Consuelo and fell in love. O'Rourke grew up in a Spanish environment with an Irish heritage. He was well read in James Joyce and could sing the old ballads in faultless Spanish. When he was in his teens the strapping lad found a new hero in Ernest Hemingway. He read of the pure, clean deeds that men do and the magnificent, clean thrill of living with danger and conquering nature.

He became fascinated with deep-sea fishing and spent his summers crewing for a fishing boat. He would have been very happy spending the rest of his days on the sea, but his father intervened. He had O'Rourke apply to the best American universities. The smart young man got into one of the Ivy League schools, though mainly to fulfill their requirement of minority students.

Then he went out for football.

The years at sea had developed O'Rourke's muscular body and made him very adept and quick. By his sophomore year, he had several pro teams looking at him with great interest. They wanted to sign him immediately, but O'Rourke's father insisted he finish his education.

Out of college, he signed with a midwest team and became a national star as a half-back. His was a

glorious career and he became a media favorite. He worked on a brogue accent that was almost real and, combined with his hispanic looks and charm, made him a perfect TV guest and interviewee.

Then, when his career was at its zenith, there was disaster. On a fishing trip into the Gulf of Mexico, his boat was caught in a storm and dashed on one of the smaller islands in the Rubena Keys. O'Rourke held onto the unconscious skipper of the boat with one hand while clinging to the rock with the other. The skipper made it with only a concussion and pneumonia. O'Rourke had shattered a nerve junction at the base of his spine when he hit the rocks. From that time on, he was confined to a wheelchair.

He never returned to the United States and had no desire to go back to Mexico City. He had his business manager sell most of his interests and bought a nightclub on San Cristobal. With the same charm that he exuded over the TV cameras, he won over the tourists and the local newspapers. They covered his club's opening with a fanfare usually reserved for visiting dignitaries.

He kept the Hemingway-inspired facade of macho and good humor going and is today hailed as being a brave man beset by unfortunate circumstances. Virtually everyone is his friend.

Privately, though, O'Rourke is bitter. He feels cheated out of his best years and uses the island and his nightclub as a retreat where he controls everything and no one can interfere with his self-pity.

Reactions: O'Rourke knows most people in El Fiero and hears many rumors. If the characters ever have investigations in this area, it is very likely they will be directed to O'Rourke.

He will share information, to a point. To win the man's confidence will require some expert role-playing on your part and perceptiveness from your players. You will have to play O'Rourke as being happy-go-lucky and unconcerned about everything

but himself. If the players have their characters talk about his accident, you must get the players (either by your actions or by giving the characters an INT roll) to notice that talking about the accident bothers him.

If the characters confront him about the accident and stand up to O'Rourke about his selfish attitude, make a WIL roll for the NPC. If it fails, then the character has gotten through and broken through the defenses. If the character is smart enough not to exploit this weakness, he will have a friend for life, a source of information and a safe house in El Fiero.

Begin Rules Section

Honey Madison

STR	INT	REF	WIL	CON	MOV	DEX
26	36	45	38	32	40	40
Sex:						Female
Race:						Caucasian
Nationality:						United States
Native Language:						English
Age:						26
Psychology: Cruelty (Low), Loyalty (Low), Passion (High), Piety (None), Sanity (Average), Selfishness (High)						
Advantages: Attractive Appearance, Sensuality						
Disadvantages: Greed						

End Rules Section

Background: Maybe Honey Madison could have avoided her fate. Maybe if she had been brighter. Maybe if she had been less wild. But it happened and now she is living with it the best she can.

Madison's parents were from a wealthy Boston family. But the brick mansion in Beacon Hill became just another prison for the bored, beautiful young lady. Maybe everything came too easily for her. She whizzed through school, making the honors without even trying. She was very popular because of her looks and breeding. She never suffered from lack of male attention.

Maybe at that point in her life Honey needed more of a challenge. She found one on a trip to Mexico. There she met Donato. He was rough and aloof, not like the boys back home who fawned over her. He was swarthy and handsome. He was certainly not a smooth operator. Worse, though, he openly stared and admired the young blonde. She was used to males being shy and uncertain around her.

Something akin to the childish urge to play in the mud drew her to Donato. The challenge to conquer someone who was so strong mixed Freudianly with the urge to be protected by this mysterious man with the strong body and the tattoo.

Because she was always used to being in control, she never recognized the symptoms of losing that control. During her vacation, Donato carefully isolated her from her friends. They spent long days in the country. She was caught up in the macho mystique Donato exuded. Here was someone who would protect her and keep her from harm.

When it came time to return to Boston, Madison cashed in her ticket to stay with Donato. That's when he introduced her to his friends.

A yacht party, with lots of beautiful people and lots of powerful drinks set the stage for the next step in her fall. Donato made sure her drinks were made from the high-proof rum. When she awoke, she was in a cabin on the boat with only a dim recollection of the night before. The party was over and all the guests, including Donato, were gone. The owner of the boat, Esteban, explained the situation.

Donato owed him a lot of money. When they came on board, he told Donato he would forgive all debts in exchange for his "rubia" (blonde) woman. Donato never thought twice. To get out from under his debts he would give Esteban anything.

Madison tried to rebel, but the boat was out at sea and she had no escape. Esteban treated her like a prisoner. She turned to drinking and drugs to numb her nerves. Finally, when she had lost almost all her dignity, she gave in and became the

quiet, compliant hostess for Esteban. She never complained when she found out he was a smuggler or when he would show her off to his cronies.

In time, Esteban became bored with his compliant, sonambulistic toy and eventually put her ashore.

Knowing her family would never forgive her or accept the things she had done and had become, Honey stayed in the islands. She had learned to survive by her wits and became an island hopper. She travels in the twilight world of crime. Never quite getting involved in the actual dirty work, but using her looks and wiles to get information that she sells to interested parties. Sometimes she is hired to get close to a particular person and find out what they are up to.

Reaction: Madison is a calloused person. She has very low self-esteem and measures her worth by how much people will pay her. Her first meeting with a character could be under these conditions.

For example, a villain, suspicious of the characters, could hire Madison to befriend one of them. She arranges to meet the character either on the beach or in a bar and feigns affection and interest. She will keep tabs on the character and report whatever she finds out to the villain.

She could also work for the characters. She has no particular loyalty. If the characters are kind to her, she will laugh at what she perceives as their naivete. "Everybody's for sale," she'll say, "you just have to find the right price."

Though she may be beyond redemption, Madison could be a continuing NPC in your campaign. With her method of earning money, she could turn up almost anywhere in the world if you see fit.

Begin Rules Section

Su-fei Tung

STR	INT	REF	WIL	CON	MOV	DEX
27	60	50	55	46	37	40

Sex: Female

Race:	Oriental
Nationality:	British
Native Language:	Chinese
Age:	41

Psychology: Cruelty (High), Loyalty (Low), Passion (Average), Piety (Low), Sanity (High), Selfishness (Absolute)

Advantages: Attractive Appearance, Trilingual Background (Chinese, English, French), Presence

Disadvantages: None

End Rules Section

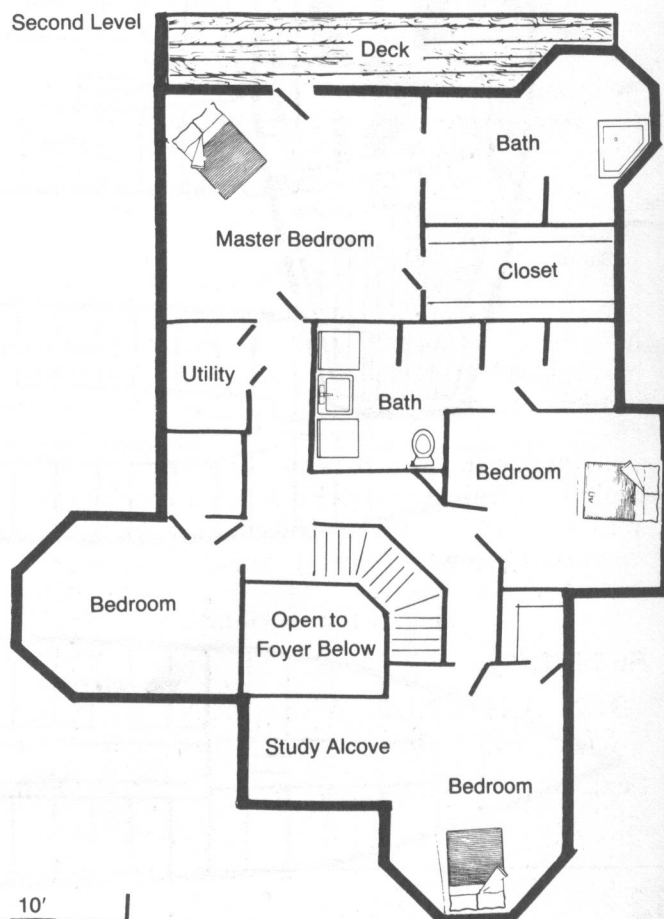
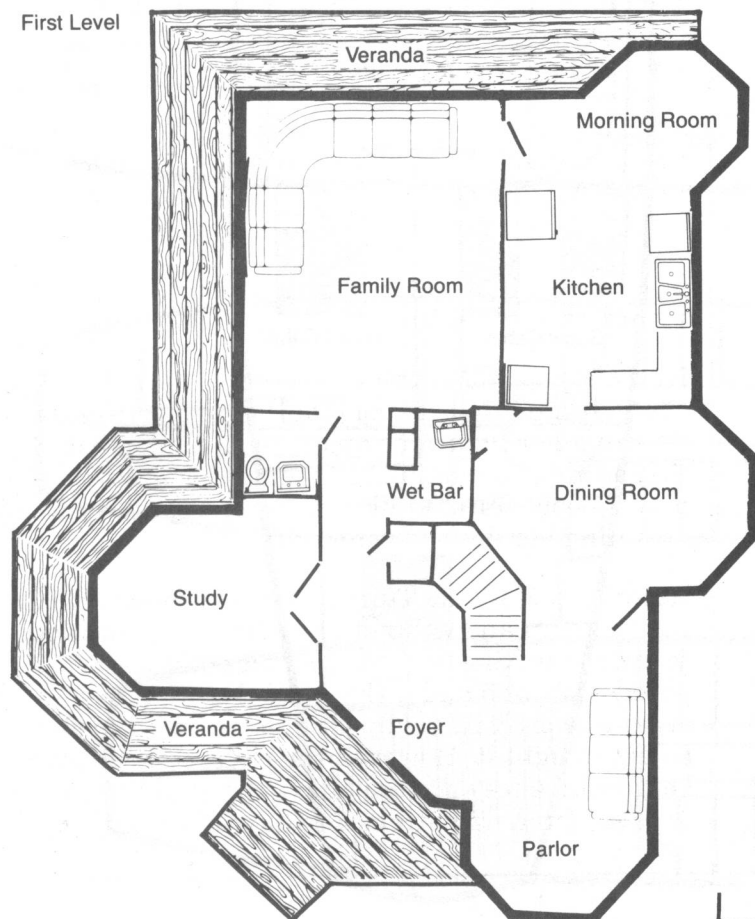
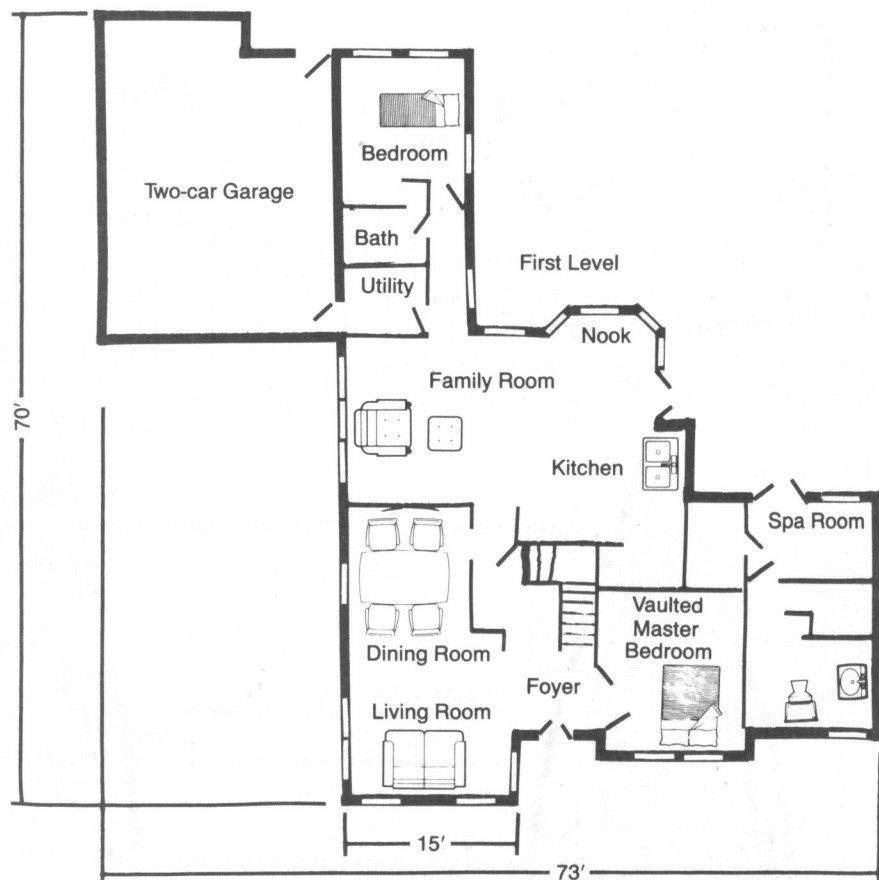
Background: Born into a noble family line that met disaster when the people's revolution took control, Tung has never quite forgiven the world for what she considers a major injustice. Her birthright to rule was abruptly and illegally taken away. To maintain a lifestyle to which she had always wanted to grow accustomed, Tung turned to profitable crime, including blackmail, pandering and drug smuggling. She had some dealings with the Tong and the Yakuza, but they experienced a falling out.

