

The Wicked Trade

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Artwork Pending

Introduction

Welcome to Valhalla!

The following document is the first module available for the Valhalla game. Within these pages you will find a basic starter adventure. It contains the information that a Game Master (GM) can use to guide the players through the ups and downs of this perilous journey.

The Wicked Trade is designed for new players and characters, but will work just as well for those experienced with the world of Valhalla. The game should be played with one to four players, who have characters ranging from first to fourth level. It is recommended that the total experience level of player characters should not exceed eight. (i.e.: four second level characters, two fourth level characters, etc.)

This adventure starts off with the characters arriving in Valhalla after dying in their previous life. By the time they have completed the adventure they will learn what a strange, wonderful, and often cruel place Valhalla can be.

In order to play this game you must first have access to the core rulebook. It is this book that will give you information on how to create a character, use and earn skills, engage in combat, what the key aspects of the world of Valhalla are, as well as a slew of other information. This book can be found at your local gaming store, or from Drive-Through RPG <http://rpg.drivethrustuff.com/>.

If you are not the GM, please stop reading here.

Using this Manuscript

The following pages give the set-up and details for a simple adventure. In most cases the scenario will last a single night of gaming, but could be extended to multiple nights depending on the whims of those playing it. This game, as with most role playing games, is designed to be interactive and allow a unique story to be told by those playing it. Another set of players could approach the exact same adventure but come out with a completely different result.

Not every page in this manuscript will be used during game play. The GM should review all information in this manuscript so that he can be prepared for any eventuality, but it is unlikely that the characters will experience everything in here.

The intent of this project was to create an easy to use and intuitively arranged document. Some of the information within the book is duplicated in multiple areas so that the GM does not need to dig for the information at a critical time.

Throughout this text there are a number of passages that should be read to the players. This occur primarily when they enter new locations, but can also occur during skill rolls or other similar situations. The information that can be read appears in **dark blue**. Text in black is for the GM only.

Treasure appears in golden boxes on the same page as the treasure described.

There are also a number of opportunities for Skill Rolls throughout the adventure. The most common skills that could be used in these circumstances are indicated within the document. Not every eventuality has been included so the GM and Players should be welcome to adapt what is already present, or invent new opportunities as the events unfold.

The skills that are included often have several levels of success. For example, a Search Skill roll in the Pirate's Gold could reveal the following:

Search

- 0%: You see a horseman's flail behind the bar. Above it is a hand-written sign that reads "For Rough-

necks and Bad Tippers."

- 10%: You notice a map on the wall that appears to be a beat up treasure map. This is a map that the Damon and Boca used to make their fortune. After becoming rich from their find they retired from adventuring and bought the bar. If pressed to tell the story he will refuse, but promises to tell it another night.
- 25%: You notice a lump in the small of Damon's back. You suspect he is carrying a weapon.

When making the skill roll the player only needs to make a single roll. If the roll is successful given the penalties indicated above, that character will achieve the greatest level of success indicated by their roll. So that if a character with a 30% Search skill rolls a 20% he would gain the first two bits of information above, but not the third. This is because he beat his roll by 10%, but not by 25%.

Finally, the character sheets for all of the major and minor characters can be found at the end of the manuscript. They can be used for this game, or you can use them as additional characters for games that you create yourself.

As with any adventure module, this manuscript depends on the ability of the GM and Players to move the story forward. This module cannot house every possible situation or circumstance, but it will give you enough information that you can tell the tale with minimal need for additional resources. If, however, you would like additional characters or monsters, there is a host of information available at <http://ValhallaGame.com>.

Overview

At the beginning of the campaign the Player Characters (PC's) will be in Ada-Kar. They can arrive as Newbies, come through travel, or have lived there all their lives.

Whatever the case, they will arrive on a street in the Kingdoms section of Ada-Kar where they have a choice between entering two bars, the Pirate's Gold and The Cracked Cask. Going to The Cracked Cask will most likely lead to them being captured and being sold into slavery. Going to the Pirate's Gold will lead them to a

much more welcoming atmosphere.

While deciding which bar to go to, they will see several characters enter the Cracked Cask. This will become very important later on. As it turns out, one of the characters, Mallory Lyonette, has run away from an arranged marriage. Her father is offering a reward for her safe return. The fact that the PC's know her last whereabouts will be a great boon to earning that reward.

This, of course, starts the true adventure where the player characters must first determine where Mallory is, and then attempt to figure out a way to free her and/or bring down the slavery ring. All of this while keeping themselves out of the slaver's chains.

Ideal Conclusion

If this adventure is completed successfully the PC's will discover what happened to Mallory and Guy and subsequently free them. They will end with gaining a reward from Mallory's father, as well as the admiration of the INSL and the community.

It will also give the players and characters a great introduction to Valhalla and help them to determine where to go next.

Character Overview

Major Characters

- Mallory Lyonette: An upper class merchant's daughter from Imperial France, she was betrothed to an older man she didn't love. She escapes with Guy to a life of adventure, but ends up a captive of Mark Ryker. Her family has been looking for her and will pay handsomely for her return. The PC's will see Mallory and Guy early in the game but will later see an ad for her safe return.
- Guy Buiron: Blacksmith who fell in love with Mallory Lyonette in the French portion of the Imperial Nations. She was betrothed to an older man she didn't love so they ran to Ada-Kar. Unfortunately they run into Mark Ryker.
- Mark Ryker: Megalopolis born gangster, loan shark, and thief. After coming to Ada-Kar he became involved in the slave trade. He acquires his slaves by finding Newbies, drugging them, imprisoning them, and then selling them to Tyranus, who sends them back to Rome.
- Joe "The Bull" Taurus: Loyal follower of Mark Ryker. He is a newbie, originally hailing from 1970's Detroit, where he belonged to the Hell's Angels motorcycle gang.
- Seamus Whelan: Follower of Mark Ryker. Seamus is a newbie, originally belonging to the 1930's Irish Mob.
- Harold Taverner: Owner of "The Cracked Cask," a low rate pub in Ada-Kar. He owes Mark Ryker gambling debts and has been forced to use his tavern as a front for the slave trade.
- Mary Taverner: Harold's wife and bar-wench at "The Cracked Cask." She is often the one slipping the drugs into the drinks of the Newbies.

Secondary Characters:

- Damon Anseti: Owner of the Pirate's Gold. Will help PC's become accustomed to the world and lend aid in the form of free room board for one night.
- Boca Raton: ½ Ogre bartender and bouncer at The Pirate's Gold. Adventured with Damon prior to retirement.
- Lucius Tyranus: A wealthy Freeborn Roman merchant and slave trader. Though the trade is illegal he works with various underground groups to make it happen. He is always with his three bodyguards (Cornelius, Germanicus and Julius). His first priority is to maintain reasonable deniability for all of his illegal activities. When in doubt Lucius will always cut and run.
- Cornelius, Germanicus, & Julius: Loyal followers of Lucius Tyranus. They are always with him when he ventures away from home. All three are from Rome, though only Julius is a freebirth.
- Detective John Davis: Detective in charge of investigating the slave trade in Ada-Kar. He has learned that Ryker is a major player and is currently gathering evidence. If the PC's are unable to free themselves he will be able to free them (if the GM chooses).
- Detective Ix'abin: A Gorgonian sent to work with the INSL (International Security League) by the Gorgonian high council. He is John Davis's partner.
- Simon Jacobs: Information coordinator for the Adventurer's Guild. He has details on Mallory Lyonette.
- Nathan Hawkins: Computer wiz-kid who works at the Adventurer's Guild doing computer stuff for hire.

Artwork Pending

Slavery in Valhalla

Slavery, both legal and illegal, does exist in Valhalla. Though many members of the nations within the INSL have railed against this “peculiar institution,” they have ultimately been unable to abolish the practice.

This is mostly due to the fact that throughout human history, innumerable societies have kept slaves in one form or another. The vast majority of Tech Level 1 and 2 nations are active slavers. As the Tech Level increases, the number of nations that have slaves diminishes, but even in these areas, the practice does exist.

The best political settlement that the INSL has been able to garner has become known as the Pucie-Miller Agreement. Named for the architects of the agreement, it essentially allows each Nation within the INSL to determine its own stance on Slavery. Acquisition, sale and all other aspects of the trade are confined only by the laws of the land. This, however, ends at the borders of their country.

Transportation, sale and collection of slaves in international waters, in areas controlled solely by the INSL (i.e.: Ada-Kar), or between two nations (even if both nations allow slavery), is strictly forbidden. Anyone caught with slaves in these situations face severe punishment.

Never-the-less, the international slave trade does continue. Many of the slaver nations turn a blind eye to such infringements and the INSL is limited in its ability to track and punish citizens of a sovereign nation.

Crime and the Legal System

The INSL (International Security League) is a form of government that the people in Valhalla have chosen to accept after the end of the Great War. Though the INSL has limited power within the boundaries of the individual nations, it holds considerable power with international conflicts and peace initiatives. In addition to this, a branch of the INSL serves as the police force in Ada-Kar, the world capital.

While they can have some nuance to the laws and regulations within Ada-Kar, the basics still stand. Theft, murder, criminal negligence, the wanton harming of others are all serious crimes and will be pursued by the INSL to the full extent of the law. Punishment can range from anything from fines, incarceration, all the way to the death penalty.

This becomes particularly important for the PC's as they straddle the boundaries of the law when attempting to free Mallory and Guy. Saving the couple from a life of servitude and breaking up a slave operation could greet the characters as heroes. If the characters rob, steal, and murder along the way, the INSL's reaction will be significantly less forgiving.

As a guide, think about what is or is not permissible in today's society. Once you have that as a base, push the grey areas out a little bit and allow the PC's more freedom. Those in Valhalla have come to expect that they will have to solve many of their own problems. Turning to the authorities is not usually the first response. That being said, characters that delve into criminal activity will eventually catch the eye of the INSL.

Experience

Since this may be the first game that both players and GM have experienced with Valhalla, it is a good time to remind you that the Player is responsible for keeping track of all Individual Action experience, which can be found in the core rule book.

Beyond this are additional points that the GM should award at the end of the adventure. These points are given depending on which of the aspects of the adventure the characters experience. Each PC that survives should receive the appropriate points below.

Experience		
Justification		Exp Gained
Entering the World of Valhalla		1000
Social Game		
	Contact Adventurer's Guild	600
	Have conversation with Damon	400
	Befriending Myrth and Marcus	100
	Registering with the INSL	300
	Contacting detectives	100
Objectives		
	Free Mallory, not Guy	800
	Free Guy, not Mallory	400
	Free both Mallory and Guy	1000
Laying Waste to Your Enemies		
	Each named slaver killed or captured	200
	Lucius Bonus	500
Self-Sufficiency		
	Never being captured	400
	Not contacting detectives	200
When Things go Wrong		
	Being captured & escaping	500
	Being Captured and being rescued	300
	Being sold into slavery	600
	Each fellow PC killed	300
	Guy Killed	200
	Mallory Killed	400

Before the Adventure Begins

Before you start your adventure you will need to generate the characters that the players will use. Along with whatever other information you give them, you should also let them know the basics of the world that they will enter.

If they choose to play a Newbie, which is often preferable for new players, then explain that the character begins the adventure having previously died in their own, natural life. Allow them to come up with their character's backstory and describe the way in which they died.

Chapter I: The Adventure Begins

Character Introduction

The way that the characters are introduced to the game will vary depending on what characters each of the players have decided to create, as well as how you, as GM, want to introduce the game.

Perhaps the easiest way to introduce the characters is if they are all Newbies who are brought to Valhalla at the same time. This is actually fairly common in Valhalla and is a good narrative vehicle for starting an adventure and bringing different character types together.

This approach could also work if several of the characters are Newbies and one or two of them are Freebirths. In such an instance, however, the GM must figure out a way to bring the Newbies and the Freebirths together. It might be easiest to have the characters meet on the streets of Ada-Kar or in one of the bars mentioned later.

If this is the route you take, read the following to the players who are arriving as Newbies as the official start of the game:

Surrounded by darkness, you feel yourself moving gently and rhythmically. You feel comfortable, as though awakening from the depths of a long and restful sleep. From somewhere far away you hear a soothing sound that reminds you of a gently swaying crib.

As the haze of sleep begins to lift the sound becomes more distinct. The memory of dying comes rushing back to you.

GM has the choice of awakening all the characters at once, or one at a time. If you choose one at a time, have the players make an initiative roll to determine who awakens first.

Suddenly jolted awake you open your eyes and are stunned by the site around you. You are sitting in a small, enclosed cabin with wooden walls and seats of red velvet. Red curtains also hang from the walls, covering the windows.

Even more strange that this, however, are the other people that are seated with you. Each of them also appear to be waking up, and the confusion on their faces tells you that they are just as surprised as you.

Have your player characters describe to the other players, their general appearance. After this, allow the player characters to talk briefly and have a "WTF" moment. Note: Nobody has obvious wounds from their deaths. They do still have the clothes and equipment (including weapons) they had on then when they died.

The characters also have the opportunity to further explore the inside of the cabin. These characters will find the following to be true:

OBS Roll:

- Automatic: There are two doors, one on each side of the cabin. Both doors are locked.
- -3: Those who come from an appropriate tech zone realize that they are in the back of a horse-drawn carriage.
- -5: The other side of the curtains have windows that have been painted black and cannot be seen

through. The glass is unbreakable.