It seems that Tung's accountants and the Tong's and the Yakuza's all disagreed over how much money was being made. The Tong blamed the Yakuza and vice versa. Neither one blamed Tung, though she was, in fact, guilty. She got away with over two million dollars worth of gems and raw opium, embezzled from the Tong and Yakuza.

Now she controls a major cocaine and jewelry smuggling route between South and North America. From her luxurious apartment, hidden behind the facade of a crumbling tenement, she still moves people around like chess pieces, always attaining her desired goals.

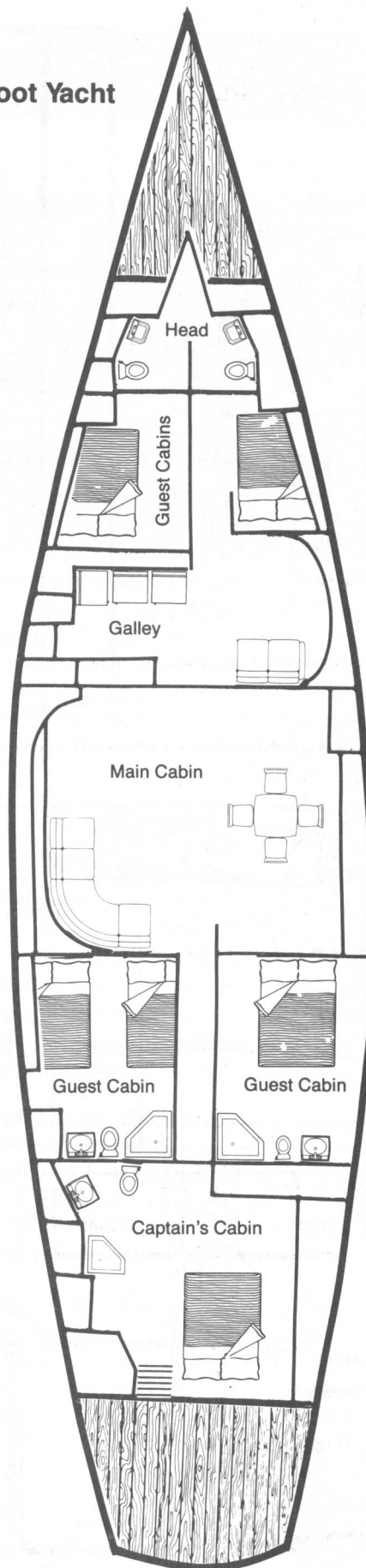
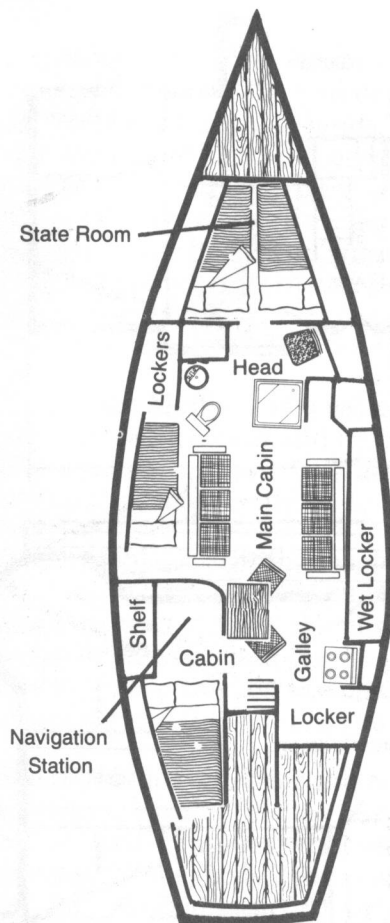
Reaction: Madame Tung jealously protects her little empire and will not be happy if anyone tries to muscle in. She is strictly small potatoes compared with Web and if threatened by that evil organization, will gladly join forces with the characters to fight it. However, the characters should be careful since once they have outlived their usefulness, Tung will attempt to have them killed.

Typical Mountain Home



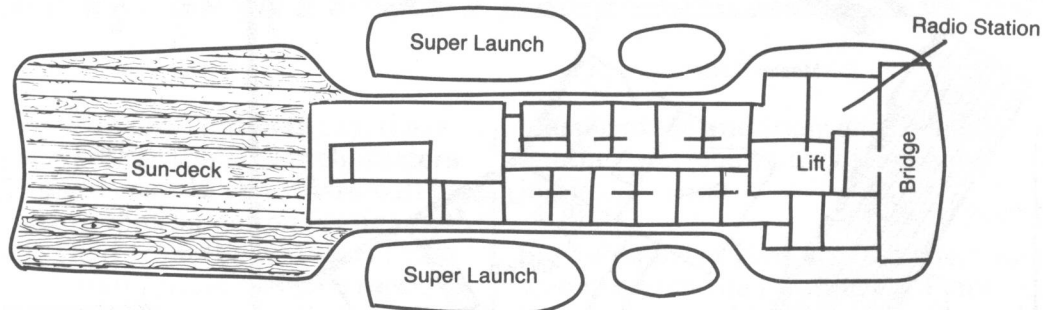
87 foot Yacht

40 foot Sailboat

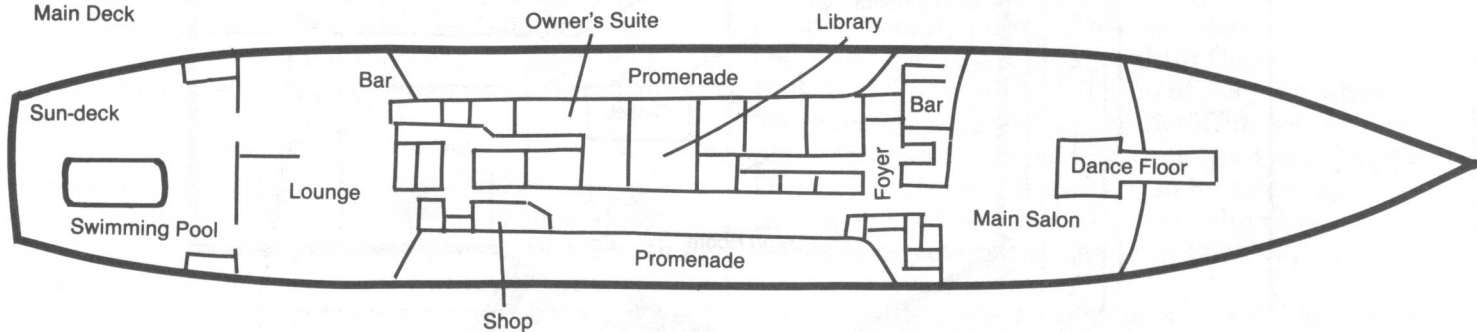


285 foot Luxury Yacht

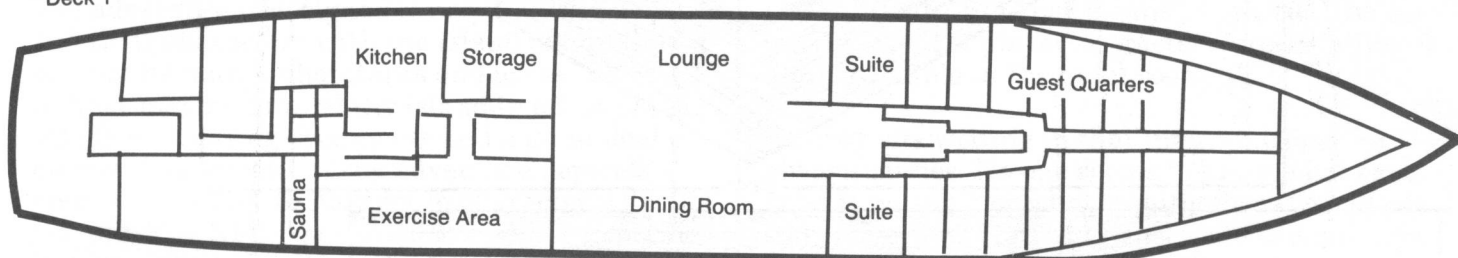
Bridge Deck



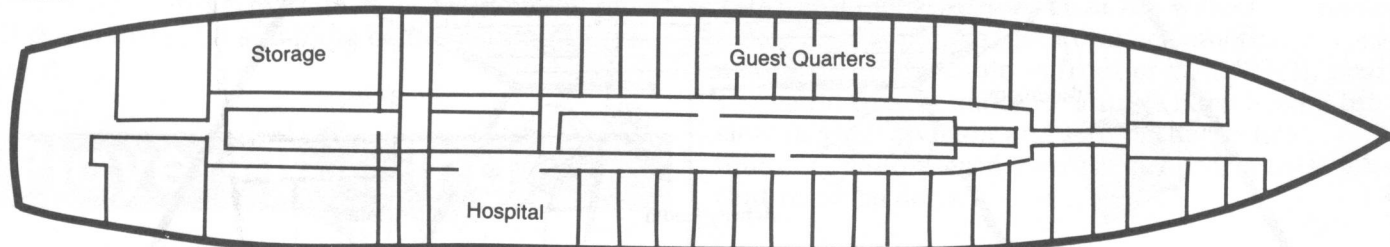
Main Deck



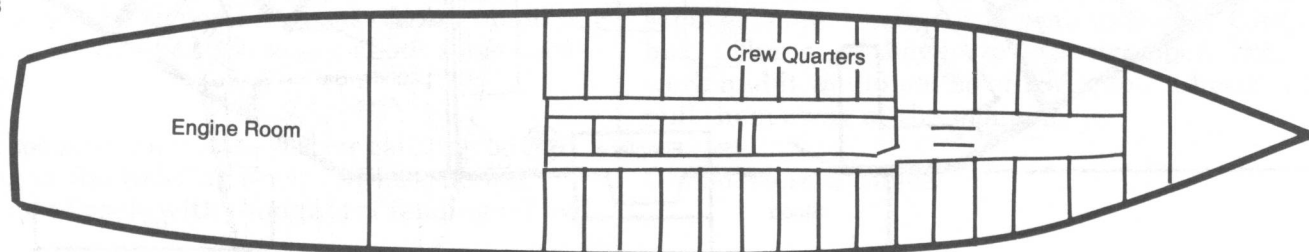
Deck 1



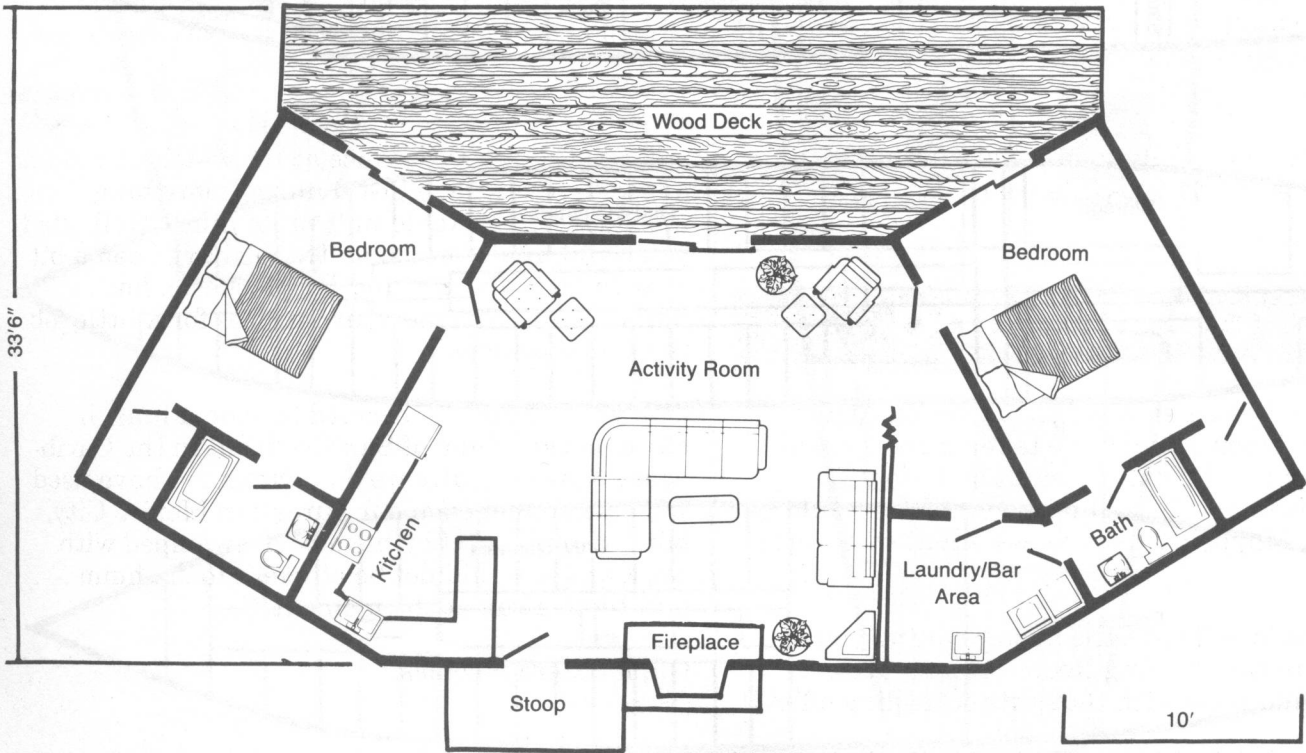
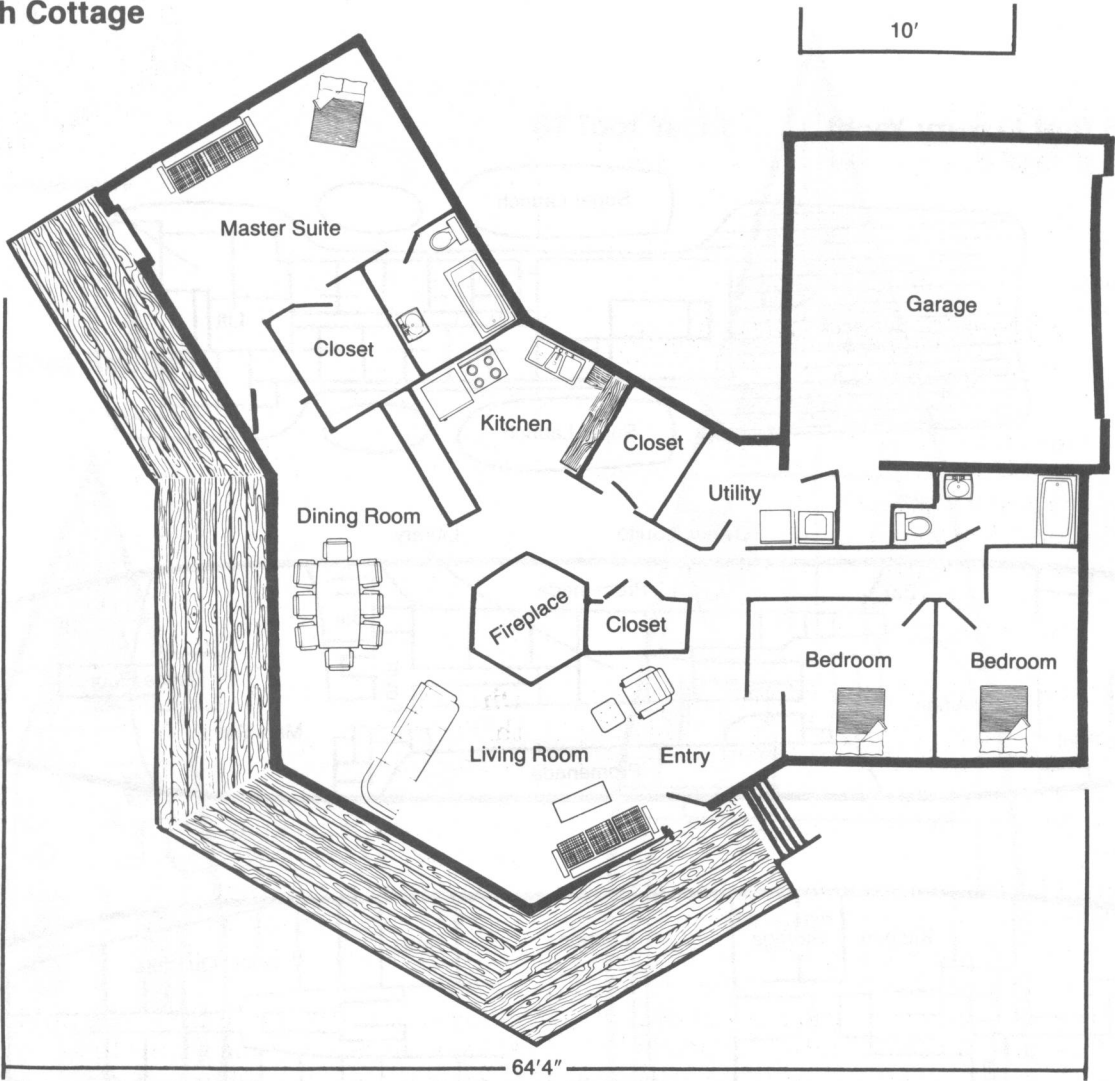
Deck 2