Search Roll:

- -0%: There is a thin rope along the top of the cabin. If this rope is pulled the carriage will stop.
- -10%: There is a silver coin between the seats. This is a normal Silver Piece.

Once you feel that the conversation has gone on long enough, or somebody pulls the aforementioned thin rope, read the following:

Your conversation is cut off abruptly when you feel yourselves come to a sudden stop. There is an eerie quiet as you wait for what will happen. After a few moments there is the sound of a latch being drawn from the outside.

A door opens and the crisp night air fills the cabin. Strangely, as you look out into the night, you realize that nobody is there. The door seemed to have opened by itself.

After leaving the carriage, the characters may note that the carriage has no driver. There are two horse that pull the carriage. Once the final character steps off, the horses will move on down the road. If they are followed, they will simply disappear when they turn the next corner. Attempting to stop the horses will make them bolt in an attempt to escape. If the horses are somehow stopped they, and the carriage, will simply disappear.

On the Streets of Ada-Kar

Once the characters emerge from the carriage, or wind up on this particular street on this particular night, they will make their first major choice of the game, which will have long-lasting and life-altering results . . . namely, which bar to go to. Read the following description and then let the players decide what to do next.

Though the streets are dark, you can hear the sound of voices behind closed doors. You can tell that it is quite late by the fact that most of the stores are closed. The streets are empty except for a pair of horses that are tied to a hitching post across the street.

The sound of the voices draws your attention and you realized that not every building on this street is closed. There are two buildings with lights shining upon the wooden signs that hang above their doors.

The sign to your right shows a treasure chest with piles of gold doubloons spilling out of it. The sign reads "The Pirates Gold."

The sign to the left shows a wooden keg with a deep crack running down its side. Above the picture are the words "The Cracked Cask."

Closer inspection of either of these establishments will reveal the following:

OBS:

- -0: The voices from the Cracked Cask seem to be angry and combative while the voices from the Pirate's Gold seem more sedate.

Search:

- -0%: The Cracked Cask seems to be a little more run down than the Pirate's Gold. There is fresh paint on the Pirate's Gold's sign and door.
- -10%: There is blood near the door of the Cracked Cask.

The choice as to which pub to enter will have resounding effects on the remainder of the game. Entry into the Pirate's Gold will give the characters a chance to learn more about the world they have traveled to and it will give them the ability to meet some key characters that will give them some measure of safety and security. Entry into the Cracked Cask will most likely result in being drugged, kidnapped, and possibly sold into slavery. More on both of these locations can be found later in this document.

While the character's are deciding what to do, read the following passage:

As you stand in the street, a bizarre sight catches your eye. A type of vehicle you have never seen before pulls onto the street and moves by you. This vehicle is not pulled by a team of horses, nor is it a car driven on wheels. It doesn't even seem to be touching the ground.

Apparently immune to gravity, the vehicle speeds by you and parks in front of the Cracked Cask. As you watch in amazement, a group of people step out from the vehicle, each more strange than the last.

From the front seat, a large man wearing blue jeans and a leather jacket stands up and looks around casually. As he turns you can make out the words "Hell's Angel's" spelled out on his back. From the driver's seat, a tall, thin man with bright, red hair, and a pock-marked face emerges.

Transfixed by the sight, you are unable to move as three more people pile from the back of the vehicle. The first is a younger man wearing brightly colored clothing. The second is a beautiful woman in a dress that is better suited to a ballroom than this dingy street. The last is another man who wears a pin-striped suit and a round derby hat.

This strange group talks briefly amongst themselves before moving toward the door. They enter the pub one by one until only the man with the Hell's Angels jacket remains outside. He turns and sees you. Through the darkness of the night you cannot tell if he smiles at you or scowls. Nevertheless, you feel unnerved. Wordlessly he turns and enters the Cracked Cask.

Chapter II: First Night / First Choice

At this point the player characters will most likely enter one of the two pubs. If they don't they can look around the neighborhood, but will soon learn that these two establishments appear to be the only ones that are open.

As mentioned previously, and detailed later in this book, the two options will lead to two totally different experiences. Entry into the Cracked Cask will most likely end up with the player characters being drugged, kidnapped, and eventually being sold into slavery. Entry into the Pirate's Gold will enable the characters to get a firmer grasp of where they are and what they are dealing with before starting the adventure.

The Pirate's Gold

This is a pub owned by Damon Anseti, an ex-adventurer, and his partner Boca Raton, a half-ogre. The bar is quite popular and is safe from many of the undesirable elements that seem to enjoy the Cracked Cask.

The pub is a welcoming place and Damon Anseti, in particular, likes to teach Newbies the ropes. He will offer a free drink and a place to stay for the night for any Newbie and will then give them options for how to get started in Valhalla.

Read the following when the PC's enter the pub:

You open the door and can move no further.

It is a pub. That much you recognize, but there is little else you find familiar. The majority of the patrons looked more like they belonged in Saxon England. A bard plays a dulcimer at the far end, while a corset-clad woman serves ale in wooden steins. The patrons are mostly men clad in leather armor or cloaks.

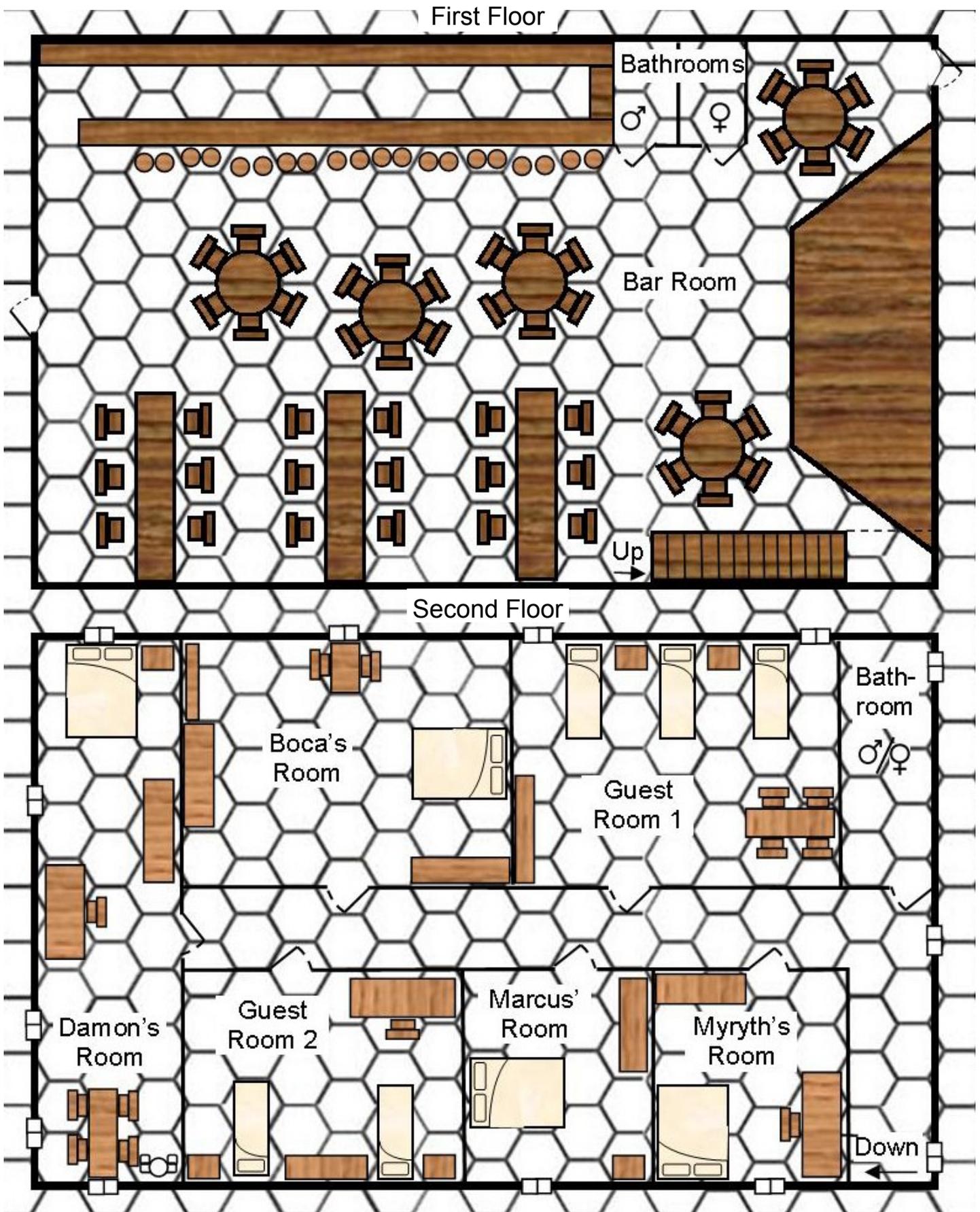
There are others that you find particularly stunning. People in strange outfits that make you wonder if you had stumbled into a masquerade ball. There is a man that looks like a cowboy speaking with another man dressed in a brown, black and green splotched uniform. In another corner of the room, a man in a toga speaks to

a woman with haunting eyes and pointed ears.

Most bizarre of all, however, is the creature that stands behind the bar. Like something out of a nightmare, the creature is over seven feet tall. Its greenish-gray skin seems leathery and covered with warts. It has two-inch long horn buds on its forehead and a row of razor-sharp teeth that clack nastily as he speaks. The creature is not attacking the patrons, however, but rather joking with them as he serves pitchers of beer.

Artwork Pending

The Pirate's Gold Inn



Downstairs **Bar Room**

This is the main bar room. Though quite simple, the bar area is very well maintained. There are a number of tables throughout the pub, a few of them are empty. There is also space at the bar.

The pub has a comfortable feel to it. You get the impression that people tend to come and go from here, meeting and hanging out, but not really whooping it up. The atmosphere is happy but sedate, possibly helped by the dulcimer playing bard at the far end of the room.

If the party summons the courage to go to the bar, the strange creature serving drinks will be friendly and welcoming. This character is a half-ogre named Boca Raton. An ex-adventurer, Boca has been around the block and not only can handle trouble, but can also easily spot a Newbie. Unless the player characters attempt to hide who they are, he will readily figure it out and buy the group a round of drinks.

He will also contact his friend and the owner of the bar, Damon Anseti. Damon is a wealth of information and is eager to help Newbies. He will give them a few free drinks and then open up a tab for them on credit. He will make time to sit with them and give them all sorts of insight into the world of Valhalla.

See "A Conversation with Damon" (page 10) for more details.

Skill & Learning Opportunities

Search:

- -0%: You see a horseman's flail behind the bar. Above it is a hand-written sign that reads "For Rough-necks and Bad Tipplers."
- -10%: You notice a map on the wall that appears to be a beat up treasure map. This is a map that the Damon and Boca used to make their fortune. After becoming rich from their find they retired from adventuring and bought the bar. If pressed to tell the story he will refuse, but promises to tell it another night.
- -25%: You notice a lump in the small of Damon's back. You suspect he is carrying a weapon.

Bathrooms

These are the establishment's bathrooms. The Pirate's Gold has indoor plumbing, a fact that Tech Level 5 or higher characters will find welcome, but may confuse lower TL characters.

Upstairs **Myrth's Room**

One of the guest rooms. This one is occupied by an Elvish Sorceress named Myrth, who was also seen earlier in the bar downstairs. She and her friend, Marcus (staying in another room) are preparing to start on an ad-



venture of their own. Should the GM wish, and with the appropriate role playing and/or skill rolls, they may invite the player characters to join them. See the section on Future Opportunities (page 33) for details.

Marcus' Room

This is another guest room. This one is occupied by a Newbie Roman soldier named Marcus. He is friends with Myryth and they are getting ready to launch their own adventure. Should the GM wish, and with the appropriate role playing and/or skill rolls, they may invite the player characters to join them. See the section on Future Opportunities (page 33) for details.

Guest Rooms 1

This is one of the guest rooms. It is currently empty and if the player characters do not somehow anger Damon, they will be allowed to spend the night either in this room, or in Guest Room 2 as determined by the GM.

Search:

- -0%: **In the drawer next to the bed you find a book entitled "The Reckoning of Righteousness" by Volkar the Seer.** If the character reads the book he will soon learn that it seems to be some sort of religious text created in Valhalla. (See page 18-19 in the core rulebook for more details.)
- -25%: **Looking between the space between the dresser and the wall you see a small glass bottle lying on the floor. It looks as though somebody accidentally dropped it and never retrieved it. Upon closer inspection you note that it is a small glass vial with a cork stopper in it. Inside appears to be a pail, greasy salve.** See Treasure 1.

Guest Room 2

This is one of the guest rooms. It is currently empty and if the player characters do not somehow anger Damon, they will be allowed to spend the night either in this room, or in Guest Room 1 as determined by the GM.

Search:

- -0%: **In the drawer next to the bed you find a book entitled "The Reckoning of Righteousness" by Volkar the Seer.** If the character reads the book he will soon learn that it seems to be some sort of religious text created in Valhalla. (See the core rulebook for more details.)
- -10%: **While looking under the bed you notice something strange tucked up under the mattress. It is a small envelope. (If the character checks it.) Upon opening it you see that there a number of pieces of paper with strange numbers and markings.** See Treasure 2.

Bathroom

This is the bathroom that is reserved for guests as well as Damon and Boca. It is significantly nicer than the one downstairs. It is a fully modern bathroom with a shower and flushing toilet.

Boca's Room

This is Boca Raton's room. He will not invite characters into it for any reason. He likes living in the bar well enough, but he is easy to anger if people invade his personal space.

Breaking into Boca's room would be a very bad idea.

If, however, a player character wants to tempt fate, read the following:

The room is dark and cluttered. Thick curtains block the windows both day and night. A half-full plate of food, and empty beer bottles sit forgotten on the table. The bed is unmade and there is a thick musky odor, masked only slightly by the smell of old incense. An issue of "Hott Ogre" magazine can be seen on the bed.

If the character(s) enter while Boca is not there an Alarm spell will activate. This will alert Boca that someone is in his room and he will come running, flail in hand. He will most likely kill or maim anyone who was stupid enough to enter without his permission.

See Treasure 3 below.

Damon's Room

This is Damon's room. He is unlikely to invite any of the player characters into it, but he might if he needs to have a private conversation with them. Upon occasion he will also host a poker game in his room for

Treasure

1. This salve is the Alchemic Concoction "Detect Lie." The user can apply it to his skin and then hear a buzzing sound anytime somebody says something that he knows is untrue. The effects last for 15 minutes. The ways a character could identify this item are indicated in the core rule book under "Identifying Magic Items and Alchemic Concoctions." Hint: Myryth may be able to help using her Magic Lore skill.
2. These pieces of paper are V-bills. The GM can have the PC realize this right away, or force an INT roll. Characters from lower Tech Levels will not be used to paper money and will be less likely to realize their value (INT-5). There are a total of 1d10x50 V-bills.
3. Should the Player character somehow get past Boca, Damon and whoever else is around, he or she will find the following:
 - 1d6 Gold Pieces
 - 1d10x20 Silver Pieces
 - 3d4x50 V-bills
 - Trigger-Word Magic Item: A foot-long iron rod with the words "Boiling Point" etched into it. It casts Valdar's Boiling Cauldron, 5PR caster, 13 Charges
 - Amulet: (From the Greek God Pan) Purify Food and Drink, 1 PR spell, 16 PP
 - Touchstone: "Cure Light Wounds." A small Alabaster pyramid with the word "Sanar" on it. (Note: Sanar means Heal in Spanish.) PR8, 3 charges

special friends. Most of the time, however, he prefers to keep his room locked and alarmed. Characters stupid enough to attempt to enter the room without permission will find a nasty surprise.

Whether the characters are invited into the room, or break in, read the following upon entering.

The room is brightly lit and airy. It feels larger than it really is, due to the numerous windows. The large mirror standing over the desk opposite the door also adds to the illusion of the room being more spacious than it really is.

It is neat and orderly with a bed along the western wall and a large card table on the eastern wall. In the corner near the table you see a man-sized metal form. It looks like some sort of statue made of metal with human features. Its arms are held to its side and where its hands should be are large mitt-like gloves. (Note: This is the Boxing 'Bot referred to below).

If the characters have been invited, nothing will happen and Damon will interact with the characters as the GM decides. If, however, the characters are in this room without Damon's permission two magical traps will be sprung. Both are set to trigger when a small creature or larger enter the room without Damon being present.

The first is a permanent Alarm spell. This spell will notify Damon immediately. He will come running with Boca in tow, intent on bringing a serious beat-down on the offender.

The second trap turns on the Boxing Bot. It will immediately attack whoever is closest to it at the time of activation. The 'Bot has not been altered in any way. It is programmed to recognize Damon as the referee and will obey his commands. It will also stop boxing when it hears that sound of a bell. It will not attack prone characters, but will do its best to knock out characters using normal boxing techniques. See page 39 for the Boxing 'Bot.

See Treasure 1 Below

A Conversation with Damon

Here are a few key bits of information that he will auto-

Treasure 1

Should the player character somehow avoid these traps, or beat the Boxing 'Bot, Damon, Boca and whoever else might come to assist, he or she may find the following items of interest.

- 1d6+2Gold Pieces:
- 2d6x20 Silver Pieces
- 4d10 Copper Pieces
- 3d6x50 V-Bills
- Jewelry:
 1. Necklace: 2d10x50 V-Bills
 2. Emerald Ring: 1d10x50 V-Bills
 3. Gold Earing: 1d10x10 V-Bills
- Scroll: Know Language (in English)
- Scroll: Cure Light Wounds (in Italian)
- Potion: Universal Anti-Toxin
- M-16 Assault rifle with a bayonet under his bed.
- Rapier kept under bed. Mystic Blade of Dra-Kor-Da. Housed in Sheath of Magic Retention

matically give the characters:

- Give a breakdown of the World of Valhalla, what it is, how the world is set up, the INSL, Tech Zones, and any other basic information about the world the GM would like to reveal.
- Registering with the INSL will grant them 1000V-bills and give them temporary room and board until they are able to establish themselves.
- He will grant the party a spare room for the night and breakfast in the morning.
- He may also extend some credit to the party until they are on their feet. (GM's Discretion.)

Skill & Learning Opportunities

Damon may also give up some additional information if the players are able to keep him engaged or ask the right questions. The following can be learned by using any of the following skills:

Carousing, Etiquette, or Investigation:

- -0%: [Adventurer's Guild & Merchant's Guild are good places to find employment.](#)
- -10%: Will give them information about the down-sides of registering with the INSL (see page 14 of the core rule book) & buy another round of drinks
- -15%: [Don't go to the Cracked Cask.](#)
- -25%: Allow the characters to drink on the house for the night.

History:

- -0%: Will give a run-down of the Great War
- -10%: Will give history of slavery in Valhalla.

Magic Lore:

- -0%: Will tell you about the general types of magic in Valhalla as well as give directions to a magic shop.
- -10%: Will introduce you to Myryth, a magic user who is staying at the Pirate's Gold.

Musical Instrument:

- -0%: Will let the character know that he is hosting auditions for a house band, which is to play every Thursday night. The gig, if you get it, pays 400Vbills a night plus tips and drinks
- -20%: Will give the character the job right away, if he wants it.

Ending the Night

The GM should allow the characters to ask many questions during this segment. It will be an opportunity to allow the characters and players to get a better understanding of the world of Valhalla. When the GM has determined that enough time has been spend on this, announce that it is late and the characters feel a need for sleep after such an eventful day.

The PC's will be allowed to sleep in a spare room in the Pirate's Gold and will even receive a complimentary breakfast of bacon and eggs in the morning.

On the following morning, proceed to Chapter III, page 16, to continue the adventure.

The Cracked Cask

The experience that the PC's have at the Cracked Cask will very greatly depending on when they go to the establishment. For that reason two sets of instructions follow. First is for characters entering the Cracked Cask on their first night in Valhalla. The second set, "Investigating The Cracked Cask" can be found starting on page 18. That information should be used if the characters are investigating Mallory and Guy's disappearance.

The Trap

The Cracked Cask is a bar located in the Kingdoms portion of Ada-Kar. It is owned and operated by Harold Taverner and his wife Mary. While the bar was once a fine establishment, it has since fallen into disrepair. The demise of the bar has followed the growing problems of its owners.

Harold has a major gambling addiction. After making repeated bad bets he found himself owing over 45,000V-Bills to Mark Ryker, an emerging gangster. Unable to pay his debts, Mark has forced Harold to become a pawn in his criminal schemes. Mark is using the Cracked Cask as a front for his slave-trade operation.

Mark and his crew lure unsuspecting people into the bar. Often times they target Newbies and others that will not be missed. These people are given a "free" drink that is laced with a powerful barbiturate known as Corpse-milk (see sidebar for details). They are then taken into the back room and made to feel comfortable while the slavers wait for the drugs to take effect.

Once unconscious, these poor unfortunates are taken to the hidden slave pen in the building's basement. The slaves are held until they are sold to Mark's associate, Lucius Tyranus, a merchant from Ancient Rome. Though most of Lucius' dealings are legitimate, he has been seduced by the money that can be made in slave trafficking.

Mary Taverner:

Mary Taverner, is not very good at tending bar. This is primarily because she hates people.

On the other hand she is very good at keeping an eye out for potential victims of the slave trade. She keeps her ears open for anybody that she thinks she might be able to capture. Often her victims include Newbies, runaways, or people traveling alone.

If the PC's come to this bar and reveal that they are newbies, Mary will certainly overhear it and will welcome them with free drinks that have been spiked with a dose of Corpse-milk. (See sidebar for the effects of this poison.)

It will be unlikely that the characters will be able to hide the fact that they are newbies because they will undoubtedly start asking all the typical newbie questions: "Where are we?" "How did we get here?" "What the hell is going on?" "Is this some sort of costume party?"

Those that have been in Valhalla long enough have come to recognized the confused and frightened look in a newbie's eyes. Mary is constantly on the lookout for this, so spotting a Newbie is second nature to her.

As soon as she has given the players their spiked drinks she will alert her husband, Harold, so that he can introduce himself before the drugs start to take effect. He will then take them to his office so that his normal customers cannot witness him in action.

Artwork Pending

Corpse-milk

Corpse-Milk is the street name for a very potent barbiturate that this gang of slavers uses to further their schemes. It is similar to the general barbiturates indicated in the poisons section of the core rule book, except that it acts faster and is slightly more potent.

Mary normally doses the victims in the barroom with the first drink and subsequent drinks are not dosed. If needed, Harold will provide a second dose in the "Elvish wine" as indicated in the section on his Office. The slavers will only give any character a maximum of two doses, as a third dose could prove fatal.

Each dose will do the following:

Reaction Time: 15 minutes

Effects Roll: END (or CON) -12

- Pass: -1 END (or CON)
- Fail: -1d4+1 END (or CON)

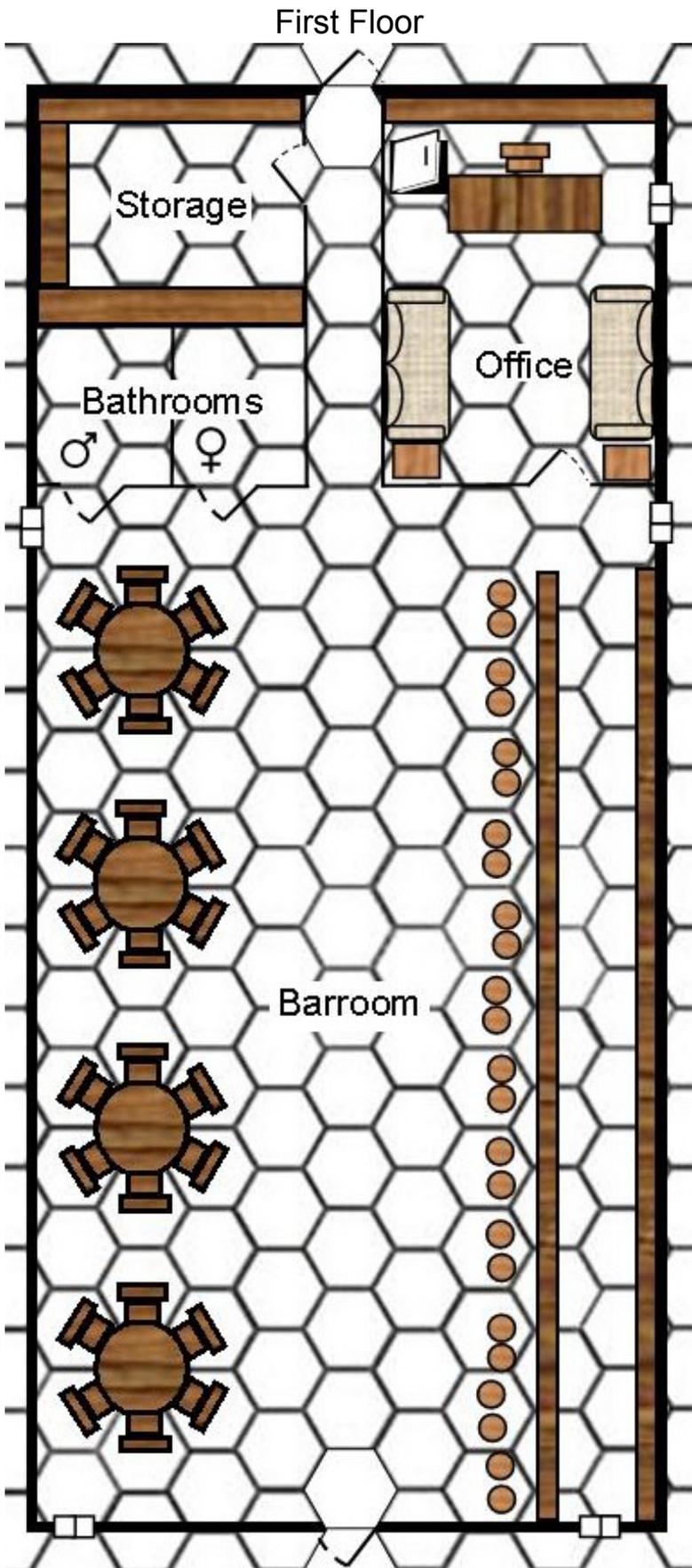
Frequency: 10 minutes

Effects: Once the reaction time has lapsed, each dosed character must make a roll of his current END-12. If the roll is successful then the character only loses 1 END. If it fails then he loses 1d4+1 END. An END roll is then made based on the new END. Failure results in the character passing out. Success means that the character is still conscious, but getting tired. This roll is made against the END until all END is gone. Once all END is gone the character will pass out automatically. The rolls, however, continue to be made, but the damage is done to CON rather than END. These rolls continue every 10 minutes for the next two hours.