Deck 3



Typical Beach Cottage



Button, Button

TOP SECRET/S.I.

This adventure is not linear. That is to say, there is no long string of clues for the player characters to follow to an ultimate goal. In fact, there will be parts of this adventure that border on comic relief. If this wasn't made clear from the whimsical title of the adventure, taken from the children's game "Button, button, who's got the button?", it will all become clear when you read the briefings and NPC descriptions. For those who remember the series "I Spy," this adventure can be likened to one of the more light-hearted episodes from that show.

Never fear, though. There will be action aplenty and dangerous pulse-pounding situations along with hair-raising escapes, simply tempered with a healthy dose of amusement. Future adventures in this series will take a more serious tone.

The adventure is designed to acquaint the players and their characters with the island of San Cristobal and its many inhabitants and areas. They will be kept moving around the island in a fast-paced search for missing documents and a great deal of money. A large part of the adventure depends upon your ability to interact in character with the players. The NPCs' personalities will be explained in some detail along with any quirks they may have. You should be familiar with these in order to play them effectively. In fact, you should read the adventure thoroughly to familiarize yourself with all the details and sub-plots before attempting to run it.

Players Briefing

Boy, has it been a slow couple of weeks. Apparently the forces of evil have taken a short vacation. Even a full-frontal assault on Orion headquarters by the evil minions of Web would be welcome. Maybe it's time to ask about some vacation time.

Ooops, too late. That's the buzzer calling you to a meeting in the Briefing Room. At last, action. You're mind reels with thoughts of fending off evil

masterminds and their deadly henchmen in yet another glorious victory for the forces of right and justice.

Such dreams of glory are cut short when you see who is giving the briefing . . . Penway. Penway, that penny-pinching little twit from Accounting in charge of budgets, expenses and salaries. Is the company really going to question that little matter of the destroyed Lamborghini Countach in Palermo? That was in the line of duty. So what if you guessed wrong and the microfilm was on the plane instead of the car. Brother, not even Section Director Matheson ever likes to be called upon by this little bird-like, balding man who always seems to be covered with a thin layer of dust.

But Penway is also in charge of forged documents and cash, and he does oversee the establishment of local bureaus. But that means . . . oh, no! The collective sound of player characters' crests falling is almost audible in the quiet room.

Penway sits writing in that infernal ledger he always carries. No one seems to know what exactly he is noting, nor what significance it could possibly have. Just watching him write can make you uneasy.

When the player characters are seated, Penway will finally look up, glance at his watch and make a face as if you have just dumped something unsightly on the table in front of him. "Well, glad you could finally make it. Things have been a bit slow in your division and Dr. Matheson has . . . hmm . . . volunteered your services for a little job that must be done.

"We've . . . hmm . . . decided to open a branch office on the island of San Cristobal in the Caribbean. Now normally we'd . . . hmm . . . have used some personnel from our bureau in Mexico City, but . . . hmm . . . they have been swamped with work and it would not be efficient to . . . hmm . . . pull them away at the moment."

Oh, no. Here it comes.

"Of course, you know that . . . hmm . . . we send in one control agent to establish and run a branch. But we also send in a team to reconnoiter the area and make sure that the branch doesn't . . . hmm . . . attract undue attention from the locals or from other intelligence agencies. With Dr. Matheson's complete approval and . . . hmm . . . endorsement, we're sending you along to help establish the branch."

Drat! A "baby-sitting" special. They're sending some desk jockey out to establish a cover and a branch and want him to feel secure, so they're sending you along to hold his hand. Dull, routine work. But then it is in the Caribbean and could be a pleasant change if nothing else.

"Don't get the . . . hmm . . . idea that this is some sort of lark." Does this overblown clerk read minds as well? "Establishing a branch office is a great responsibility. You . . . hmm . . . may not think much of it, but when you're out in the field you're plenty grateful for a safe house where you can relax and . . . hmm . . . recuperate.

"You'll meet Perry Fredericks, branch supervisor, when you go to pick up your airline tickets. Any questions?"

Note: Answer the players' questions based on what information you think Penway has. It should be little more than tourist information about the island and it should be clear that Penway considers these questions a waste of his time. If the player characters complain about Penway's lack of knowledge, have him give them a superior smirk and remind them that gathering information is part of their job.

Administrators Briefing

Penway isn't keeping anything back. He went into Dr. Matheson's office loaded with ledgers and graphs to show how under-utilized field agents

currently are. With further charts and figures he showed how they could be used very effectively to aid in the establishment of branch offices.

Matheson finally agreed just to get rid of the annoying little clerk. Then he had his secretary, Mrs. Peschkowitz, get a new pipe to replace the one whose stem he had just bitten through.

Of course, the adventure will not stay ordinary and dull, but it certainly might start that way.

First the player characters will have to help Perry establish the branch office. Perry's entry under NPCs will give a more complete description, but suffice to say that he is a paper-pusher who believes the agency runs on the quality of its administration. He admires paperwork, forms in triplicate, and all that. There is also a complete explanation of the whys and the wherefores of establishing this particular branch office in the Locations section of the adventure.

The player characters should only have to put up with Perry's administrative bent for a day or so. Then the adventure proper will begin with the disappearance of a Soviet scientist.

Vladimir Dymtrk, a specialist in solid rocket fuels, was last reported working with the military in Cuba, helping improve the island's "defensive capabilities." Then he dropped out of sight. The official word was that he was suffering from a cold, which, since the time of Andropov's famous fatal bout with the bug, has been interpreted as meaning the man is on death's door.

But Dymtrk is not sick. He has disappeared along with some detailed plans of the latest Soviet missile weaponry and \$500,000 he took from Web in payment for the plans.

Note: Exactly why Web wants the plans is not important to this adventure and should remain a mystery. It is the main plot of a future adventure in this series. If you are playing these adventures separately or out of sequence, you might want to replace the missile plans with some other documents.

Using the underground railroad network that sends refugees to San Cristobal for relocation, Dymtrk tried to disappear with the money and the plans, which he hoped to sell again to double his fortune. Fate stepped in, though, and the boat Dymtrk was on had engine trouble and then a fire. He jumped overboard, plans and money in a waterproof briefcase. The briefcase is the type used by intelligence couriers, handcuffed to his wrist. He drowned rather than let the money and plans go.

The body will wash up on a San Cristobal beach somewhere between Eden Cay and the East Beach area. One Jack Marshall will find the body and the briefcase.

Marshall, a colorless man whose life has to this point been excruciatingly ordinary, will see the money as a windfall signalling a dramatic change in his luck. In a sense, it is. You see, Marshall will also have the missile plans and though he does not realize what they are or their importance he will become the object of a major manhunt by the player characters, agents from several other countries, and Web.

The adventure from that point is a search and rescue. The player characters' assignment will rescue Marshall and find out what this is all about.

Marshall will be little help to the characters. He thinks everyone is after the money, money that he thinks is rightfully his. The Cubans will want the missile plans back. The KGB, not having the greatest faith in the Cuban agents, will also be trying to get the plans. Web wants the plans and their money back. he CIA just wants to know what in the devil is going on right in their own backyard swimming pool (a favorite expression of the company for the Caribbean). Marshall will be bounced around like a pinball among the various participants, first kidnapped by one group and then the other, subjected to brutal questioning and intimidation.

NPCs for Button, Button

Your ability to play the various NPCs is an integral part of the adventure. Their backgrounds, motivations, and reactions to the player characters are explained in detail to help you play them. Their actions and dialogue should reflect their one-dimensional, almost comic-book personalities. Get as familiar as you can with them before starting play. As in the section describing San Cristobal, the list of Skills includes only those the NPC definitely should have. You can add skills as you see fit to round out the character.

Begin Rules Section

Jack Marshall

STR	INT	REF	WIL	CON	MOV	DEX
25	33	30	30	30	34	29

Sex: Male
 Race: Caucasian
 Nationality: United States
 Native Language: English
 Age: 28

Psychology: Cruelty (None), Loyalty (Average), Passion (Average), Piety (Average), Sanity (Average), Selfishness (Average)

Advantages: None

Disadvantages: None

End Rules Section

Background: Take an almost colorless personality, put it in an below-average male body with average looks, average intelligence, average humor, average everything, then tromp on the shell until almost every vestige of self-esteem has disappeared. Make him believe that nothing goes right because he is a perpetual loser. Then tromp on him a little more just for good measure. The result would be close to Jack Marshall.

Marshall was never any good at sports. He wasn't smart enough to make honors in school. He tried joining the Debate Club but was so pitiful that his

opponent gave him help. When he finally got a blind date for the senior prom she not only turned out to be taller than he, she was violently allergic to the corsage he brought her and had to be removed to a hospital to be resuscitated.

When he went to college, he took the aptitude tests and found out that he was best suited to a routine job doing routine work that would involve very limited interpersonal skills. Determined to prove everyone wrong he did everything he could to make friends. He tried joining fraternities only to be subjected to the most humiliating hazing and then rejected. More often than not they had decided to reject him beforehand—they just wanted to see how much he would put up with.

The sports teams considered him for equipment manager, then had to drop him because he kept forgetting the equipment on the bus.

Finally, Marshall graduated with an Accounting degree. When no one would hire him in that field, he went to work as an actuarial clerk, keeping and updating files. With very few friends (he does have a parakeet), Marshall spends his nights at home watching television. Even people on telephone party lines ignore him.

Deciding that a vacation might change his luck, Marshall decided to take part of his savings and go on a Caribbean holiday. Eden Cay sounded like a warm, inviting place that would be an interesting change of pace.

It may have been the first time in his life when he was absolutely right.

He was still ignored by women and not very good athletically (he hurt himself playing ping-pong and fell overboard while trying to make his way to the railing on a sightseeing boat). But the islands were warm and the scenery beautiful. He began spending a large part of his days exploring and walking the beach.

That's how he found Dymtrk's body. After he got over the initial nausea of encountering his first

corpse, Marshall made a closer examination and found no papers or documentation. He concluded the dead man must have been one of those drug-lords he was always hearing about on TV detective shows.

He did, though, find the keys for the handcuff to the briefcase. He knelt, frozen by the sight of all that cash for almost 20 minutes before daring to move. Then his common human rationalization kicked in.

Since the dead man was obviously a criminal, no one could trace the money or the briefcase and claim it. All he had to do was be very careful with it and he would be set for life.

In short, he began to think he was a character in one of his beloved TV dramas. He left the body and took the money, his mind racing with all his plans.

Of course, people not used to having money traditionally do a bad job of hiding its presence, but that comes later in this adventure.

Reactions: Marshall is being very care-free with his new-found wealth because he does not realize the danger he is in. Once threatened, however, he will become afraid of almost everyone, characters included. He never thought that taking the money was really wrong, so he never considered the idea that taking it would get him into any kind of trouble.

It will be very difficult for the player characters to convince Marshall they want to be his friends. Double his WIL roll as per the Interaction rules starting on page 15 of the Administrators Guide.

Marshall does have one fatal flaw. His overdeveloped sense of chivalry combined with lack of female attention makes him putty in the hands of any attractive woman, much less one who shows any interest in him. He falls in love very quickly and refuses to believe the worst about any woman. If any female player character tries a seduction on Marshall, he gets only a $\frac{1}{4}$ WIL roll to resist.

Begin Rules Section

Jorge Carlos y Castenada

STR	INT	REF	WIL	CON	MOV	DEX
45	30	50	49	48	50	50

Sex: Male
 Race: Hispanic
 Nationality: Cuban
 Native Language: Spanish
 Age: 32

Psychology: Cruelty (High), Loyalty (Average), Passion (Average), Piety (Low), Sanity (Low), Selfishness (Average)

Advantages: Stamina

Disadvantages: Uncouth

Skills: Knife throwing (3), Pistol (4) Basic Melee (STR-4), Knife (DEX-3), Driving/Automobile (3), Driving/Boat (3), Interrogation (6), Language/English (4)

End Rules Section

Background: Castenada is a bully with an excessive nature. He has absolutely no sense of subtlety or style, which makes him an excellent candidate for the Direccion General de la Inteligencia (DGI), the Cuban intelligence service.



But he is a bulldozer out of control. His investigative skills are only limited by the size of the doors he can break down. His powers of persuasion are directly linked to the heat of the lamps and the size of the rubber hose he uses.

The Cuban government has dispatched Castenada to San Cristobal to get back the plans. To accomplish this, he will break down doors, knock down civilians, blow up cars and houses and anything else to get to the plans. He does not know about the money. But if he finds out about it, he will seize it for himself and not tell his superiors.

Reactions: Castenada's reactions to the player characters will be direct and possibly violent. If Castenada identifies the characters he will try to kill them. He will hire some local Generic 30 thugs to help him out in this regard.

There isn't much background information available on Castenada because he is a very simple person. He is in the adventure to provide a real threat to the characters and others involved.

Begin Rules Section

Monica Pettigrew (Ilanya Sinitsin)

STR	INT	REF	WIL	CON	MOV	DEX
30	51	49	53	46	49	49

Sex: Female
 Race: Caucasian
 Nationality: Soviet
 Native Language: Russian
 Age: 31

Psychology: Cruelty (Low), Loyalty (Average), Passion (Average), Piety (Low), Sanity (High), Selfishness (Low)

Advantages: Attractive Appearance, Sensuality

Disadvantages: None

Skills: Pistol (4), Oriental Martial Arts (4), Lockpicking (4), Pickpocket (3), Safecracking (5), Shadowing (5), Surveillance (3), Acting (4), Driving/Automobile (3), Driving/Boat (1)

End rules Section

Background: The KGB, knowing Castenada's style and penchant for direct, often violent, action, has decided to send in its own agent to retrieve the plans.

Enter Ilanya Sinitsin, whose attractive blonde, blue-eyed looks lend credence to her cover as Monica Pettigrew, a California native who is enjoying her peak years by taking package vacations to various places around the world.

Sinitsin is a loyal Soviet, having been taught from birth by her father, an officer in the military, that the state is everything. She joined the Soviet army as soon as she was old enough and made a good soldier.

Eventually, her good looks caught the eye of a KGB recruiter who realized that she could easily pass for an American. She was recruited into the KGB and trained in the arts of intelligence and seduction. She has been on several missions, always playing an American traveller and using her looks and charm to infiltrate restricted areas or enlist unwitting accomplices.

Sinitsin prefers to work low-key. Once she knows about the death of Dymtrk, she will locate Castenada and keep him under surveillance to make sure he does not bungle the assignment. If it looks as if Castenada will fail, then she will make a move. She knows what Castenada looks like, and he does not know her at all.

While in San Cristobal, Sinitsin has established a friendship with Caryn Alan (see below). They prowl the resort area together checking out the action and men and spending a lot of time flirting.

Reactions: If she recognizes the player characters as Orion agents, Sinitsin, as Pettigrew, will convince Alan that they should attach themselves romantically to the characters. This will give her a chance to find out what they know and perhaps use them to eliminate Castenada, if necessary.

Sinitsin does have one weak spot. She is a sucker for a lost puppy. In her travels and assignments,

she has dealt with master spies and military men, but she has never had to deal with real losers like Marshall. If she spends any time with Marshall, make a 1/2 WIL roll for her. If it fails, the little loser has melted her heart and she is smitten with him. She will then try to recover the plans but will not hurt Marshall. In fact, if he is in any danger, she will blow her cover and enlist the aid of the characters to rescue him.

Sinitsin has three Generic 40 KGB agents on the island awaiting her command. She can also hire some Generic 30 local thugs.

Begin Rules Section

L. Michael Hollister

STR	INT	REF	WIL	CON	MOV	DEX
50	39	40	40	49	47	40

Sex:	Male
Race:	Caucasian
Nationality:	United States
Native Language:	English
Age:	38

Psychology: Cruelty (Average), Loyalty (Total), Passion (None), Piety (Low), Sanity (Low), Selfishness (Low)

Advantages: Fearlessness, Peripheral Vision, Toughness

Disadvantages: None on the list, but keep reading.

Skills: Pistol (4), Submachine Gun (5), Basic Heavy Weapons (4), Boxing (4), Driving/Automobile (4), Driving/Tank (3)

End Rules Section

Background: Imagine the thought processes of a secret agent who wears a polyester suit in the middle of a tropical resort and you have a pretty good idea of how L. Michael Hollister thinks. The man has a photo of Alexander Haig in his office back in Langley.

His dialogue is dripping with "spookspeak," that special little language only "professional spies" understand. He's the type who still refers to an

assassination as a "maximum demotion."

High school football hero, All-American in college, Hollister had a promising future in professional football. Then he enlisted for his two-year hitch in Vietnam. He liked the fact that the military was like a football team: obvious hierarchy and pecking order, every routine planned out to the last detail along with a sense of family and belonging . . . well, that was his impression, anyway.

Instead of returning to civilian life, Hollister jumped at the chance to join the CIA. Since that time he has risen to the position of Senior Planner on Foreign Liaison Missions. In short, he oversees the covert operations in countries where the United States has no covert operations.

His insistence on sticking to the book has resulted in a number of snafus on his projects. By establishing a series of cells and removing himself from the actual mission, Hollister has managed to maintain a curtain of "plausible deniability" between himself and the failed missions.

So he still has his job, and his polyester suit. When word came to him that a Soviet missile expert was missing from Cuba, he decided to rush in and handle things personally. He knows the most logical place for anyone to go when escaping Cuba is through the underground railroad to San Cristobal. He even knows the names of some of the contacts on East Beach. He has been staying there posing as a typical tourist. (He rolled up the legs of the pants of his suit and went walking on the beach. He may even have loosened his tie.)

If he finds out about the stolen plans, he will do anything and everything to get them for the CIA. Plus, just for laughs, he might try to place all other agents (including the characters) into embarrassing positions so they will look like buffoons. He does not care if he blows the player characters' covers. Hollister's Sanity is called into question because, with all the spookspeak and super-patriotism, no one has ever been sure whether his elevator has been hitting the top floor.

Reactions: Hollister considers Orion to be an effete group of college-educated punks who don't know microfilm from shinola about the "real world" of spying. If he recognizes the player characters as Orion agents, he will do everything he can to make their lives miserable. He is not above having them arrested on false pretenses, charges based on evidence he planted.

He will be no happier with any of the other spies on the island, but he can deal with them because they belong to some government. He may even develop a sneaking respect for Castenada's direct handling of situations.

Begin Rules Section

Bobby Markham

STR	INT	REF	WIL	CON	MOV	DEX
47	50	49	47	48	50	50

Sex: Male
 Race: Black
 Nationality: Jamaican
 Native Language: English
 Age: 29

Psychology: Cruelty (Low), Loyalty (Average), Passion (Average), Piety (Low), Sanity (Average), Selfishness (High)

Advantages: Acting Ability, Musical Ability, Wealth

Disadvantages: Addiction

Skills: Pistol (4), Oriental Martial Arts (4), Musical Instrument/Guitar (6)

End Rules Section

Background: Now appearing on the stage of the Glass Surf club here at Eden Cay . . . that great reggae singing sensation . . . the one, the only . . . Bobby Markham!

Ah, the life of a singing sensation! Travelling the world, staying at the best hotels, basking in adulation of the fans and the favors freely given by an adoring public. Is this any sort of cover for a spy? Especially one who works for Web?

Well, it's worked for Bobby Markham for about four or five years now. He can go anywhere in the world without raising an eyebrow. His fame and notoriety have often gotten him through customs without even a cursory search.

When Dymtrk disappeared, Markham happened to be appearing at one of San Cristobal's posh night spots. Web contacted the singer and ordered him to be on the lookout for the scientist, the plans, and the money.

His status as a reggae star allows him to go anywhere and approach anyone on the island in a friendly way. He will use this to his advantage to try to get close to Marshall once he hears about the big money the American is suddenly dropping all over the island.

Reactions: Even though he should be played as a prima donna star and something of an eccentric flake, Markham is a trained agent and is very good at what he does. He will look the situation over and decide whether the characters can help him find the plans and money, then let them lead him to the goods. Then he will have them killed.

Three of Markham's bodyguards are Generic 35 Web agents.

Begin Rules Section

Perry Fredericks

STR	INT	REF	WIL	CON	MOV	DEX
26	37	24	35	28	29	29

Sex: Male
 Race: Caucasian
 Nationality: United States
 Native Language: English
 Age: 40

Psychology: Cruelty (Low), Loyalty (High), Passion (Low), Piety (Average), Sanity (Average), Selfishness (Low)

End Rules Section

Background: Fredericks must carry a copy of the Orion rule book in his back pocket at all time. He

can quote chapter and verse from the manual and even remembers the file numbers of the various memos for new directives.

In his mind, everything must be filled out in triplicate and done by the book. Every piece of equipment, round of ammunition, and dollar of petty cash must be signed for before he will let the assets go.

He's perfect to head up a branch office. He can keep up with inventory and is wonderful at the meticulous maintaining and updating of files and reports. But he can be a pain to field agents. He is morally upright and not one to condone what he calls the "antics" of agents and the "endless troubles and problems into which they seem to endlessly fall."

Reactions: Fredericks' attitude toward the characters will be like that of a stern father. While they are helping him set up the branch office, the player characters are supposedly subject to his orders and he will remind them of this whenever they go charging into action without consulting him. His demeanor should always be superior and slightly sneering, especially if the characters get into trouble and he must come in and bail them out of jail. Remember, this is a very likely prospect considering the attitude of the island government toward spies.

Begin Rules Section

Caryn Alan

STR	INT	REF	WIL	CON	MOV	DEX
26	56	45	34	55	36	51

Sex: Female
 Race: Caucasian
 Nationality: United States
 Native Language: English
 Age: 24

Psychology: Cruelty (None), Loyalty (Average), Passion (High), Piety (Low), Sanity (Average), Selfishness (Average)

End Rules Section

Background: Alan is just a normal American tourist who got caught up in the machinations of Sinitsin (see above). To complete her cover as an ordinary tourist, Sinitsin latched onto Alan as a party partner on the island. They have become fast friends and spend a lot of time indulging in girl talk.

Sinitsin finds the whole charade more than slightly nauseating, but knows sacrifices must be made.

If the characters are ever suspicious of one or both of these ladies, Sinitsin will do a remarkably good frame-up on Alan (planting a gun or a listening device or faking a coded message) to divert the characters away from herself.

Reactions: So long as the character is male, at least semi-attractive and willing to take her to the best places (like to the Glass Surf to see "that adorable Bobby Markham play those darling reggae tunes"), Alan will be perfectly happy to have a whirlwind romance with the character. If the character starts to get nasty, like interrogating her or accusing her of being a spy, she will become indignant, then pouty, using all the womanly tricks that served her so well back in San Luis Obispo, California.

The Scenario

The action of the adventure will be broken down by the order of events, not locations. Of course, you should feel free to make any changes in this order or to the context of the events to make it fit with your campaign. As always, every player decision or action cannot be predicted or accounted for, so you should be ready to improvise at any moment.

Act I: Least of Eden

As Fredericks will gladly and patronizingly explain: "We have decided to locate the branch office not in Elberon City, the capitol, but in Eden

Cay, the resort area. It gets a lot more traffic of tourists and outsiders. Therefore, it is the perfect place for operatives to go if they wish to blend in with the crowd and not be noticed.

"Also, in a resort community, people are less likely to be guarded and willing to talk, and talk is our most precious commodity. A word here, a phrase there, and suddenly you're onto some plan to tip the scales of world power.

"The cover for our branch office will be a souvenir shop, of which I will be the proprietor. We have already scouted and purchased a modest building which has an apartment above where I can live and a large basement storage area. Part of this basement area can be walled up for a concealed room where I will store the radio and equipment necessary for agents on assignment.

"There will also be room for some cots where agents can rest and recuperate along with ample space for the filing cabinets and shelves to store forms. It is such a nuisance to run a branch office and paperwork makes it so much easier. Everything neat and orderly. Don't you agree?"

If the player characters have not belted him by now, they should get credit for self-control. Since the best way not to attract attention is to do everything out in the open, the player characters will pose as workers helping Fredericks set up his new shop, A Bit of Eden. There are crates of souvenirs and knick-knacks to unpack, many authentic Caribbean mementos (direct from Hong Kong) to be placed on the shelves, and special equipment to be placed in the basement.