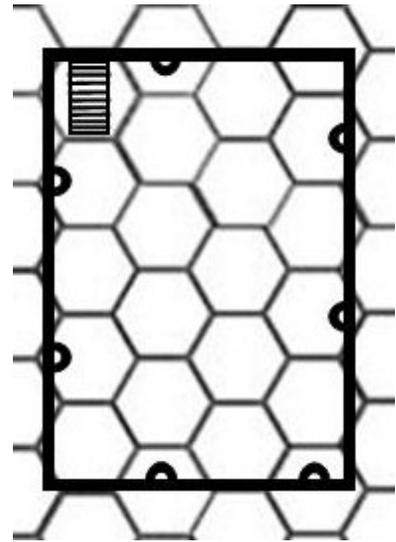
Notes:

1. Each additional non-drugged drink that the characters consume will result in an additional, cumulative -1d4 penalty against the effects roll.
2. Mallory and Guy consumed their dose of this drug earlier than the others. Consider that they are making their END or CON rolls immediately after being introduced to the PC's.
3. The GM should make each of these rolls without the knowledge of the players. The characters should only know that they are feeling more and more tired up until the moment that they pass out, or grow suspicious from others passing out.

The Cracked Cask



Basement / Slave Pen



Harold Taverner:

Harold, as owner of the Cracked Cask, appears very similar to the clientele. He is dirty, disheveled, and has a slight air of desperation to him. He doesn't really love anything other than gambling, but it is that vice that put him in debt to Mark Ryker.

Even so, he has become very good at putting on a false front to gain the trust of those he hopes to enslave. His Bluff skill is considered automatically successful on the first interaction, so that the PC's should not immediately believe anything is wrong. As they continue to converse, however, he may need to make bluff rolls at the GM's discretion.

A character with a Detect Traps/Alarms skill could detect his dishonesty as indicated in the Skill Opportunities section below.

After the characters receive their "free" drink from Mary, she will let Harold know. He will come out with the intention of bringing the characters into the back room before the drugs take effect.

Trap Detected

If the PC's end up becoming one of the slaver's targets, there is a very real chance that they will be caught and imprisoned with an uncertain future.

Different characters could potentially falling victim to the drugs at different times. Along with this, some characters might be able to use skills or abilities to avoid being captured. If this is how the tale unfolds, the PC's will most likely fight to escape. When this happens, the following rules will be applied during the combat.

- All dosed characters will have a +2 penalty applied to their Initiative roll.
- All dosed characters that have a current END of 10 or less will attack and defend at a -1 per point of END under 10.
- With the heightened activity the drug will take effect faster. Each character will need to make another Reaction Roll every five combat rounds.
- While earlier ordered out of the room, Joe and Seamus are standing outside and are prepared to come in and help to subdue the characters.

First Floor Barroom

A cacophony of angry shouts and guttural laughter greets you as you open the door. The next thing you notice is the rancid smell of body odor and spilled ale. Inside the customers are cavorting drunkenly. In the back of the establishment a crowd of patrons have gathered and are shouting and cheering, apparently egging each other on some unseen contest. Behind the bar a scowling, overweight woman pours a steady stream of ale for awaiting customers.

The clientele, for the most part, are dressed in dirty tunics. The clothes seem out of place, like the confederate cavalry soldier staggering drunkenly to the bathroom. All, however, are equally oblivious of you when you walk into the pub.

Allow the PC's to role play here and decide what to do and where to go. If they decide to stay in the bar it

is most likely that Mary will learn that the PC's are Newbies and will dose their drinks with Corpse-milk. Both before and shortly after this there will be opportunity for the players to use their skills and learn about their surroundings. Some of these opportunities can be seen below.

As the characters interact, Mary will notify Harold about the potential slaves. He will then come out to talk with them and bring them into the back room where he will wait for the drugs to take effect. See the section entitled "A Conversation with Harold" following the Skill and Learning Opportunities section.

Random Encounter: If the GM chooses, he may start off the evening with a random encounter. Below are four things that are likely to happen at this establishment. The GM can choose any (or none) of these as he wishes. Alternately roll a 1d6, the result rolled is indicated below.
1) Somebody attempts to pick a PC's pocket. 40% success opportunity.
2-3) Somebody will start a fight with a PC.
4-6) Somebody tries to sell a PC drugs or other illegal items (i.e.: weapons, stolen merchandise, etc.).

Skill and Learning Opportunities

The following are some of the skills that a character could potentially use while in the main barroom of the Cracked Cask. Most of these could happen before Mary and Harold attempt to enslave the characters.

Detect Traps/Alarms

- -0%: You notice that neither the back nor front doors seem to have an alarm on them. Instead, security seems to be nothing more than a sturdy lock.
- -15%: (To be read only after the characters meet Harold Taverner as indicated below.) Something about Harold seems shifty. You can't quite put your finger on it, but you don't trust him. He seems too eager to get you into the back room and away from the crowd.

Carousing

- 0%: If the player character lets on that he is new to Valhalla, then the character, a Freebirth, will tell you all about Valhalla. (Note: Mary Will overhear this and give her own brand of welcome.)
- -10%: Someone buys you, and those in your group, a round of drinks. These drinks will not be dosed.
- -25%: An old drunk guy who has been sitting quietly at the bar turns to you and says in a low, slurred voice: "Don't go into the back room. I seen a lot of people go in. I ain't never seen 'em come out." His eyes glass over as a look of despair crosses his face. Then, as if he never spoke, he turns back to his drink.

Search

- -0%: At the end of the bar you see the group that you saw outside. The man with the pin-striped suit and the derby hat is talking with another man standing behind the counter. They shake hands and together they lead the group behind a nearby door.

- -15%: While gazing into the mirror behind the bar you notice a double-barreled shotgun resting directly under the keg taps.

A Conversation with Harold

As you drink your beer, a dark, bitter, and hoppy brew, you see a man step out of the back room and make his way over. Extending his hand with a big smile on his face, he introduces himself.

“Greetings, I’m Harold Taverner, the owner of this pub. I understand you are newbies.”

Allow a little conversation here between Harold and the PC’s.

Continuing to smile, he nods as you talk. “Why don’t we talk more in my office?” He suggests indicating the door at the end of the bar. “Mary!” He bellows, “another round of drinks!”

See Treasure 1.

Office

This room is Harold Taverner’s office and sometimes bedroom. It is also where he takes his victims to drink down Mary’s spiked drinks and wait for the Corpse-milk to take effect. In the north-west corner is a trap door in the floor. It leads to the slave pen.

The trap door is covered by a rug and a floor-lamp. The stairs down are quite steep and it is impractical to carry a person down them. Above the floor lamp is a metal eye-hook attached to the ceiling. The slavers attach a pulley to this in order to raise and lower the slaves into the pit.

As you walk in the room you realize that this is the pub’s office. The group of people that you saw enter the Cracked Cask earlier are seated around the room. The young woman in her fancy dress, and the man wearing brightly colored clothes, sit on the couch lining the west wall. Across from them sit the man with the pin-striped suit and the red-headed man. The last member of the group, the one with the “Hell’s Angels” jacket stands near the desk.

All of them, drinks in hand, turn to face you as you enter.

Harold will make introductions as follows:

- Woman in fancy dress: Mallory
- Man in brightly colored clothes: Guy
- Man in pin-striped suit: Mark
- Red-headed man: Seamus
- Man with Hell’s Angel’s Jacket: Joe

After the introductions are made, you realize how crowded this little room has gotten. The man introduced as Mark stands up from the couch and turns to Joe and Seamus. “Why don’t you two wait in the bar?” He says. “We won’t be much longer.”

“You got it boss,” Seamus replies as he turns to go. Joe wordlessly follows him out.

“Take a seat,” Mark offers indicating the now-empty couch. “Would you like a drink?”

Harold and the others will spend some time trying to make the PC’s Mallory and Guy feel comfortable. Mallory and Guy have come to Ada-Kar seeking adventure. Mark has concocted a lie about a possible job in order to bring them into the Cracked Cask. Mark and the others might hint at this as an “employment opportunity.” More importantly Mark and Harold will stall for time so the drugs can take effect.

If the characters have not succumbed to the poison after two “Effects” rolls, read the following:

As you talk Harold reaches under his desk and pulls out a clear glass bottle with a fancy glass stopper. He opens it and smells it deeply with a satisfied grin. “This is Elvish wine,” he says with a roguish smile. “Ever tasted Elvish wine? It is the best! Every Newbie should taste the best.” He pours a shot for all the Newbies.

The Elvish wine is dosed with Corpse-milk.

See Treasure 2.

Skill & Learning Opportunities

OBS:

- -0: Harold seems eager to make you feel at home. He makes toasts regularly and is quick to top off your

Treasure

1. The main treasure in this room is what is in the cash register. During business hours the cash register will contain 500 V-Bills, 250 CP, 30 SP and 2GP.
2. All treasure can be found in the desk:
 - A. Top drawer: There is a handgun (light revolver) along with a box of extra ammunition in a desk drawer. Along with this is a set of keys and a small metal box. The keys can open all of the manacles for the slaves. The small metal box contains 350V-bills.
 - B. False Bottom: (Search (or) Looting Skill –10%) There is a false bottom in one of the drawers in the desk. It contains: 325 V-bills, 50 CP, and 8 SP. There is also a clear plastic bag filled with hundreds of little white pills. Finally, you find a small blue cloth sack. Opening the bag you find a wide array of jewelry including rings, ear rings, necklaces, broaches, and watches along with a number of small cards that have the photos and names of various people.
 - The pills are the barbiturates that they use to spike their victim’s drinks. Each pill is one dose. There are about 150 doses. The street value of each dose is about 5Vb.
 - The items in the blue bag are the personal effects of the people that have been abducted. The value of the items would resale at 2500 V-bills.
 - The small cards with pictures are the identification cards of many of the victims they have acquired. Some of the ID cards are INSL ID cards while others, are drivers licenses or other forms of identification that Newbies might have brought with them to Valhalla.

glass.

- -3: The others do not object when they are not offered a shot of the Elvish wine, which seems strange since it is supposed to be such a treat.
- -5: If some people have succumbed to the poison but other have not, read the following and fill in the names as appropriate. As the conversation continues, you notice that (fill in the names) are becoming very drowsy. Though actively engaged in the conversation not ten minutes ago, they now seem to be falling asleep where they sit.

Search:

- -10%: You notice that there is piece of metal screwed into the ceiling above the lamp. It draws your attention because it seems to have no purpose.
- -15%: You catch Harold and Mark give each other knowing looks. Something fishy is going on.

Detect Traps:

- -0%: You notice that Harold (as well as Mark Ryker or any others that are there) are acting a little fishy. You begin to believe that they are trying to get you drunk.

Toxicology:

- 0%: One sip of the drink makes you realize that it should not taste this way. Quickly you realize that your drink has been dosed with something.
- -25%: You believe that they have most likely dosed you with some sort of sedative. If you make yourself vomit soon you might not absorb the entire dose. (A character that follows through on this advice right away will avoid all ill effects. If done within 5 minutes, they will only receive 1/2 effects.)

Storage Room

This is clearly a storage room. Two rows of shelves can be found on the north and south side of the room. Wooden casks of the house ale can be found on the lower level while bottles of liquor and wine are stacked up on the subsequent shelves. Along with this is a fair amount of other bar-related items including cleaning supplies, and a large barrel of sawdust.

Skill & Learning Opportunities

Chemistry or Demolitions:

- -0%: You are able to find chemicals within the cleaning supplies that would enable you to create a choking agent that could cause panic and confusion in a crowded area.
- -15%: As you look further you see that you can mix several of these chemicals to make a small bomb. Note: This bomb would deal 30(10)HP of damage. It would also be quite unstable and a failure of 95-100% would result in the bomb going off prematurely. Roll as a trap AGL-15.

Hiding:

- -0%: You are able to move the boxes and assorted junk in the room and wedge yourself behind them.

So long as nobody moves the boxes you think you should be safe.

Search:

- -0%: On the ceiling you see a small hatch that you believe might give you access to the roof. You believe somebody might be able to climb up the shelves and reach it.

The Bathrooms

The Cracked Cask lacks indoor plumbing. There are no individual stalls. Instead it is a large, communal area with a row of wooden benches with holes in them placed over large plastic drums. As such it will be more or less a typical bathroom to TL 4 or less characters. TL 5 or higher, however, be disgusted by it. Read the following based on the character's TL:

- TL 1-4: It seems strange to not have to go outside to pee. No chamber pots!. What wonderful inventions these people have!
- TL 5-8: The stench is overwhelming and there is a pool of liquid covering the floor. At first you allow yourself to believe that it is a leaking pipe, but you know better.

Basement Slave Pen

Should the characters get captured, they will awaken in the slave pen, which is a secret room under Harold's office.

As you regain consciousness you are aware first of the pain in your wrists and arms.

The horrid stench hits you next. It seems as if you are swimming in a sewer. You gag instinctively and your head reels, bringing with it a feeling of overpowering nausea. (Roll CON-5. Failure results in vomiting.)

As the feeling passes you realize that it is pitch black all around you and that you are not standing at all, but are bound at your wrists and dangling limply from the wall. You find the strength to stand and the pain in your wrists lessens.