Once all the boxes are inside, the characters need not hang around the shop. They can explore the resort area. As Fredericks will remind them, they are supposed to be checking out the area for any enemies or espionage activities.

While checking out the city, you should be sure to give the players a good dose of local color from the description of Eden Cay, below. Tell them about the tourists who seem to be from all countries and all cultures. Everything should be made to look

positively routine.

Somewhere during their travels they should come upon the latest bit of news that has the entire city abuzz. Seems that a body was found washed up on the beach. No one seems to know who he was. Just that he had sandy hair, was going bald and had a scar on the back of his left hand. What is making this so interesting is that the only item found on the man was a letter from a Jamaican bank assuring him that they will accept large cash deposits and that his account will be held in strictest confidence. No sign of any money or cashier's check or any precious stones or anything else was found. People figure the man was travelling on a yacht and was swept overboard during a storm or by accident. The air is filled with juicy gossip tagging the dead man as everything from a major drug dealer to some eccentric millionaire whose disappearance has not been reported.

They're wrong, of course. The dead man is Dymtrk, but the player characters don't know that yet.

There is also a story about an American tourist who has suddenly become the center of attention. Must be one of those nouveau-riche people who made a fortune in electronics or computers. He has no breeding or style, but he is flashing a lot of cash around. No one remembers him arriving. In fact, no one noticed him until he placed a \$500 bet on the roulette wheel.

This is Marshall, the unwitting subject of the adventure.

Once back at the shop, the characters will find Fredericks in the basement hooking up the radio and testing it for clarity. His attitude toward the characters will not warm up when they report they have seen nothing sinister. He will assume they were out having a good time and goofing off.

However, he must make sure the radio is working and report in that the shop is being prepared for business.

The radio works, but he doesn't get to report. Instead, Dr. Matheson gets on the line. He has some-

thing he wants the characters to look into. Apparently Vladimir Dymtrk, Soviet missile expert has disappeared, along with some valuable plans.

"We have no idea what his intention is, whether he wants to defect to the West or sell the plans or move to Wisconsin and raise wheat. All we know is that the disappearance, so close to the United States, has started the two superpowers hurling accusations back and forth. The detente that has built up over the years is in jeopardy.

"You people must find out what Dymtrk is up to and stop those plans from falling into the wrong hands. In this case, even the United States' hands would be the wrong ones. If those plans wind up in America, it will give the reactionaries in the Kremlin more than enough fuel to restart the Cold War.

"Either those plans must be returned, discreetly, to the Soviets or they must be destroyed, and their destruction proved to the Soviets. I don't have to remind you that Orion is not aligned to any one government. We are looking out for the common good. We also suspect some Web involvement here, and we cannot allow that." There is the sound of a fist hitting the table and a crack. "Drat! Peschkowitz get me another pipe!

"From now on, you'll be reporting to Concepcion in the Mexico City office. He's being called back from a mountain climbing vacation even now. But don't look for him for too much. You're in the red sector and we want results.

"Just so you'll recognize Dymtrk, I have a description. About five feet eight, 145 pounds, sandy hair, going bald, brown eyes. Oh, yes, he has a scar on the back of his left hand. Now go find this man, we have a lot of questions to ask him." And Matheson will sign off without any further chit-chat.

Well, at least now the characters know who the dead man on the beach is.

Now they just have to find out how he died. With no clues other than the body, the characters' most logical action would be to try to ask the police

questions. However, since this a resort city, the police will not be very talkative. Dead people make for very nervous tourists. Such things tend to kill their jovial mood, as well.

Assuming the characters, using their persuasive abilities or some ploy, get any sort of information from the police, it will be that the unidentified man died of drowning. "There were no other signs of foul play other than an abrasion around the dead man's left wrist. At first, we thought he might have been an escaped prisoner, but there was abrasion on his right wrists so his hands were not handcuffed together." They have no further information.

"Except that another man showed a great deal of interest in the body and was most insistent and almost violent in getting to see it. We were afraid we might have to arrest the man. But we are keeping an eye on him.

"The man did not give a name, but we found out that he is a tourist staying in a cottage along East Beach under the name Castenada."

(Let the characters almost get out of the office before the following last bit is mentioned.) "And then there is the man who is arranging the funeral. An American named Marshall. Apparently very wealthy. Heard about the dead man's situation and, feeling no one should be left that way, offered to pay for a modest funeral. We explained that we could not allow that since the body would have to be kept until our investigations were complete. If, at the end of that time, he wished to repeat his offer, we would take it under consideration. Frankly, I think Mr. Marshall is a very nice man."

If the characters ask for a description, the police officer will hesitate and say, "Average height. Average weight. Average features. Nothing very special. In fact, and this is a terrible thing for a police officer to admit, but I don't think I'd recognize him again if I saw him."

The characters now have two thin leads to follow. If they go after Castenada along the East Beach, they will not find him in his cottage since he is

prowling Eden Cay, looking for clues to the missing plans.

If they go looking for Jack Marshall, they should have no trouble finding him. Everybody has suddenly become Jack's best friend.

Act II: Marshall Drilling

With just a few questions of the people at Eden Cay, the characters will have Jack Marshall's location zeroed in to the nearest bikini.

If it is daylight, he will be at the beach club, buying drinks for everyone and having his ego stroked for as long as the free drinks hold out. At night, he can be found in the casino or at one of the clubs around the marina or along the beach.

How the player characters approach Marshall will determine his reaction, but here are some general guidelines. If they try to strongarm him and throw a lot of authority around, Marshall will call upon a couple of muscular beach-boy types with pale blond hair, lots of jaw and no forehead. (At best, these meatballs have a STR of 55-60, but they have little or no combat skill. They have always relied on their size to intimidate.) They feel protective of Marshall, especially since they are working on him to buy them new surfboards.

Of course, there will be a bevy of hard-partying beach bunnies and beach bums around Marshall and they will also raise a ruckus if someone tries to remove their gravy train.

Note: This is the exact tack Hollister of the CIA will take. You can give the player characters their first glimpse of him as he is being carried away by the two muscular beach boys. Hollister will be yelling that they don't know who they're fooling with and that he will be back with reinforcements. It would be much more effective for the characters to try to blend into the crowd and get friendly with Marshall.

Marshall will be all conviviality and an easy

mark. He has never had so many friends before in his life. Somewhere, down deep, he knows that when he stops footing the bill for this party, his popularity will crash like a 300-pound gorilla in a beach chair. But he is having such fun at the moment. He thinks that having gorgeous, bikinied women hanging off him and paying him a lot of attention is the epitome of paradise . . . who are we to argue.

At night he will be at a club or in the casino, Marshall is a favored customer, mostly because he plays so badly and continually loses. He also over-tips the help.

At the casino, he has a slightly different crowd of leeches; women with expensive tastes who keep him buying bottle after bottle of champagne and giving them money to bet at the roulette wheels and blackjack tables. There are also men who hang around to catch Marshall's discards.

If the characters try to strongarm Marshall here, they will not only meet resistance from these "friends" but from the casino management. They do not want to see their best customer roughed up.

Marshall is now staying in the penthouse suite of the King Phillip hotel.

The elevator to the penthouse can only be operated by inserting the key into the elevator control panel. Only the current occupant of the penthouse and the hotel management have these keys. Characters with the Electronics skill and about 10 minutes can disassemble the controls and bypass the key. Characters with Lockpicking skill can try to operate the lock. Consider it to have a numerical rating of 20 (see page 15 of the Administrators Guide). Don't forget to roll to see how long it takes the character to accomplish this (see Lockpicking skill, page 45 in the Players Guide).

Also, don't forget that this is a public elevator and people who stay in the hotel can call on it at any time. This could put the characters in the situation of having to convince these guests that they are elevator operators or repairmen working for the hotel. If any character tries to pass himself or

herself off as a bellhop while in sport togs or evening clothes, the NPC gets a roll versus full WIL not to be convinced. (See page 25 of the Administrators Guide.)

The third way to get in is to be invited. Anyone in the penthouse can open the elevator doors and bring guests in. Of course, the player characters can always get onto the roof and climb down to the terrace and crash the never-ending party.

Anytime Marshall is in the penthouse, he will be hosting a party. It could be loud and raucous, or quiet and intimate. Even when he is asleep, his guests are always abusing his hospitality by ordering from room service or inviting others up.

Note: Two of the women who are hanging around Marshall should be Monica and Caryn. It would be Pettigrew/Sinitsin's style to get close to this man once she knows that other agents are after him. The characters should encounter these two while looking for Marshall. They should also encounter Bobby Markham, the reggae singer in the crowd around Marshall.

On the subject of where he got the money, Marshall will not be a very willing conversationalist. He has bought friends and they will protect him. That is, until the first sign of real trouble, like gunplay. Then they will scatter to the hills leaving Marshall to fend for himself.

Somewhere during the adventure, it is assumed the characters will make him talk. Either by convincing him they are on his side, interrogating him, or having him pour out the story because they have saved his life.

He will confess everything, including the fact that he can't remember what he did with the plans. On the first night when he had the money, he needed a drink to steady his nerves and then there was another drink and then . . . well, you get the idea. He remembers that he decided to hide the papers that were in the briefcase, but he can't remember where.

For your information, Marshall hid the plans in

their plastic bag, under one of the stones that make up the terrace outside the King Phillip hotel. At last count, there were something like 500 to 600 stones in the terrace. It is up to your own judgement whether the characters will have to check under every stone.

The characters should be thoroughly confused by the presence of the money. Even if they figure out that someone was paying Dymtrk for the plans, they will be hard-pressed to determine whom.

Once the characters hear Marshall's story, they will probably take him to the branch office for his own safety. If they don't, Fredericks will insist.

Somewhere, when you feel it is convenient, the Cubans will try to kidnap Marshall.

Act III: The Cubans' Missing Crisis

Whether they succeed in kidnapping Marshall is up to the rolls of the dice, but it is recommended that they succeed, without too much bloodshed. After all, even Castenada can control his vicious tendencies because he needs Marshall alive.

The characters should get a good look at Castenada so they can recognize him from the description the police gave them.

Castenada will take Marshall to a cottage he has rented along East Beach. Exactly which town it is in or where along the beach it is is up to you. There he will begin questioning Marshall. The questioning will soon become interrogation and then grow to torture.

Unfortunately, even though Marshall will break early, he will not reveal the location of the plans because he simply doesn't know where they are. Castenada will not believe him. The Cuban will be very interested in putting his hands on the money, but that is secondary to getting the plans.

Since the only clue the characters have to Cas-

tenada's location is that he is staying somewhere on the island, they will have to put in some leg-work to find him. They could go back to the police under some pretext and get the Cuban's address, but they will have to be very careful. The police in Eden Cay are not stupid, they are very good lawmen with that indefinable sixth sense that makes police officers suspicious of people who are too anxious, too nervous, or too nosy.

Also, depending on where and how Castenada kidnapped Marshall, there might have been witnesses and the police will be conducting their own investigation.

The character's other option is to comb East Beach looking for a cottage rented by a Cuban tourist. Questions, though, make the East Beach people nervous. They get a two times WIL check to resist giving answers (see page 25 to 26 in the Administrators Guide). A substantial bribe will bring the WIL check down to $\frac{1}{2}$.

During the course of their investigations, they will run across many people who want to rent them a boat or take them fishing or even offer souvenirs of the area. They could even meet up with Pontielle or Miranda de Almeida, at your discretion.

Getting Pontielle's help will take some convincing on the part of the players, but nothing extraordinary. Once he knows that an innocent person is in danger, he will bring his considerable bulk and influence to bear. With Pontielle along, the characters will have no problem getting answers to questions, whether through intimidation or out of friendship for the native fisherman.

If the characters manage to get de Almeida's help, it will only be after a considerable effort. Because of her psychological state, de Almeida gets a two times WIL roll to resist any convincing. If the characters try to bribe her, you must make a $\frac{1}{4}$ WIL roll. If it fails, de Almeida will fly into a rage and physically assault the characters. She is a very unpredictable person hanging onto the last vestiges of her pride and reasons to live.

Once the characters have made the necessary inquiries and gotten the location of Castenada's cottage, there will be the problem of rescuing Marshall. Of course, it will involve some sort of assault on the cottage.

The cottage is at the end of a long driveway lined with scrub pine. It has its own small dock where a motor boat is tied up. Castenada has at least two of his thugs patrolling outside the cottage.

Characters can try to Stealth down along the scrub pine (this is done at a -10%—see the Stealth rules on page 46 of the Players Guide). Or they can approach from dockside by swimming underwater. Either way, they will have to be very quiet. If Castenada is alerted to their presence, he will hold Marshall hostage and attempt to escape by the motorboat and make his way back to the Eden Cay marina where he will refuel and take Marshall back to Cuba for further interrogation.

Assuming the characters rescue Marshall, he will tell them everything (if he hasn't already done so) and offer to do anything to help out. He will even suggest retracing his steps in case something jogs his memory.

Act IV: The Central Interference Agency

Retracing his steps starts at the small beach where Dymtrk's body washed up, about a mile east of Eden Cay.

Marshall will describe how he found the body and the key. He took the briefcase and, staying away from the paths and road, made it back to the hotel where he went through the briefcase's contents. He counted the money three times before he believed it, then sent for the bottle from room service. He thinks he went out for a walk with the plans, but can't be sure.

The next logical step would be to walk him around the area until something clicks in his memory.

Actually, Marshall's memory goes clunk.

His jumbled thinking will have him recalling things out of order ("Here, by this tree, I started digging a hole . . . no, that was when Caroline and I buried our toes in the sand."), things irrelevant ("There . . . that bicycle. I had one just like it back in third grade. Did I ever tell you about my third grade teacher? . . ."), and things confused ("I was sure it was this palm tree, but they all look alike.").