"Welcome to hell," a voice says from somewhere in the darkness.

It is Guy that speaks. The player characters can use this time to talk to the prisoners and try to figure out what is going on. At some point during the conversation, however, read the following:

As you talk your eyes have become more accustomed to the dim light. You are in a room that is about 20'x20', with concrete blocks for walls and an earthen floor. Along the walls, spaced at about ten feet, are a number of metal eyelets with manacles hanging off of them. They are the same type of manacles binding you to the wall.

In one corner of the room you see a ladder leading upward to a closed trap door. You feel that you only need to get to that door and you will regain your freedom. As you tug at the chains holding you, you fall to despair knowing the impossibility of reaching that short distance.

Proceed to Chapter V—Capture and Escape

Chapter III: The Next Day

Should the PC's stay at the Pirate's Gold, they will be able to learn a great deal about the world they have found themselves in, and more importantly they will avoid being captured and enslaved by Mark Ryker and his villainous crew (at least for a while).

The following morning the characters will wake up to face the world and decide what they want to do. Normally this will include either going to become registered with the INSL, or perhaps to simply wander the city and see all the strange sites.

Registering with the INSL

Many characters do end up registering with the INSL. Often this is just for a place to stay and some seed money until they can get established and decide what to do next. This option should be encouraged for those that want to do it.

The GM can feel free to take the players through the process as described in the Free Starter Adventures section of the website at <http://valhallagame.com>, or the GM can simply sum-up the experience.

In general the process is long, involved, invasive, and tedious. It is worthwhile, once it is done, but the characters should feel the tedious bureaucracy at work.

Opportunity

When they leave the Pirate's Gold read the following:

As you leave the Pirate's Gold you are temporarily blinded by the bright light of the morning sun. Already the sites and sounds of Valhalla threaten to overwhelm your senses. The loud honk of an air-car erupts as an angry driver tries to swerve around a centaur walking down the middle of the road.

Your eyes become accustomed to the light and something catches your attention. There is a notice hanging up on a wooden pole in front of the bar. On it are the faces of two people that your recognize. It is the face of the woman and one of the men that walked into the Cracked Cask the night before. The sign reads:

Both read and show the reward notice to the PC's.

The characters will recognize both Mallory and Guy as two of the five people that emerged from the aircar the night before. Guy was the younger man dressed in brightly colored clothing,

while Mallory, of course, was the beautiful woman in the fancy dress.

This notice is actually being circulated widely by a number of different mediums, so during the day the PC's will find it in a number of locations. It is on-line, in the print newspaper, on any number of random fliers that are being posted around town. It will essentially be impossible for the characters to miss or ignore it.

Options

The Characters now have several options of how to proceed with searching for the missing characters. During their search they may well try several of these options. Basic information for most of these options are included here:

Contacting the Adventurer's Guild:

An obvious place to start the investigation would be to go to see Simon Jacobs at the Adventurer's Guild as the reward notice indicates. This will allow the PC's to gather additional information on the two missing characters as well as give them the chance to join the Adventurer's Guild. For details on joining the Adventurer's Guild, see page 204 of the Core Rule Book.

The Adventurer's Guild is located near the INSL plaza. A description of the plaza can be found on-line at the Free Starter Adventures page on-line at <http://valhallagame.com>.

If you want to skip those details you can, and simply sum-up the character's travel to the INSL Grand Plaza.

The following should be read once the PC's arrive at the Adventurer's Guild.

REWARD! 10,000VB

10,000 V-bill reward available to anyone who can locate and safely return Mallory Lyonette. Ms Lyonette was last seen in the company of Guy Buiron in Paris, The Imperial Nations.

They are believed to be headed to Ada-Kar.



Mallory Lyonette



Guy Buiron

Ms. Lyonette is not to be harmed.

Contact Simon Jacobs, The Adventurer's Guild, Ada-Kar, for more details.

The Adventurer's Guild building is located at the North-Western corner of the INSL plaza. It is a large four story Tudor building, with the first floor composed of stone and the upper floors beamed with heavy wooden timbers. Elegant and strong, the building stands as one of the distinctive structures in the plaza.

Stepping inside you are once again overwhelmed by the disparate people and images you see. Alien creatures walk past you while satyrs lounge in a large commons room to your left. Immediately ahead of you is a large reception area where a clerk, dressed in a toga, types away at a computer keyboard.

Talking with the clerk, the PC's will be given directions to a third floor office where Simon Jacobs will be waiting for them. This trip will involve an elevator ride, possibly a new experience for some PC's. Read the following when the characters enter the office (note: Simon Jacobs character sheet can be found on page 47):

After walking the long and narrow corridors you eventually find a door with the words "Simon Jacobs—Information Coordinator" written on it. The door is open and inside a middle-aged man sits at a desk. He smiles and invites you in. As you enter, he seems to glide backwards and then around the desk. You see that he is seated in a chair with wheels.

"Hello," he says extending his hand. "I'm Simon Jacobs. I understand that you are interested in the reward for Mallory Lyonette."

After a little role-playing and discussion with Simon, he will get down to some details about the case. He really doesn't have a lot more information other than what he tells here. Any details can be fleshed out as the GM chooses.

"Mallory Lyonette is the daughter of a wealthy merchant from the French section of the Imperial Nations." Simon takes a sip of coffee and then leans forward, his elbows on his desk. "She was betrothed to some Duke, but the night before the wedding she disappeared with a blacksmith named Guy Buiron. It isn't exactly clear if she was abducted or ran off with him.

"In any case, the family believes that the two of them have come to Ada-Kar. Who knows what they are planning on doing here, but the family wants her back safe and sound. They don't really care what happens to Guy."

Simon is also able to share how payment works:

1. First the characters must join the Adventurer's Guild. This will involve some paperwork. Once joined, the character is entitled to all benefits of membership, including access to all their open adventure postings, banking options, and legal representation. In return the Guild takes 10% of all transactions generated through the guild (i.e.: 10% of the reward money).
2. Once Mallory is found she is to be brought to the Guild. This is what earns the reward money. Reward money cannot be guaranteed if Mallory is taken elsewhere, such as to the INSL, a hospital, etc.
3. Any harm that comes to her due to the character's actions will void the contract.
4. The Adventurer's Guild will expedite the transfer of funds once the terms of the contract are satisfied.

In general the Guild acts as a middle-man in these transactions ensuring that all sides get what they asked for.

Above all other things Mr. Lyonette wants his daughter back safely and unharmed. Should the characters actually harm her, they may suffer backlash. On the other hand, he will be delighted if she is saved from the clutches of the slavers.

Going to the Cracked Cask

Going to the Cracked Cask to investigate the missing persons is both a necessary and dangerous thing to do. All those involved are wary by nature and will be suspicious of anybody asking questions about Mallory or Guy.

As the day goes on, they will also become aware of the reward for her return. They know that they cannot simply return her for fear that she will reveal details about the slave trade. This will make them even more paranoid as time goes on.

Additional information about investigating the Cracked Cask can be found on pages 18-25.

Reporting to the INSL

The PC's may want to contact the police about what they know. Though they can do this, it probably won't get them very far. The police in Ada-Kar are a branch of the INSL. In general the INSL has become overly bureaucratic and the characters will find it frustrating to do anything there.

The characters may give up before finding somebody to help them, but if they persist they will eventually be sent to talk to Detective John Davis. Detective Davis has been investigating the slave trade operation and suspects that The Cracked Cask is involved.

The information the characters give him will be enough to get him to commit to additional man-hours on the investigation. Without the direct involvement of the PCs, however, the process will move at a glacial pace. By the time Davis is able to get a search warrant, Guy and Mallory will have long been shipped off into slavery and nobody will get the reward.

In gaming terms, this option is little more than a dead end, or a way for lackluster players to skip out of the adventure.

Fortunately Detective Davis is more than aware of the bureaucratic delays within his organization. He will be the first one to admit that the player characters might be better off following their own leads. He could give them background on the principal players at the Cracked Cask and let on what he suspects in order to give the PC's more information.

Artwork Pending

Chapter IV: Investigating The Cracked Cask

The investigation must eventually lead to the Cracked Cask. There are, however, many ways that the PC's can go about this investigation. This section is broken down into three parts, which correspond to the three typical ways that a character could launch the investigation: Direct Investigation, Breaking and Entering, and Oblique Investigation.

Direct Investigation deals primarily with directly questioning those connected with the slave trade. Breaking and Entering refers to a character sneaking into the Cracked Cask and searching for clues. Finally, the Oblique Investigation involves learning about those at the Cracked Cask from research and direct observation. Players and GM should feel free to also use other creative options to solve the mystery.

For each of these options, the GM will need to decide who is at the Cracked Cask at any given time. It is safe to say, however, that either Harold or Mary are at the pub at all times. Most often they are both there, particularly during business hours, but occasionally one or the other will leave.

Similarly Mark, Joe and Seamus do tend to drop in at least once a day to have a pint or two, to check on the slaves, or to bring in new victims. Should the PC's want to talk to them, it is really only a matter of time before one or more of them shows up.

Direct Investigation

The character's experience with the Cracked Cask will be very different if they are attempting to investigate Malory and Guy's disappearance than if they stumble into the pub on the first night. At the very least they should be less likely to fall for the slaver's tricks.

There are many variables in this so the GM should be flexible and work with the PC's using the following information as a guide. PC's may be able to learn some information from customers within the bar as well as from the slavers. Customers may not know much about what is going on, but occasionally they will be able to provide clues and insight that the slavers would be too cautious to give away.

The slavers, particularly Mary, are always keeping their eyes and ears open. There will be a chance that they will overhear any conversations the PC is having with their customers. Each time a PC rolls a Carousing, Investigation, or Intimidation skill, each slaver at the bar can make one OBS roll. Any success means the slavers are onto them.

The important thing to remember is the character motivations. Above all other things the slavers want to avoid being caught. If the PC's ask too many pointed questions, the slavers will simply dose the PC's drinks with the intent of enslaving them. They may try some misdirection at first, but if they start to feel cornered they would prefer to strike first.

First Floor Barroom

(If entered during the day)

As you step into the dark confines of the pub you strain your eyes to see into the gloom. Though you cannot see much, you can smell far more than you would like. You gag as the heavy stench of stale smoke, spilled ale, and urine permeates your nostrils.

The bar is quiet and almost empty. Two men are engaged in a hushed conversation in the darkest corner of the pub. Another man sits silently at the bar staring into his half-empty drink. He turns and looks at you with glassy eyes when you enter, then, wordlessly returns his attention to the ale clutched desperately in his hands.

Behind the bar a large, unpleasant looking woman stands drying a mug with a dirty towel. "What you want?" She asks gruffly as she puts down the rag.

(If Entered at night)

A cacophony of angry shouts and guttural laughter greets you as you open the door. The next thing to hit you is the rancid smell of body odor and spilled ale. Inside the tight confines of the pub the customers are cavorting drunkenly. In the back of the establishment a crowd of patrons have gathered and are shouting and cheering, apparently egging on some unseen contest. Behind the bar an overweight woman pour a steady stream of ale for awaiting customers.

Most of the clientele are dressed in dirty tunics.

The clothes of some of the others seem out of place, like the confederate cavalry soldier staggering drunkenly to the bathroom. All, however, are equally oblivious of you when you walk into the pub.

Barroom Treasure

The main treasure in the barroom is what is in the cash register. During business hours the cash register will contain 500 V-Bills, 250 CP, 30 SP and 2GP.

Skill & Learning Opportunities

These are some of the skills that can be used to turn up additional information while investigating. The players and GM are also welcome to attempt other methods, but these are the most common. Please note that Mary and Harold will be very suspicious. The more directly the PC's probe, the more likely the slavers will react negatively.

Bluff (or) Disguise:

- -0%: The PC is able to disguise himself as a health inspector or some other viable character, in order to gain access to the parts of the bar that they might not normally be able to see (i.e.: The office and the storage room.)

Carousing

- -10%: You manage to find somebody who saw Guy and Mallory on the night they disappeared. They

mention that they went into the back room with the owner. They didn't see them again after that.

- -25%: An old drunk guy who has been sitting quietly at the bar turns to you and says in a low, slurred voice: "Don't go into the back room. I seen a lot of people go in. I ain't never seen 'em come out." His eyes glass over as a look of despair crosses his face. Then, as if he never spoke, he turns back to his drink.

Detect Traps & Alarms:

- 0%: You notice that neither the back nor front doors seem to have an alarm on them. Instead, security seems to be nothing more than a sturdy lock.

Interrogation (or) Intimidation: Attempts to use either of these skills could prove dangerous. A failed roll could result in the slavers realizing what is going on and either kicking the PC's out of the bar, or attempting to drug the characters. If the rolls are successful, however, the PC is able to learn the following information without raising any alarm bells.

- -0%: One of the bar customers tells you that he saw Mallory and Guy in the bar. He mentions that they went into the back room with the bar owner and some other people.
- -10%: The PC's are able to learn the names of the other members of the slaver gang.
- -15%: A patron at the bar tells you that there has been a spike in missing persons in the area. He suspects that they are being Shanghaied by whale boat captains.
- -25%: An old drunk guy who has been sitting quietly at the bar turns to you and says in a low, slurred voice: "Don't go into the back room. I seen a lot of people go in. I ain't never seen 'em come out." His eyes glass over as a look of despair crosses his face. Then, as if he never spoke, he turns back to his drink.

Investigation: Note, this skill can be used once a day and will aid the character as determined below.

- -0%: PC gains a +10% on any 1 skill roll he wants. This must be declared prior to the roll.
- -10%: PC gains a +10% on any 1d4 skill roll he wants. Each of these bonuses must be declared prior to the roll.
- -15%: Mary and Harold are acting very strange. They are definitely hiding something. Your intuition tells you that Mallory and Guy are in trouble and that Mary and Harold have something to do with it.
- -25%: PC gains a 10% bonus to the next ten investigation-based skill rolls.

Pick Pockets (or) Slight of Hand: This skill could be used to acquire any item that the PC thinks might be useful (i.e.: a set of keys.)

- -0%: The character is successful.

Search

- -0%: You notice that the bar-wench seems to be eavesdropping on your conversations.

- -15%: While gazing into the mirror behind the bar you notice a double-barreled shotgun resting directly under the keg taps.

Stealthy Movement: This assumes that the character is attempting to sneak into one of the private rooms to explore. It is particularly difficult to get into the office. As shown in more detail on the section on Room 2, there is often one or more people in there regularly, so the PC must first wait until it is empty.

If the character does manage to sneak in, they will only have a limited amount of time to explore before someone else enters as detailed below. The character can spend additional time there, but could be interrupted by one of the slavers. Each additional 5 minutes that the character stays there is a cumulative 20% that someone will enter the room.

The GM determines who will find the PC, as well as the slaver's reaction. It will at least result in the characters being kicked out of the bar, but could also end in violence, or the slavers attempting to drug and capture the PC's.

Unless otherwise noted, an additional Stealthy Movement roll (-0%) must be made to leave the office without being seen.

- -0%: The character gets the first five minutes with no interruptions.
- -10%: The PC is able to sneak into the office without being seen and can explore for 10 minutes.
- -15%: The PC is able to sneak into the office without being seen and can explore for 15 minutes.
- -25%: The PC is able to sneak into the office without being seen and can explore for 20 minutes. The character will be able to leave the office unseen without the need for an additional skill roll.

Office

There is almost always a person in this room. Harold spends time there avoiding work while Mary goes in to argue with her husband. Additionally Mark Ryker and his crew will occasional stop by to check on the slaves, or use the office as a place to work his other criminal dealings. Roll a 1d10 to determine who is in the room at any given time:

1. Harold Taverner
2. Mary Taverner
3. Mark Ryker
4. Joe Taurus
5. Seamus Whelan
6. Harold Taverner and Mark Ryker
7. Harold Taverner and Mary Taverner
8. Harold Taverner, Mark Ryker and Seamus Whelan
9. Mary Taverner and Mark Ryker
10. The office is empty

Once every hour or two everyone clears out of the office, which would provide an opportunity to sneak into it and look around (See Stealthy Movement under Room 1). If this roll is successful, read the following description:

As you walk in the room you realize that this is

the pub's office. Two couches are lined up on the west and east walls with a walkway between them. End tables stand on either side of the couches, holding half-full drinks and overflowing ashtrays. Near the far wall a cheep desk, stacked high with papers, faces back into the room. The only light from the room comes from a floor-lamp next to the desk.

The room is a mess with stacks of papers, and empty glasses piled everywhere. There is even a coil of rope thrown onto the floor in the back corner of the room. The room has a stagnant and musky odor.

Skill & Learning Opportunities

Looting:

- -0%: The character finds the treasure 1 in the desk drawer. (See below.)
- -25%: While rifling through the desk, you notice that there is a false bottom in one of the drawers. See Treasure 2 detailed below.

Search:

- -0%: The character finds treasure 1 in the desk drawer below.
- -10%: You notice that there is piece of metal screwed into the ceiling above the lamp. It draws your attention because it seems to have no purpose that you can readily discern.
- -15%: You notice that the rug beneath the lamp in the corner is askew. Beneath it you can make out a small, straight chink in the floor boards. It looks as though somebody sawed through them. Your heart

Treasure (Office)

All treasure can be found in the desk:

1. Top drawer: There is a handgun (light revolver) along with a box of extra ammunition in a desk drawer. Along with this is a set of keys and a small metal box. The keys can open all of the manacles for the slaves. The small metal box contains 350V-bills.
2. False Bottom: (Search (or) Looting Skill -10%) There is a false bottom in one of the drawers in the desk. It contains: 325 V-bills, 50 CP, and 8 SP. There is also a clear plastic bag filled with hundreds of little white pills. Finally, you find a small blue cloth sack. Opening the bag you find a wide array of jewelry including rings, ear rings, necklaces, broaches, and watches along with a number of small cards that have the photos and names of various people.
 - The pills are the barbiturates that they use to spike their victim's drinks. Each pill is one dose. There are about 150 doses. The street value of each dose is about 5Vb.
 - The items in the blue bag are the personal effects of the people that have been abducted. The value of the items would resale at 2500 V-bills.
 - The small cards with pictures are the identification cards of many of the victims they have acquired. Some of the ID cards are INSL ID cards while others, are drivers licenses or other forms of identification that Newbies might have brought with them to Valhalla.

paces as you realize that the rug is covering a trap door.

- -25%: While rifling through the desk, you notice that there is a false bottom in one of the drawers. See False Bottom Treasure detailed below.

Storage Room

This is clearly a storage room. Two rows of shelves can be found on the north and south side of the room. Wooden casks of the house ale can be found on the lower level while bottles of liquor and wine are stacked up on the subsequent shelves. Along with this is a fair amount of other bar-related items including cleaning supplies, and a large barrel of sawdust.

Skill & Learning Opportunities

Chemistry or Demolitions:

- -0%: You are able to find chemicals within the cleaning supplies that would enable you to create a choking agent that could cause panic and confusion in a crowded area.
- -15%: As you look further you see that you can mix several of these chemicals to make a small bomb. Note: This bomb would deal 30(10)HP of damage. It would also be quite unstable and a failure of 95-100% would result in the bomb going off prematurely. Roll as a trap AGL-15.

Hiding:

- -0%: You are able to move the boxes and assorted junk in the room and wedge yourself behind them. So long as nobody moves the boxes you think you should be safe.

Search:

- -0%: On the ceiling you see a small hatch that you believe might give you access to the roof. You believe somebody might be able to climb up the shelves and reach it.

The Bathrooms

The Cracked Cask lacks indoor plumbing. There are no individual stalls. Instead it is a large, communal area with a row of wooden benches with holes in them placed over large plastic drums. As such it will be more or less a typical bathroom to TL 4 or less characters. TL 5 or higher, however, will be disgusted by it.

Basement **Slave Pen**

Read if the player characters have come across the trap door during their investigation, but have not been captured:

The trap door creaks as you lift it, and you are overwhelmed with the stench. You see a small ladder descending down into the pit, but beyond that your eyes cannot penetrate the gloom.

(After someone figures out how to get some light down there read the following:)

The first thing you see are the cold walls, which appear to be made of concrete blocks. The floor is earth-

en and somewhat muddy. As you shine your light around you are shocked to see two people chained to the walls.

It takes you a moment, but you quickly realize that these captives are Mallory and Guy. Their hands are chained by manacles to metal eyelet fixtures in the walls above their heads. Their mouths are gagged. They stare at you with fear etched across their dirty faces.

There is a steep, narrow stairway leading down into the pit.

Note: The keys for the manacles are in the desk in Room 2. They are standard manacles, however, and can be opened by any of the methods noted on page 194 of the core rule book.

Breaking and Entering

The PC's may decide to break into the Cracked Cask so they can have a full look around. This will be difficult to do. Somebody is always there to keep watch. The windows are glass block. The walls are made of brick. The doors are heavy and strong. Even so, a determined character could find a way.

The bar stays open until 3:00 AM and Harold and Mary are often up until 4:00 AM cleaning up and getting things ready for the next day. The bar then officially re-opens at noon, though sometimes Mark Ryker and his crew might come by earlier to check on the slaves. On the days when Lucius Tyranus reviews the slaves he comes around 5:00 AM so that he can do his business and be gone with as few people seeing him as possible .

Mandatory Roll

Any character breaking into the Cracked Cask must make a Stealthy Movement roll. If the character does not have this skill, or fails the initial roll, then he or she must make an AGL roll at a -3. Failure of this roll will awaken whoever is located in the office (see The Office for details).

Success of either of these rolls will enable the character to move quietly in the bar, storage room, or bathrooms without the need for another roll. Entering the office will require a second roll as detailed in that section.

If the character tries to engage in any activity that might cause a disturbance (i.e.: rooting around behind the bar, or opening the cash register) then an additional Stealthy Movement roll would need to be made. Unlike the first one, however, failure of this roll will automatically awaken the character in the office.

Ways of Gaining Entry

There are a number of ways that a character could gain entry into the Cracked Cask after hours. A few standard options are listed here.

Climbing:

- -0%: By climbing up to the roof the PC will be able to find an access hatch that leads into the storage room. The hatch is unlocked and a character could easily jump or climb down to the floor.

Hiding: The only real place to hide is in the storage room. All other rooms are too heavily traveled, to allow a PC to hide by normal means. To use this, it is assumed that the PC enters the bar during normal business hours and then hides until the bar is closed.

- -10%: You are able to find a space to hide. Though it is cramped and uncomfortable, you manage to pass the night here until all is quiet.

Lock Picking: The locks on both the front and back doors can be picked to allow a character to enter. Both locks are deadbolts. The one on the front will also require a Stealthy Movement roll in order to ensure nobody outside the bar sees the character attempting to break in.

- -0%: The lock gives way and you are able to enter.

Artwork Pending

First Floor Barroom

Per the mandatory entry roll mentioned previously, the character cannot enter this room without making a successful roll. If that that is achieved, read the following description:

The room is quiet as you move into it. Every footstep seems to echo, but you push on. A single light above the bar provides enough light for you to see by. You are relieved to see that nobody else is in the room.

Skill & Learning Opportunities

Looting:

- 0%: Behind the bar you find a double-barrel shotgun tucked away under the counter near the kegs. It is loaded.

Search:

- 0%: Behind the bar you find a double-barrel shotgun tucked away under the counter near the kegs. It is loaded.
- -10%: You find the cashbox under the bar. There is no money in the cash box.
- -15%: Tucked away under the counter, you find a small canister that seems out of place. Opening it reveals a small measuring spoon standing upright in

white powder. (Note: This powder is the ground down barbiturates used to sedate victims.)

Office

Mandatory Roll:

Stealthy Movement: A Stealthy Movement roll is required for anyone upon entering the office. If this roll fails, or if the character does not have a Stealthy Movement roll, the character can attempt to make an AGL-10 roll to remain quiet. Any other roll will result in failure and the sleeper will awaken. Standard Initiative rolls would then be made by all characters.

- -0%: As you open the door you see a figure sleeping on a couch. The door creaks as you open it, but the figure remains asleep.

While this room is unlocked, there is always a person sleeping in there. The slaver crew takes it in turns to keep watch, but normally the task falls to Harold Taverner. Roll a 1d10 to determine who is guarding the slaves:

- 1-5) Harold Taverner
- 6-7) Mary Taverner
- 8) Mark Ryker
- 9) Joe Taurus
- 10) Seamus Whelan

OBS Roll (If the guard remains asleep)

- -0: You notice a weapon lying on the end table within easy reach of the sleeping figure. Note: The weapon will vary depending on the sleeping character's weapon of choice. Both Mary and Harold will use the light revolver that they normally keep in the desk. Other characters will use their primary weapon.

The Sleeping Guard

The PC will most likely have to deal with the sleeping person in some way before searching the rest of the room. The character can attempt to continue to be silent by using additional Stealthy Movement rolls at a -25% for each action they attempt. Failure of this roll will automatically result in the guard waking up. In such circumstances the PC would have one full round to act be-

fore standard initiative rolls are made. During this time, the PC will attack at a +2 bonus

Skill & Learning Opportunities

Bluff, Intimidation (or) Interrogation: This assumes that you have been able to capture the guard and are questioning him. Success will result in the characters revealing the truth about slave operation, but a successful roll will differ for each character as detailed below:

- -0%: Harold cracks and confesses.
- -10%: Mary cracks and confesses.
- -25%: Mark and/or Seamus cracks and confesses.
- Note: Joe will never confess

Looting:

- -0%: The character finds Treasure 1 (see below).
- -25%: While rifling through the desk, you notice that there is a false bottom in one of the drawers. See Treasure 2 below.

Search:

- -0%: The character finds Treasure 1 (see below).
- -10%: You notice that there is piece of metal screwed into the ceiling above the lamp. It draws your attention because it seems to have no purpose that you can readily discern.
- -15%: You notice that the rug beneath the lamp is askew. Beneath it you can make out a small, straight chink in the floor boards, almost as if somebody has sawed through them. Your heart races as you realize that the rug is covering a secret door.
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There is a steep, narrow stairway leading down into the pit.

Note: The keys for the manacles are in the desk in Room 2. They are standard manacles, however, and can be opened by any of the methods noted on page 194 of the core rule book.

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Oblique Investigation

Along with the methods of investigation detailed previously, there are any number of ways that the characters could learn the secrets of the slavers. The PC's and GM encouraged to come up with their own options, but here are some likely possibilities. All of these options require quite a bit of leg-work and lateral thinking. As such a character that makes a successful Investigation roll will gain significant benefits throughout this investigation as detailed below:

Investigation (Bonus Roll):

- -0%: +10% on 1 skill roll. The player must choose the roll before making it.
- -10%: +10% on 1d4 skill rolls. The player must choose the roll before making it.
- -15%: +20% on 1d4-1 (1 minimum) plus give a major clue.
- -25%: +20% on 1d4 skill rolls throughout the investigation, and make immediate connection to slavery.