Unfortunately, all this walking around will give Hollister a chance to make his move. He does not want violence, though. He will try to get close enough to the characters and Marshall to take them by surprise at gunpoint and take them back to the rented office he is using as "satellite headquarters."

He will put the matter straight to the characters and Marshall. He wants the plans. He doesn't care about the money, but having those plans will be a major coup for himself and the agency. No matter how the characters may argue about the ruining of detente, he will not be dissuaded. His opinion of detente is that it is a "leech sucking the vital strength from the United States."

Hollister won't harm the characters though. He will give them the chance to hand Marshall over to him and just be on their way, like "good little amateurs, leaving the espionage business to those who love it."

After a while it will become obvious that no amount of arguing is going to change Hollister's mind, and the characters will have to get away to complete their own mission.

It should be clear from Hollister's demeanor, and that of any thugs you put with him, that the characters are not in any life-threatening danger. Getting away can be accomplished with hand-to-hand combat. There will probably be a few threats shouted back and forth, too.

Note: It is possible that the characters may kill Hollister out of habit. Make it clear that killing

the CIA agent will have bad repercussions. You should do everything in your power to make sure the players know that the characters are not in mortal danger.

Hollister knows that if he gets the characters out of the way, Marshall will crumble and he can step in. He will use every dirty trick in the book to remove the characters from the scene. Several possibilities are given here.

Having the characters arrested: This can be accomplished with some planted evidence and an anonymous tip to the police. The crime should not be major, with no drugs and no murder. Instead, some petty theft or claim of pickpocketing will do. Something for which the characters would be able to get bail. The characters will be taken away while Hollister steps in to claim Marshall. The characters will have to call in Fredericks, who will be severely disapproving, and convince him to pull some strings to get them out.

Turning the characters into the Ministry of Intelligence: Penelope Clavell would be very happy to have any spy removed from San Cristobal. She will see to it personally. The only saving grace the characters have is that they work for Orion and not directly for some country. Therefore, they could reasonably argue that they have not turned San Cristobal into a political playground, they are trying to keep it from becoming one. Clavell should still get a WIL roll to resist this line of reasoning.

Getting the characters ejected: During their travels with Marshall, the characters will be visiting several nightspots. Hollister could easily arrange for a young lady to walk past the characters and then claim they harassed her. While the characters are trying to reason with a bouncer, the lady would create a scene. During this scene, Hollister would sneak in and remove Marshall. Alternatively, the bouncers could throw the characters out while the lady leans on Marshall for support keeping him there for Hollister to collect.

Of course, if you come up with anything else, feel

free to make life for the characters as pesty as possible. However, all these annoyances should involve more interaction than combat, with the characters being on the constant defensive. These annoyances can occur at any time through the rest of the adventure.

Note: If you use the ejection idea, above, it would be ironic if the young lady Hollister chose at random to start the distraction was Pettigrew/Sinitsin. It would certainly segue well into the next act.

Act V: The Russians Are Here, the Russians Are Here

If Pettigrew/Sinitsin is used in the distraction described above, she will spirit Marshall away. This will leave the characters and Hollister shouting at one another until someone notices that Marshall is gone.

At some point, no matter what, she will appear. Using her feminine wiles, plus a distraction supplied by her men, she will take the hapless Marshall away, telling him she knows a quiet little place they can go. If the characters do not directly see this, they should be able to find someone who can give a good description of the woman who walked off with Marshall.

The characters should have seen Pettigrew/Sinitsin earlier in the adventure when they were looking for Marshall and noticed how friendly she was with Caryn. By asking Caryn, they can find out that Pettigrew/Sinitsin has a place up in the mountains she was thinking of renting.

Note: Caryn is a civilian. She has no concept of missiles, Orion, Web, spies, or anything of that nature. She will view any conversation as a prelude to picking her up. If the characters get too rough or demanding, she will immediately turn off and not give them any further information. They will have to use finesse.

By checking with the rental agent Caryn mentioned, the characters will get the address for the mountain home she is renting. It is on the edge of the cliffs, right next to the home owned by Lady Brenda Jellicoe-Parker. This does offer the characters a number of choices to gain access.

Whatever method they use, the characters will have to be as stealthy here as they were back with Castenada. They don't need another hostage situation on their hands. Besides, by this time, they should have developed a begrudging liking for Marshall, caught up as he is in a situation he knows so little about.

The characters could climb the cliffs, using Stealth the last 50 feet or so. Pettigrew/Sinitsin will have guards posted on the terrace overlooking the cliffs but they will have to appear as normal tourists, their pistols hidden under beach jackets.

They could get in through the locked front gate. It would take a Lockpicking roll (the gate has a numerical rating of 50). They might also climb over the stone wall. That would take a REF check in addition to any climbing checks to avoid being cut by the broken glass imbedded along the top. Once on the other side, there is a scarcity of cover for the 200 feet to be covered to the house (a -20%, see the Stealth rules on page 46 of the Players Guide).

But there is another option. If the characters do any sort of reconnoitering, they will notice the house party being given by Lady Jellicoe-Parker. The party is eminently crashable, especially by any attractive male player character who turns on the charm towards her ladyship.

Once in the party, the character can scale the wall separating the two properties. From here there is a copse of trees for the characters to Stealth through and they are only about 50 feet from the house.

Getting away from the party could be the most difficult part of this action. Her ladyship will not want to let the charming character out of her sight and there should be a number of interrup-

tions by nosy or inebriated party guests before the characters get a chance to scale the wall.

The party may suggest another option to the characters. With their charm and persuasive abilities turned up full, the characters might try convincing her ladyship that the people next door are leading a boring existence and that they must bring some frivolity and merriment to their drab, grey existence.

If they are successful, her ladyship and a number of her guests will be willing to charge through the gate, unlocked by a character, and storm the house brandishing champagne, caviar and good will. The Soviet guards and spies, not sure how to handle a magnum that is champagne, not a weapon, will be at a stunned loss and give the characters a chance to sneak into the house and locate Marshall. (Using the Mountain Home floorplan in this booklet, select where the Soviets are holding and interrogating Marshall.)

As the characters approach the room where Marshall is being held, they should be stopped by overhearing an argument. They may even be able to Stealth up to the door to get a look.

It will appear that Pettigrew/Sinitsin and her immediate lieutenant are having an argument over what to do with Marshall, an argument being carried out in Russian. The lieutenant wants to start using more painful and persuasive means, even drugs to get the American to reveal what he knows. Pettigrew/Sinitsin is reluctant to do this. She can give no concrete reason, but she is in charge of this mission and she will give the orders. Her lieutenant will accuse her of being soft. She will say he is being ridiculous. However, either by her voice or mannerisms, it should be clear that she is having a personal crisis over what to do with Marshall.

The lieutenant, disgusted will go off to either check with the guards or investigate the noise (depending upon the method the characters used to gain access to the estate).

Once the lieutenant is gone and before the charac-

ters can move, Pettigrew/Sinitsin will go over to where Marshall is tied up and exhausted from his repeated interrogations. She will plead with him to give up the information. She does not want to have to hand him over to people who will really hurt him.

Make it clear to the players that she has fallen for the poor little guy. To save him, she will even help the characters to rescue him. But, before they can leave, the lieutenant will return with some of the guards. What should ensue is hand-to-hand combat. Remind the players that a stray shot could hit and kill Marshall.

However the fight progresses, though, it should never threaten or touch Marshall and Pettigrew/Sinitsin. They should remain, him in the chair and she kneeling in front of him while the battle rages around them.

Assuming the characters win the fight and get away. They will take the loving couple back to Eden Cay. Of course, once there they may have to deal with a few more of Hollister's dirty tricks.

Just when it looks as if the adventure is almost over, the player characters will find it isn't.

Act VI: The Reggae Connection

There's one final actor who must have his time upon this adventurous stage. Bobby Markham, the well-known reggae star and undercover Web agent, has had his people keeping an eye on the events of the last couple of days. At this point he feels ready to make his move.

Marshall is still trying to remember what he did with the plans. Sinitsin is trying to comfort him by saying he will eventually remember, that he must relax, but Marshall will just get more and more frustrated. "I can't remember. I just can't remember. Darn, my memory has as many holes as the pants I wore."

If the characters ask what he is talking about. He will look blank and reply, "Well, when I woke up the next morning, my pants were ripped, especially at the knees, and I had scrapes on both knees. I also had some scrapes on my hands and a whitish powder under my nails. Didn't I mention this?" He didn't, not before this moment.

Note: If the players don't start asking about places with concrete sidewalks or patios, you can clinch the location by having the hotel manager mention to Marshall that while the hotel appreciates his patronage, they cannot condone his actions of crawling around on the terrace just before he checked into the penthouse.

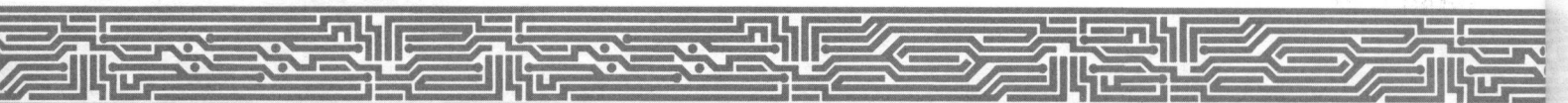
Before the characters can get a chance to check the terrace (indeed, before they even get this little clue if you like), they should have a moment of peace and contentment in which they can think the danger is over.

Into this quiet moment will come Bobby Markham full of the love of life and ready to party. He will intrude into Marshall's hotel suite or on the group while they are having a quiet drink to collect their wits. Markham will have with him several other partygoers who are, like him, looking for a good time. Mind you, they are looking for it armed to the teeth.

When they have gotten into position around the characters, they will pull out their pistols and hold everyone at gunpoint. Markham will go up to Marshall and announce that he interfered with a deal they were making and he wants the plans and the money. After all, Web hates to be ripped off.

Markham does not know why Web wants the plans, his orders are just to retrieve them and the money.

When Marshall insists that he does not know where the plans are, Markham will not believe him and accuse him of holding out for money. He will have his minions take the characters and Sinitsin out along the beach to be killed while he and Marshall go back to the penthouse and have a long talk about pain and discomfort.



Unless the characters do something, Markham's minions will kill them by walking them about a mile down the beach to a deserted stretch, shooting them in the head, and then covering up the bodies in a sand dune.

Obviously, the characters will resist this idea. If they do so while Markham is there and are successful, the adventure is finally over except for ripping up the stones on the terrace to locate the missing plans.

If they wait until they are down the beach, then they will have to get back into the penthouse and stop Markham from further interrogating Marshall. Then they will have to rip up the stones on the terrace to locate the missing plans.

Note: If you feel it has been too easy for the characters up to this point, you can have Markham take Marshall out to the luxury motor yacht anchored offshore. (Use the Luxury Yacht floorplans in this booklet for reference.) Then the characters will have to get out to the yacht and rescue Marshall before concluding the adventure.

If, in your opinion, the characters have suffered enough during the adventure, then you can have them locate the stone by gazing down from the penthouse and making a Fine Arts skill roll to see that the abstract color scheme is a little off. When Marshall put the stones back, he rearranged them.

The Setting: Eden Cay

Once upon a time there was a volcano that pushed up out of the ocean and then died. A few eons later another volcano burst forth about 15 miles to the south. The ensuing earthquake caused the first volcano to sink almost to sea level and one wall of the crater to open creating an almost perfectly round, well protected and very deep bay.

Eons later, pirates discovered this wonderful protected harbor and claimed it for their own. But the pirates were soon gone under the guns of the Brit-

ish and Spanish and the harbor became a favorite place for pleasure boats to lie at anchor.

It was simply a matter of time before the island paradise drew the attention of vacationers and businessmen alike. Soon came a marina, then hotels and clubs, until today Eden Cay is one of the foremost tourist resort areas in the Caribbean.

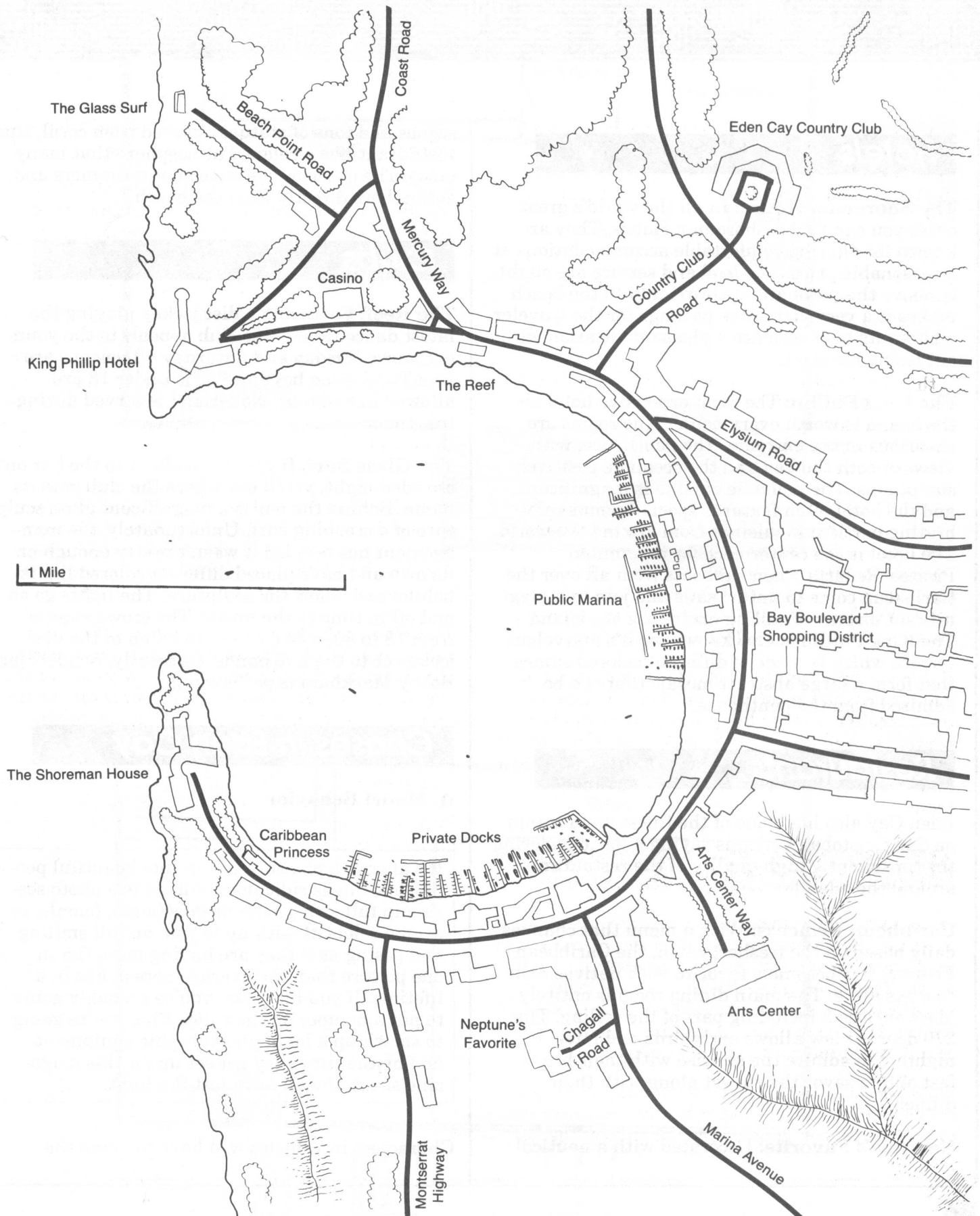
The bay can accommodate ships of almost any size, though an aircraft carrier would have a little difficulty. It has become a favored spot for people who are cruising the Caribbean and looking for an idyllic place to drop anchor and enjoy some of the most modern entertainment and hotel facilities in the world.

The government, of course, runs the casino and turns a tidy profit on the proceeds. It also offers special deals to the hotels. The hotel guests get reduced passes to the casino and the casino gets a prominent mention in all the hotels' promotion materials.

There's also the Eden Cay Country Club with a full eighteen-hole golf course, tennis, and sports club facilities. People who maintain homes in the Cay area get a discount membership while visitors and tourists can buy a short-term membership.

If the people get tired of the hotels and their Las Vegas-style shows, they can always stroll down to the San Cristobal Center for the Arts. This four-building complex offers concerts, plays and art galleries to please the senses.

Eden Cay



Hotels

The Shoreman House: In all the world's great cities you can find a Shoreman House. They are known for offering comfortable accommodations at a reasonable price. The food and service are slightly above the norm and its proximity to the beach makes it a very attractive package for the traveler who wants to experience a pleasant vacation without losing his shirt.

The King Phillip: The most expensive hotel on the island is worth every penny. The rooms are luxurious in the extreme. The penthouse, with views of both the bay and the ocean, is positively sumptuous. The nouvelle cuisine is magnificent and the hotel often features special menus celebrating particular cuisines from around the world. The hotel is the centerpiece for the annual Pirates' Regatta when sailboats from all over the Caribbean come to unfurl sails and join in a magnificent display of sailing encircling the island. The King Phillip is also known for its marvelous terrace which is made of different colored stones that form a large abstract mosaic that can be admired from the penthouse.

Restaurants

Eden Cay also has some of the finest restaurants on San Cristobal, which is saying a lot considering the consistently high quality of the restaurants around the island.

Caribbean Princess: With a menu that changes daily based on the freshest catch, the Caribbean Princess has become a favorite with natives and tourists alike. The main dining room is entirely glass enclosed, including part of the ceiling. The 270 degree view allows earlybirds and late-nighters to admire the sunrise with their breakfast and to savor the sunset along with their dinner.

Neptune's Favorite: Decorated with a nautical

scenes and tons of statuary carved from coral, this restaurant has a relaxed atmosphere that many enjoy. The outdoor cafe welcomes swimmers and sunbathers directly from the beach.

Clubs

The Reef: Featuring a disc jockey playing the latest dance tunes, this club appeals to the younger crowd. Friday and Saturday afternoons are TeenTime when boys and girls under 18 are allowed in to dance. No alcohol is served during this time.

The Glass Surf: If you can make it to the bar on a crowded night, you'll see where the club gets its name. Behind the bar is a magnificent glass sculpture of a crashing surf. Unfortunately, the management has decided it wasn't pretty enough on its own and have placed different colored lights behind and below the sculpture. The lights go on and off in time to the music. The crowd ranges from 18 to 30, who come in to listen to the disc jockey or to the live bands. Currently, reggae star Bobby Markham is performing.

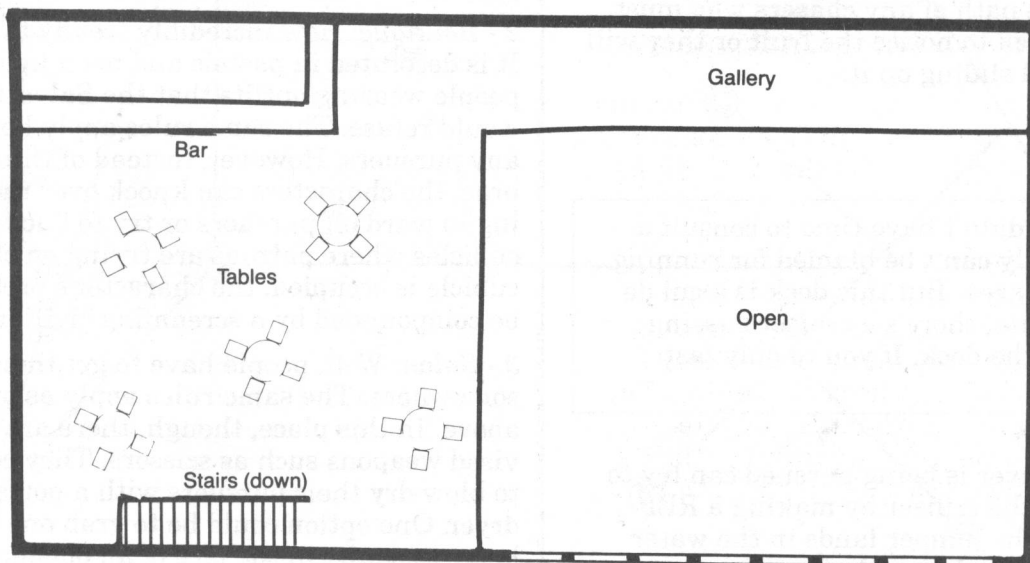
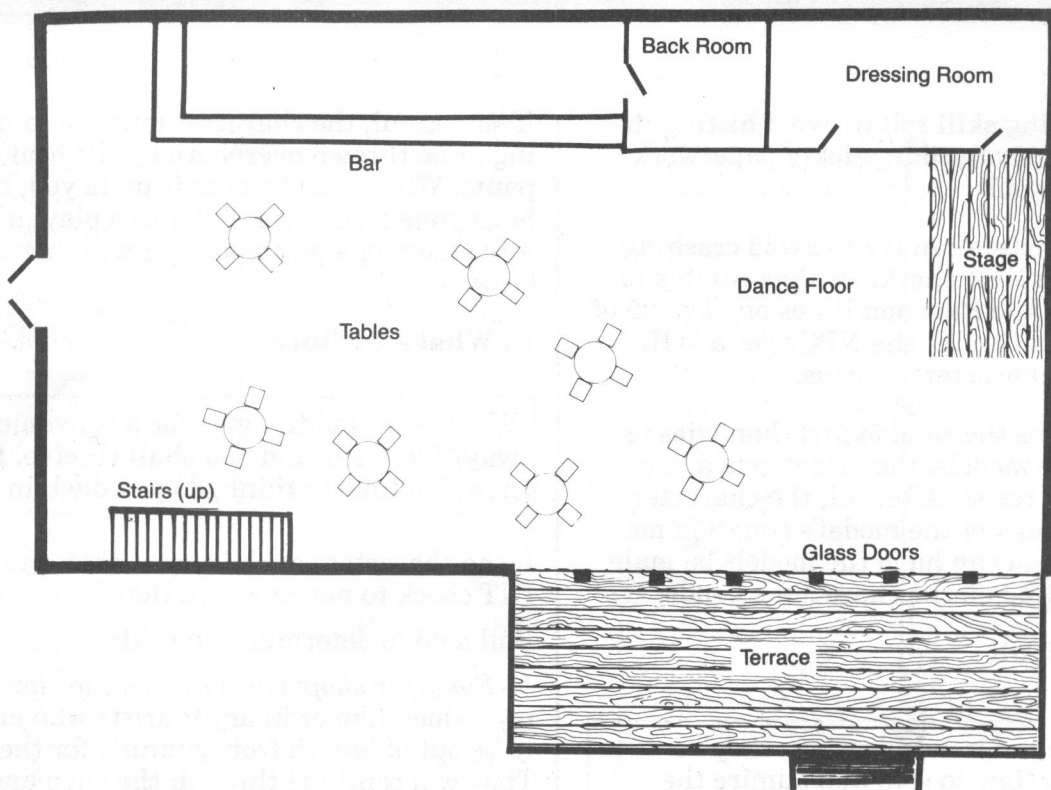
Chases in Eden Cay

A. Model Behavior

It's always a pleasure to run into beautiful people, but this is ridiculous. Ahead is a photo session in full swing. The models (male, female, or even a celebrity—it's up to you) are all smiling and posing as if they are having more fun in one picture than the average person has in a lifetime. If you hit them, you're probably going to put a damper on their day. Plus you're going to smash up a lot of photographic equipment, and by the time they get set up for this magazine shoot, they'll have lost the light.

Characters in vehicles will have to make the

The Glass Surf Club



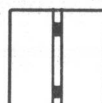
10'



Door



Glass Doors



Windows

appropriate Driving skill roll to avoid hitting the group and getting involved in a lot of paperwork and possibly a lawsuit.

On foot, the characters can try to avoid crashing the session with a REF check. Or they can try to blend in by using the Reaction Rules on page 25 of the Administrators Guide. The NPCs get a WIL roll to resist the characters charms.

If a character ruins the session and then tries to pick up one of the models, the model gets a two times WIL roll to resist. After all, the character just blew away a day of the model's time. (To not be chauvinistic, you can have the models be male or female depending on the character's gender.)

B. A Head for Fruit

As much as you are wondering how they do that, there is no time to stop and admire the native woman who is balancing a three-foot high pile of fruit on her head.

As above, the characters can avoid the scene with the appropriate checks. However, they can also grab the fruit and use it to pelt anyone following them. The bananas can also be useful when strewn across the path of any chasers who must make an INT check to notice the fruit or they will start slipping and sliding on it.

C. Cast Off

Well, you really didn't have time to consult a map, so you really can't be blamed for running into the marina area. But this dock is a cul de sac. Wait a minute, there's a cruiser passing near the end of the dock. If you're only fast enough. . . .

In this case, whoever is being pursued can try to make a jump for the cruiser by making a REF check. If it fails, the jumper lands in the water and must start swimming or be caught.

If successful, the character must do some fast talking or be thrown overboard by the boat's occupants. Who is on the boat is up to you, but it can be anyone from a smuggler to a playgirl millionaire enjoying a day of sailing with her all-male crew.

D. What's in Store

What you wouldn't give for a convenient doorway? Well, ask and you shall receive. Here's one now. No time to think, do you duck in or not?

If the characters duck in, give their pursuers an INT check to notice where they have gone.

Roll a d6 to determine what kind of shop this is:

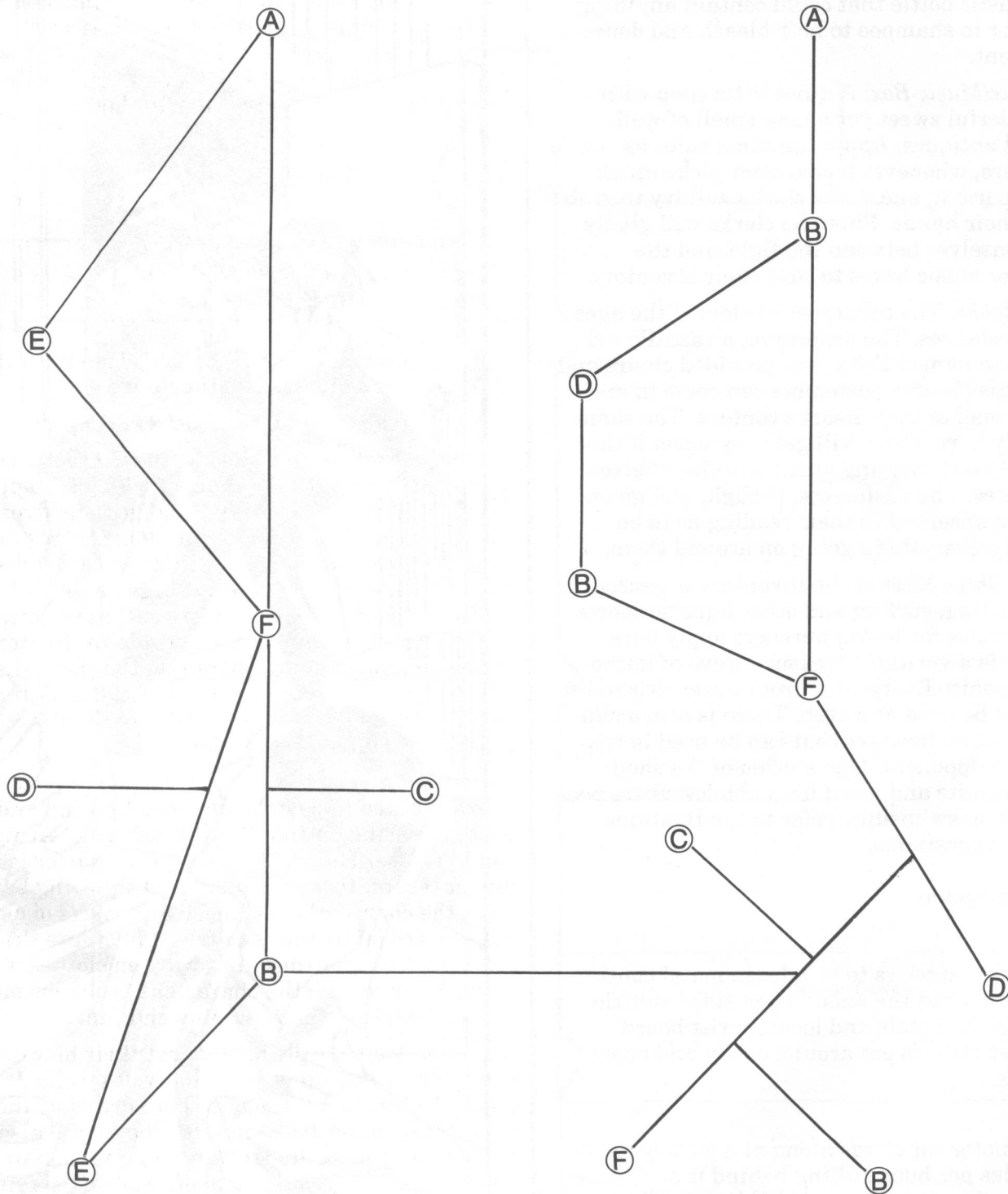
1 - Souvenir shop: Once inside, the characters can try to look like ordinary tourists who just happen to be out of breath from running for their lives. They can continue through the shop and try for a back door (roll a d6, on a 1-4 there is a back door; on a 5-6 no back door). If their pursuers failed their INT check, the characters will have gotten clean away. They might also dawdle in the store. If their pursuers follow them into the store, there will be more than enough items that can be broken or thrown during a fight to give the store's proprietor a day to remember.