Bait

Possible Skills: Bluff, Detect Traps/Alarms, Disguise, and/or Showmanship

This involves one person playing the part of a Newbie who goes into the Cracked Cask. That character would then allow himself to be captured by the slavers.

There is a considerable amount of risk to this and the PC's will need to figure out ways to rescue the characters that allow themselves to get caught. The use of radio receivers, location emitters, or other similar devices are possible if the characters look around for them.

The PC's can also work with the INSL in this matter. If the characters set themselves up as bait with the knowledge and cooperation of the INSL. INSL involvement will mean that they will have full protection and back-up from the land's highest authority.

Among other things the INSL will wire the baited character with a bugging device, and provide him with a "Neutralize Poisons" potion. This will allow them to consume any amount of the barbiturates (or any other poisons, including alcohol) without suffering ill effect.

Interviews

Possible Skills: Bluff, Disguise, Interrogation, Intimidation, and/or Torture)

While the slavers are careful, they are not able to cover their tracks all the time. There are people who

know at least portions of what is going in. A skillful character could obtain this information from one of these individuals. Here are some potential options:

- Any of the slavers: Capturing and questioning one of the slavers could yield results. The level of their ability to resist will increase as the depth of their criminal nature increases.
- People at the bar: The old drunk at the bar may not seem aware of what is going on, but he knows that people who enter the back room sometimes do not come out. There are others that might have similar suspicions. Paying for information would help in this scenario.
- Enemies of the Slavers: Every crook has enemies. People they have wronged, or those that owe them money but cannot pay, are but two options. If the PC's are able to locate these people, they may be more than happy to assist.
- Damon & Boca: These characters can be a wealth of information, not only about Valhalla in general, but also about their neighbors at the Cracked Cask. Though they cannot prove anything, they know that there are bad things afoot at the bar. They know Mark Ryker is a crook and suspect that he is a slaver. If the characters talk a little to them, they may come to additional conclusions. Note: Neither Damon nor Boca will assist in the adventure other than giving information and advice. They would, however, shelter the PC's if they are in trouble.

Paid Informant

Possible Skills: Barter/Haggle, Bluff, Interrogation, and/or Intimidation

There are many characters that know or suspect what might be going on. Many of these would be more than willing to take money or some other form of trade to hurt Mark Ryker or others.

- Harold Taverner: Though he is working with the slave ring, he is not happy about it. If he could get out of his current situation he would. He would, however, have to believe that he could avoid jail time.
- Bar Patrons: There are some regulars who go to the Cracked Cask that know more than the slavers give them credit for. Mostly these characters keep silent about what they suspect. A little bribery could change that.
- Dock Workers: There are workers at the warehouse that including guards and longshoremen that know

Artwork Pending

about the fact that slaves are leaving the docks. Some of these people even go to the Cracked Cask or Pirate's Gold on a regular basis.

Records Check

Possible Skills: Computer, and/or Investigation:

-0%: the PC may make multiple rolls to learn each item below.

By checking the newspaper reports, the police blotter, public records, or missing persons reports, the PC could discover any of the following things:

- **There have been four other missing person reports in the area.** (A particularly good roll could reveal that this is 33% more than in other areas).
- **Harold Taverner owes 30,000Vb in back taxes.**
- **Mark Ryker, Joe Taurus and Seamus Whelan all have police records.**
- **Lucius Tyranus** (if he is even known to the PC's) **is known to trade in slaves in Rome.** (Note: this connection should only be made with a very good Skill roll, or detailed Role Playing).

Surveillance

Possible Skills: Computer, Disguise, Hiding and/or Search

Watching the establishment is probably the most obvious way to determine what is going on. This will, however, take considerable time. If the characters are willing, they can easily find a location to watch the Cracked Cask from the outside. There is parking on the street, or the characters might be able to find a way onto the rooftops. Characters could also belly up to the bar and watch from the inside.

Once there, the characters can watch the comings and goings. Eventually their vigilance will pay off. Below is a list of the things that will happen if the PC's only watch. If the characters do anything else they may speed up or stall the events (per the GM's discretion), but they will all eventually happen.

- **Day 1: After a day of watching the bar, you get a feeling for the clientele. You see the three men from the night of Mallory and Guy's disappearance enter the bar alone.** They spend time in the office.
- **Day 2: You begin to establish patterns to daily life at the Cracked Cask. Mark and Harold can be seen arguing about something. Harold gets a black eye.**

Saving the Day

It is possible, and in many ways preferable, if the players are able to rescue Mallory and Guy (and perhaps themselves) while they are still at the Cracked Cask. There are any number of opportunities to do so. The GM or players may want to fight it out with the slaver crew. In doing so they would take out a major portion of the slavery ring.

Indeed this adventure was not designed for the players to go after Lucius Tyranus. Though Lucius is in many ways the head of the operation, he is too powerful and has too many powerful henchmen. Lucius should be "the one who got away," and maybe a person that the

Artwork Pending

- **Day 3: Mark Ryker shows up with a newbie in tow much as he came with Mallory and Guy.** The Newbie never leaves the premises. (The GM can use his discretion on who and what this character is.)
- **Day 4: Fight breaks out in the bar. Mary Taverner ends it by shooting a shotgun in the middle of the bar. People flee, the cops are called and two people are hauled off to jail.**
- **Day 5: More of the same. PC's are getting bored.**
- **Day 6: Lucius Tyranus shows up early in the morning before the bar is open. He stays for about a half hour and then leaves like he has a purpose. He has a large entourage with him.**
- **Day 7: All the slavers show up at the Cracked Cask at 3:30 AM. They begin hauling crates from the bar and load them onto a truck. The truck is driven to a warehouse near the docks. These boxes contain the slaves.**

characters want to combat once they have gained more experience.

If the characters have managed to escape from the Cracked Cask and rescue Mallory and Guy, then proceed to Chapter VIII. This is where the characters can collect their reward and decide how to continue with their next adventure.

If, however, the characters have been unable to rescue Mallory and Guy then proceed to Chapter VI for a last ditch attempt to "win" this adventure.

If the PC's are taken captive, go to Chapter V.

Chapter V: Capture and Escape

Capture

It is possible that the player characters will be captured at some point during the adventure. When this happens the characters should feel the depths of despair.

The slaves are scheduled to be shipped away seven days after the start of the adventure. This is the amount of time that it will take Lucius to purchase the slaves and arrange for their transport to Rome. During this time the slavers want to break the slaves will. They do not want to cause permanent harm because they want to retain a good sale price. As such, they will generally be kept in uncomfortable positions, and given minimal food. Sometimes the slavers will also beat or otherwise abuse the slaves. When they do, however, they will try an leave as few visible marks as possible.

On average the slaves are given food once a day. Those are only leftovers, or perhaps a small cup of rice. When a meal is brought to them, the slaves are kept chained by their ankle to a manacle on the ground

while the slaver watches.

The slaves are always chained to the walls and are occasionally moved to various positions as per the whim of the slaver. If they are passive they will be allowed to lie down, but if they act up they will be forced to stand, or put into a stress position.

Characters that are allowed to sit or lie down will lose 1 point of END per day. Those forced to stand will lose 1d4+1 END per day. Those forced into stress positions will lose 2d4+2 END per day. Once all END is lost he will lose CON instead of END.

The slavers will normally discontinue any harsh treatment once the character loses all END. They want to keep them healthy enough to fetch a good price from Lucius Tyranus.

Fortunately, the slavers are becoming complacent. There are weaknesses that can be exploited when attempting to overcome them as detailed below.

Escape

Should the PC's be captured they will be able to attempt an escape. Each character can make one attempt per day. Characters can attempt to assist other characters, however, at any time. Most often such assistance does not amount to much since the characters will probably not be able to physically interact with each other. They can, however, distract a guard, give encouragement, make OBS rolls, or other things which might help a character.

The PC's should first attempt to use their own skills, and guile to escape. Should this fail, there are several other alternative "outs" that the GM can use to assist the characters.

Who's on Guard?

The ways in which the captives could escape will depend on who is, or isn't, around them at the time of the attempt. The slaves are most often tended to by Mary or Harold, though they are sometimes visited by Mark Ryker, Joe Taurus or Seamus Whelan.

Roll a 1d8 to determine who has guard duty any given time (or the GM may choose as desired):

1-2) Mary Taverner: Mary is the most wary and the least likely to be fooled by tricks when she is alone. All characters have a -5% penalty applied to any skill roll while Mary is in the room alone.

3-4) Harold Taverner: Harold is probably the least wary. He sees the slave trade as an unfair burden and hates doing it. He can be quite petty and abusive to the slaves, but it is really a mark of his own self-loathing. All characters gain a +10% bonus when making any furtive special skill rolls while Harold is in the room by himself.

5) Mary and Harold together: These two coming together is actually the easiest time for the characters to make an escape attempt. The reason is that Mary is not on her guard as she normally is, and both characters are distracted with arguing with each other rather than focusing on the slaves. Any skill roll will have a +15% bonus under these conditions.

6) Seamus Whelan: Seamus is wary and business-like. He sees slavery as a business and treat it as such. Any skill roll will have a -5% penalty applied to it.

7) Mark Ryker: Mark is also wary about the slaves,

though he has a certain level of disdain for them. He does not believe they can escape, but he still keeps one eye open. (No penalty or bonus.)

8) Joe Taurus: Joe is a sadistic bastard. He feels nothing but contempt for the slaves, a fact that could be used as an advantage. He doesn't believe that they would possibly be able to mount an escape against him. He enjoys petty torments and physical abuse of the slaves. Any skill roll will have a +5% bonus.

Options

The characters have many options open to them as they determine how to escape. Most of this will depend on their own special skills and their abilities to utilize them. The following skill opportunities are typical ways that the Player Characters could escape. The Players and GM are, however, encouraged to improvise.

Note: See "Secondary Skills on page 28 for additional ways to augment the rolls noted below.

Information Gathering

In order to escape the PCs will most likely first need to obtain some key information.

The most important of which is where the keys to the manacles are kept. That bit of information will be obvious the first time one of the slavers comes down to the pit. The key is kept upstairs in the Harold's desk, but the slavers bring it down with them during dinner time. Each of them puts the key in their front pocket between uses.

In addition to this, the characters may also learn the following information:

Blacksmithing:

- -0%: **You notice that one of the links to your manacles is damaged. If you angle it the right way you think you might be able to bend the link enough to escape.** The manacle's STR is 14 instead of 19 for any contested STR roll.

Search:

- -15%: **You see the glint of metal laying in the hay on the floor near your feet. As you look closer, you realize that it is an old fork. It is within your reach.** Note: The fork could be used to pick the lock. It could also be used as an improvised weapon. (Simple Melee, 1d4-2 Damage, Tiny, 45% conceal, Rate: As small knife.)

Escaping Bonds

This assumes that the character is attempting to escape by freeing himself from the bonds that are holding him. Once the character is free he will free his fellow slaves and then they will all fight their way out.

Unless otherwise noted, PCs may make one attempt to escape their bonds per day.

Contested STR: Per the instructions in the core rule book on Restraints, the character can attempt to use contested STR rolls to attempt to break the chains. Characters with STR of 15 or less may only try once per day. Characters with 16-17 STR can try twice. An STR of 18+ enables the character to try three times per day.

Pick Pockets: This assumes that the character is attempting to pick the pocket of one of the slavers when he is released from his bonds during mealtime. A successful roll means that the character is able to obtain the key without being noticed.

A Failure in this skill roll will result in the character being caught, thus resulting in a severe beating and the loss of food for the day. (-1CON and -1d4END)

- -10% **You are able to steal the key without being noticed.**

Slip Bonds:

- -10%: **You are able to slip one hand out of the manacles.** (The PC may then make an additional 1d4 attempts to release the second hand. Each of these subsequent attempts is also at a -10% penalty.)
- -15%: Same as above except the character's subsequent attempts are at a -0%.
- -25%: PC is able to free both hands from the manacles.

Conning the Guards

This assumes that the PC is attempting to escape by interacting with the guards. It is much more difficult to escape this way and will involve a significant amount of role playing.

In game terms, the PC will need to make multiple

successful rolls in order to achieve their goal. The number of successes will depend on what their ultimate aim is as indicated below.

Furthermore, these successful rolls must all be made on the same guard.

- Enticing the guard to come close (to attack while still in restraints, attempt to pick pockets, etc.): 1 successful roll required.
- Being temporarily released from bonds (long enough to try and overpower the guards): 3 successful roles required.
- To be set free completely and allowed to walk away from the Cracked Cask: 5 successful roles required.

These successes can be made over successive days, or by multiple characters attempting to work on the guards at the same time. Characters are able to continue to try and manipulate the guards until they fail a roll.

Once a character fails a roll, the guards will punish the character for it. Punishment could range from being denied their meal to being beaten, or being shackled in a stress position. The GM should determine the punishment based on any criteria deemed pertinent.

Each failed attempt will result in a -5% (cumulative) penalty for each successive attempt. Once any individual character fails three times that character will be beaten, gagged and rendered unable to make future escape attempts (physical or manipulative) until he is taken to the warehouse (see Chapter VI, page 29-31).