2 - Boutique: How incredibly trendy this place is! It is decorated in pastels and neon lighting and people wearing outfits that the Salvation Army would refuse. The same rules apply here for losing any pursuers. However, instead of throwing bric-a-brac, the characters can knock over racks of clothing to ward off pursuers or try to duck into the cubicles where patrons are trying on clothes. If the cubicle is occupied, the character's problems may be compounded by a screaming civilian.

3 - Salon: Well, people have to get their hair done somewhere. The same rules apply as outlined above. In this place, though, there are some improvised weapons such as scissors. They could also try to blow-dry their pursuers with a portable hair dryer. One option could be to grab one of the sink hoses to squirt in the face of an opponent, or to

Eden Cay Chase Flow Chart

TOP SECRET/S.I.
GOMRE



grab a plastic bottle that could contain anything from water to shampoo to hair bleach and douse an opponent.

4 - Antique/Music Box: A quiet little shop with that wonderful sweet yet musty smell of well-preserved antiques. Apply the same rules as above. Here, whenever a character picks up an antique to use it, one of the clerks will try to grab it out of their hands. Plus, the clerks will gladly place themselves between the fight and the antiques or music boxes to save their inventory.

5 - Rare Books: The collective wisdom of the ages line these shelves. The proprietor, a rascally old Englishman named Felix, has provided chairs and tables so his favored customers can come in and peruse or read to their heart's content. The same rules apply here. Felix will get very upset if the characters start messing about with his shelves and/or tomes. The customers, though, will go on reading, so absorbed in their reading as to be oblivious to everything going on around them.

6 - Sports Shop: Most of the inventory is geared towards sailing, surfing and other aquatic sports. The same rules for losing pursuers apply here. This place is a veritable treasure trove of improvised weaponry. Everything from water skis to life jackets can be used as a club. There is also a supply of ropes and hawsers that can be used to trip or tie up an opponent. One section of the shop offers swimsuits and has a few cubicles where people can try on swimsuits (refer to the Boutique above for suggestions).

E. Shuttle Space

At first, this appears to be a large metal centipede, but it's just the small, open sided shuttle bus-trains the hotels and local tourist board runs to let visitors get around easily and enjoy the views.

The lead motor car chugs along at a stately ten or fifteen miles per hour pulling behind it anywhere from two to four cars that can hold up to eight people each. They are very popular for getting



The Casino



10'

Door

Window

Archway



around Eden Cay since the seats all face sideways and give passengers a chance to admire the scenery while they get around from shop to shop. There is no charge for riding the shuttle and they are constantly moving around the resort area.

Characters on foot can try to jump onto the shuttle by making a REF check and trying to blend in. Assume the tourists are Generic 20 types and make a general Reaction Roll (page 25 in the Administrators Guide) to determine their attitude to the player character. If the character grabs an item like a hat or a camera to try to hide behind, apply a -15 modifier to his WIL roll to try to influence the tourist. Then make an Acting check for the character according to the rules on page 48 of the Players Guide. (Disguise will not work here since that skill requires more time for elaborate costume and cosmetic work.) If the pursuers fail their checks, the characters have succeeded in eluding them.

An NPC being pursued by characters in this manner, could try to grab one of the tourists to use as a hostage.

Player characters in vehicles will have to make the appropriate Driving skill roll to avoid hitting the shuttle. (Those on motorcycles can try to jump between the shuttle cars.) If they fail that check, they can get a second one at a -30 to avoid doing mortal damage to the occupants of the shuttle. They will crash their own vehicle while doing this.

You should determine how much damage is done to the shuttle based on how fast and how large the characters' vehicle is. At worst, innocent people could be hurt. At best, the characters have separated the hitch between the shuttle cars and one or two empty ones are now rolling out of control into the bay or some shop or anything else you deem appropriate.

F. Bunches of Fun

Why do tourists travel in packs? Here comes another bunch of them, happy and smiling, unmindful of the approach of desperate secret agents. Can't they do anything on their own?

The same rules for avoiding the shuttle or blending in apply here. Roll a d6 to determine what kind of tourists.

1 - Beach types: Tall and tan, young and salty, these people look like they just stepped out of a commercial for tanning butter. They are carrying various pieces of water sports equipment (surfboards, skis, scuba gear, whatever you chose).

2 - Senior Citizens: The tour guide is pointing out the various shops and places of interest to a group of very spry senior citizens. Some want to go shopping. Others want to go to the casino. One or two are too vain to wear hearing aids and have to have everything repeated for them. If the characters try to blend in here apply a -40 to their Acting role. Plus, there is a 25% chance they will wind up next to someone who just wants to talk and talk about their vacation and family back home. In fact, this particular senior citizen may try to adopt the character as a companion and show up several times during the adventure at inopportune moments.

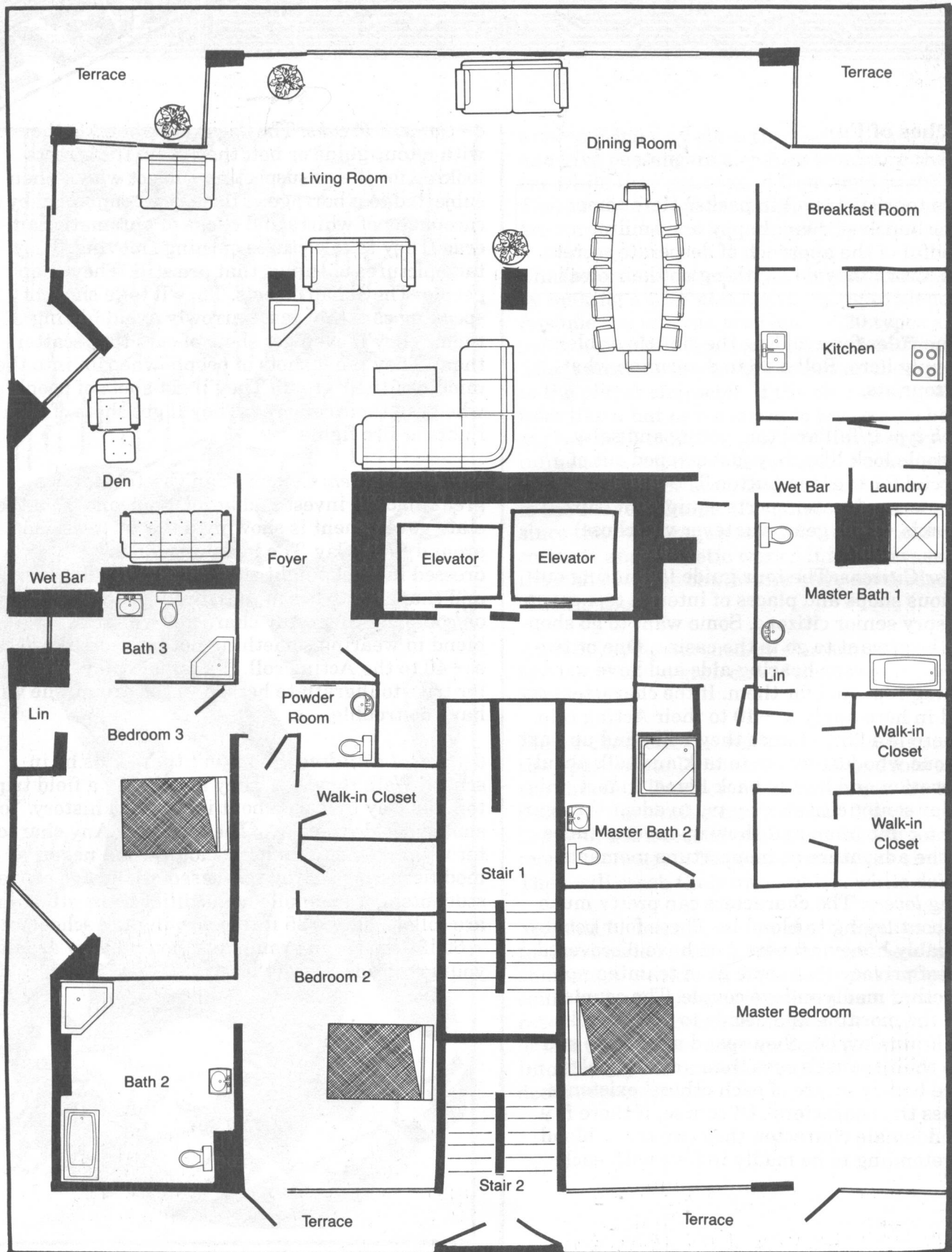
3 - Young lovers: The characters can pretty much forget about trying to blend in. These four people are probably honeymooners who have discovered the joys of privacy that come from teaming up with another madly-in-love couple. The couples meet in the morning and decide to go for walks around Eden Cay, but they spend more time staring into their spouse's eyes than anything else. They are hardly aware of each others' existence much less the characters'. Of course, if there is a male and female character, they can try to blend in by pretending to be madly in love with each other.

4 - Camera Freaks: They're everywhere! Either with a tour guide or not, they roam the streets looking for the unsuspecting subject who is then subjected to a barrage of flashes accompanied by a cacophony of whirrs and clicks of automatic cameras. They take pictures of things moving. They take pictures of things that are still. They snap people. They snap objects. They'll take shots of speeding cars that just narrowly avoid hitting them. They'll even get shots of cars that scatter them. They'll get shots of people who run into the middle of their group. They'll get shots of people who grab their cameras. They'll get shots of fist-fights or fire fights.

5 - Businessmen: Come to San Cristobal, it's a great place to invest and build. Someone from the state government is showing a few businessmen around Eden Cay. The businessmen are all dressed in lightweight suits. Later they'll get wild and change into beach togs, but for now they are on company time. Any character who tries to blend in wearing something not businesslike gets a -40 to the Acting roll. If a female player character tries to ingratiate herself to the group, she will have no trouble.

6 - School Children: Shouldn't these kids be in school. Well, they are. They are taking a field trip to Eden Cay to learn about its colorful history. You should decide the age of the students. Any character trying to blend in here should get a negative modifier to his Acting roll based on the age of the students. For example: no modifier if the students are college age, -35 if they are in high school, -60 if they are in grammar school. If they are in younger grades, forget it.

Penthouse of the King Phillip Hotel



TOP SECRET/S.I.TM



Official Game Adventure

WEB OF DECEIT

by Bob Kern

BEGIN COMMUNICATION

TO: All agents in all bureaus
FROM: Orion Foundation
RE: San Cristobal Base

San Cristobal is a glittering island jewel in the Caribbean Sea. A former way station for colonial fleets, refuge for escaped slaves, pirate haven, and even military dictatorship, San Cristobal today is a proud democracy using tourism and good economic management to provide a better life for all its people.

But the rise from poverty is slow, and there are always those looking for quicker, easier ways. Drug smugglers use the island's swamps as hideouts; loyalists to the exiled dictator work toward his triumphant return; Soviet and American agents try to outmaneuver each other for influence with the government; and voodoo cults perform ancient rites of power and terror.

Orion, naturally, wants a closer look. Establishing a new Orion base is a two-part operation: First, set up a believable cover and sneak in the special equipment necessary; and second, find out what the other espionage organizations—especially Web—are up to in the same area.

As the first in a series of modules, Web of Deceit provides all the information agents need to infiltrate and investigate San Cristobal: floor plans of critical buildings, a guide to the island and its inhabitants, and information on suspected Web, KGB, and even pirate activity.

This module is designed for Orion agents, but agents of other agencies will find plenty to keep themselves occupied—there's enough action for everyone.

END COMMUNICATION

TSR, Inc.
POB 756
Lake Geneva,
WI 53147 U.S.A.

TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ISBN 0-88038-714-9



7634

\$8.95 US

TOP SECRET/S.I., PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR, Inc.
©1989 TSR, Inc. All Rights Reserved. Printed in U.S.A.