Bluff: The character can attempt to lie about anything that he thinks will manipulate the guards. There are any number of possible lies so the GM should determine the difficulty/believability of the lie as shown below:

- -0%: Average Difficulty
- -10%: Moderate Difficulty
- -15%: Difficult
- -25%: Extreme Difficulty

Intimidation: Since the characters are at the whim of their captors, this skill will only work with extreme difficulty. Anything other than this will automatically fail.

- -25%: (Works on Harold and/or Mary Taverner only.) **Your threats are so convincing that** (Harold and/or Mary) **believe you.**

Barter/Haggle: Since the characters are at the whim of their captors, most offers will only work with difficulty.

- -0%: This is predicated on the character offering sexual favors for a blanket, extra food, or some other believable request. The slaver will release the bonds with the anticipation of locking the character back up after he/she is satisfied. This should, however, enable the character enough freedom to attempt to overcome the slaver.
- -25%: Will work on any slaver. It is predicated on offering the slaver a serious sum of money for their release. Should the GM choose, a successful result may also require a successful Bluff roll.

Gambling: Will only work against Harold Taverner. It is

also unlikely that he will move on the opportunity as he already has most of what he wants simply by holding the character. He is unlikely to simply release the character, but he could be convinced to loosen their bonds, bring them more food, or do something else that might increase the chances of escape.

The result of the gamble can be made any way the GM chooses. A Gambling skill roll-off is one option (treat as a contested roll), or the GM and Player can play a quick game of cards to decide the result.

If he loses, he will fulfill his part of the bargain.

Hiding:

- -0%: A hiding skill could enable a character to conceal hidden weapons or to conceal the fact that the character's bonds are already loose.

Slight of Hand:

- -0%: A successful roll of this skill (-0% penalty) will enable the character to hide an object from the slaver's view.

Secondary Skills

The following skills may not directly help with the intended escape attempt, but they could be useful in augmenting skill rolls.

- **Bluff:** A Bluff skill can be used to augment any other applicable skill roll as detailed in the Combining Special Skills section of the Core Rule Book.
- **Leadership:** A character using this skill could improve the way the other characters work together. Give all characters a +10% bonus for all skill rolls during the encounter if this skill roll is made successfully.
- **Showmanship:** This skill can be used to augment any other applicable skill roll as detailed in the Combining Special Skills section of the Core Rule Book. (i.e.: Augmenting a Bluff roll when pretending to be sick with the intent of the guard loosening the bonds, or attacking the guard when he comes close.)

Fighting Your Way Out

Once one or more of the characters have escaped their bonds they will still need to flee from the Slave Pen. This may not be an easy task, particularly since the PC's will all be wounded and weak from the abuse they have taken.

However the PC's choose to escape, there will be several of the slavers around to attempt to stop them. The GM should determine which of the slavers are present. At a minimum both Harold and Mary will be somewhere in the bar.

The two most likely options for escape are listed below, but the PC's and GM should improvise additional options as desired.

- **Leaving through the Trap Door:**

This option is basically to have one or more characters try to escape through the trap door and then flee the Cracked Cask out the front door. While this might be the most direct route there are potential problems with it.

 1. Someone is almost always in the office. This person will certainly attempt to stop the escape.
 2. There is a lamp resting on top of the trap door. Though it will not prevent the door from opening, it will cause a loud noise and draw the attention of the slavers even if they are outside of the office.

- **Laying in wait:**

This option involves staying in the slave pit and waiting for one of the slavers to come down for feeding time. At that point the characters would attempt to overcome the slaver and then make their escape.

While this will enable the characters a good chance of removing at least one of the slavers, there could still be others upstairs (as determined by the GM). There is also a chance that more than one guard comes to pay the characters a visit.

The PC's could use any of the following skills to help with this endeavor. All of these skills would be at a -0% penalty unless otherwise determined by the GM.

- **Hiding:** The character is able to find a place to hide where the slaver won't see him until it is too late. A successful roll would enable the hidden character to get one round of free combat. The slaver's defense bonuses would be negated for that round.
- **Set Traps:** Though there is not a lot of opportunity for a trap, a creative player might be able to come up with something. One option being to loosen the rungs to the ladder leading down so that the character will fall through when he steps on it.
- **Silent Kill:** See Core Rulebook.
- **Stealthy Movement:** Would enable a character to sneak up behind a guard and attack him. A successful roll would enable the hidden character to get one round of free combat and negate the slaver's defense bonuses for that round.

Failed Escape

Should the player characters attempt to escape but fail, they may not yet be doomed to a life of slavery. Chapter VI details information about the warehouse, where the slaves are kept prior to being shipped to Rome. At the warehouse, the characters will have one final attempt to escape on their own.

The GM can also choose to use any of the items from the Deus Ex Machina section (page 32) to free the characters before they leave the Cracked Cask.

Artwork Pending

Chapter VI: Lucius Tyranus & the Warehouse

Lucius Tyranus

Lucius Tyranus is a Freeborn Roman that has made a fortune in many forms of trade. He started with importing grain to Rome and expanded from there to include wine, textiles, and pretty much anything else the Roman aristocracy wanted. Ultimately this also included slaves.

Being raised in ancient Rome, he is used to slaves as being a part of daily life, and sees no trouble with being part of the slave trade. He does, of course, know that it is illegal to transport slaves internationally and so he keeps his operation small and tries to limit his exposure.

Depending on how the player characters deal with the earlier part of the adventure, this character might not even make an appearance.

Lucius will only show up at the Cracked Cask on the day before he has a ship ready to sail back to Rome. He will come to the pub with his three trusted guards,

Cornelius, Germanicus and Julius. The reason for this visit is to look at the merchandise and barter for the slaves.

At 3:30 AM on the seventh days after the adventure begins, the slaves are bound and gagged and forced into wooden crates so as to be disguised as freight. Mark delivers the slaves to a warehouse. There they are kept while they wait to be loaded onto the awaiting ship. Once onboard there is almost no escape from being sold in the slave markets of Rome. (See *Deus Ex Machina* and/or *Closing the Adventure* for options and details.)

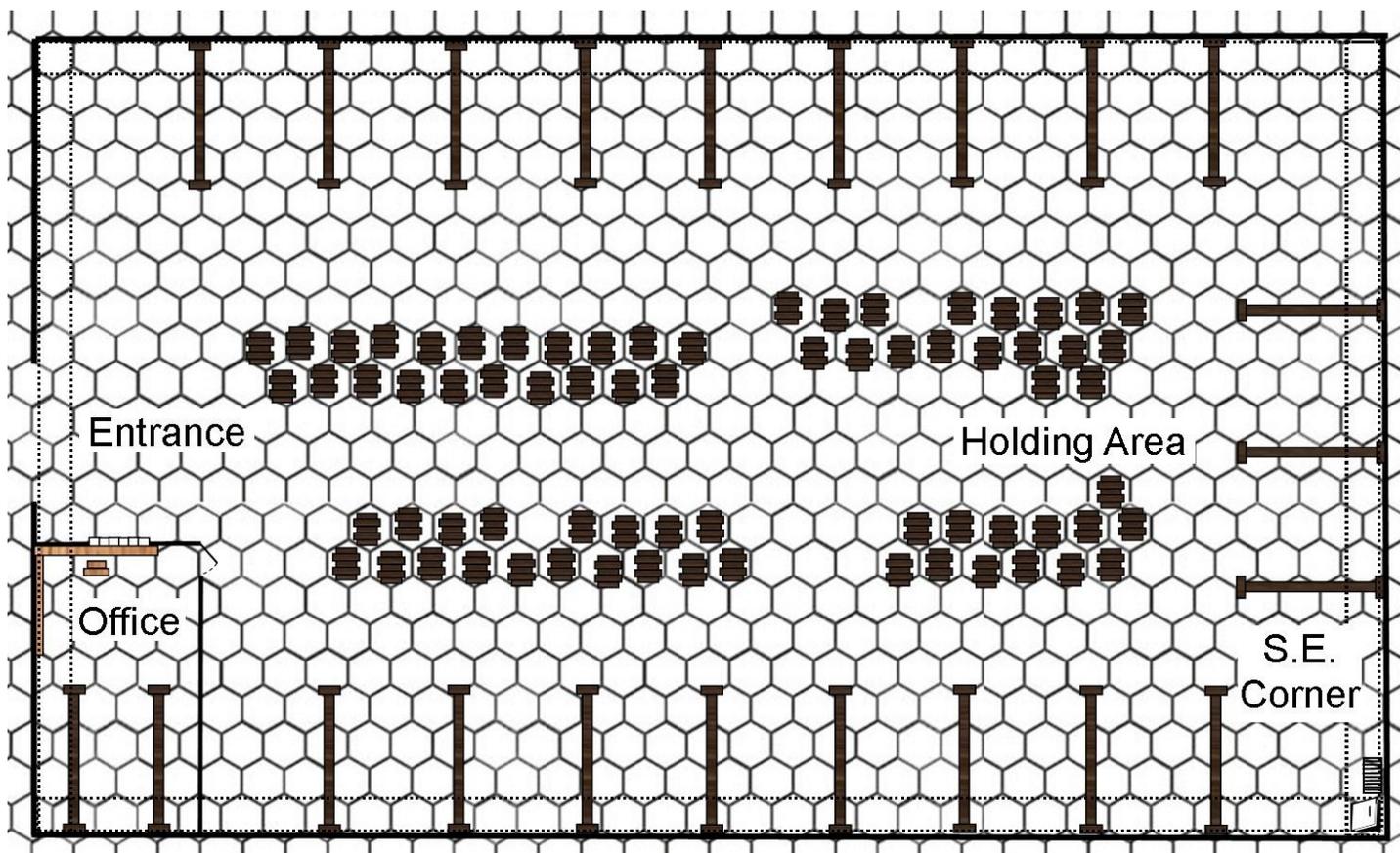
Details on the warehouse can be seen on pages 29 to 31. These details have been included mainly because this is the last opportunity for the player characters to escape. Should their efforts fail here they will be ocean-bound for an unhappy ending. The warehouse is also the closest link to Lucius Tyranus, as it is owned by him.

The Warehouse

Depending on how the investigation goes, this section may not even be used. It is quite likely that the PC's are able to rescue Mallory and Guy before they even get this far and so the existence of the warehouse might never be revealed to them.

Here, however, are two normal reasons that the characters might find themselves at this warehouse:

1. The PC's were unable to definitively locate Mallory or Guy while they were at the Cracked Cask. The PC's managed to trace them to the warehouse for one final attempt at rescuing them.
2. The PC's have been caught by the slavers and are themselves headed for Rome's notorious slave markets. This represents their last chance of freeing themselves before being sold into a life of servitude.



Entrance

This is the main warehouse where Lucius Tyranus keeps his goods until they are ready for sale or shipment. Both incoming and outgoing products are stored here.

The warehouse door is always open during the day. At night a metal garage door rolls down and is padlocked from the inside.

The warehouse is always guarded by 1d4 guards during the day and one at night. The first of these will always be in the office while the other can be in any location the GM desires, including patrolling outside.

The GM may also desire to have Germanicus, Julius or even Lucius attend to the slave transaction in person. This will greatly increase the difficulty of completing the adventure, but would be appropriate for an unusually powerful party.

Read the following for anyone entering the warehouse for the first time.

You are in a cavernous room that is dimly lit by bare electric light-bulbs dangling from the high ceiling. The room is one 160 feet long by 110 feet wide. The ceiling, which is about twenty feet from the ground is constructed of metal rafters with a tin roof.

The walls are lined with giant shelves. While some of these shelves are empty, many are filled with boxes or burlap sacks. Stretched within the middle of the room are piles and piles of crates, each one nearly identical to its neighbors.

Along the western wall you see a small room with a window and a door, which seems like it might be a small office.

The Goods:

The warehouse is lined with all sorts of mercantile goods from every conceivable area of the world. Lucius is a fine businessman with connections all over the world. He will dabble in anything that he believes will make a profit, so it is conceivable that he has pretty much any common merchandise that can be found in the core rule book as well as some specialty items (per the GM's discretion).

The GM can embellish these goods to whatever end he desires. The characters should be able to determine what is in these boxes simply by reading the tags on them or opening them up. Many other items, including a fine selection of melee weapons are stacked neatly among the myriad shelves.

Office

This is an office area that has a window facing out to the warehouse entrance and a door leading to the warehouse floor. There is always one or two guards in this room at any time. (Note: Use Lucius's Guards for this duty, page 46.)

Looking into the room you see stacks of paperwork cluttering the desk. A pot of coffee is brewing in a dirty carafe within arms reach of the desk. The back of the room is filled with sparsely-covered shelves containing assorted curious items and boxes.

At present these shelves are mostly bare, but they do contain several items of interest. These items include:

Treasure

Magic Items: For each of the magic items, make a random roll to determine the spell, PR, charges, etc., as detailed in the core rule book:

- 3d4 Magic Scrolls
- 2d4+1 Alchemic Concoctions
- 1d4-1 Amulets
- 1d6 Magic Receptacles
- 1d8 Touchstones
- 1d4-1 Trigger-Word Magic Item

Cybernetic Body Parts

- 1d4 Arms
- 1d4 Legs
- 1d6 Eyes
- 1d4-2 Hearts

Assorted Items

- 1d6 Grappling Gun
- 1d8 Telescopes with Tripod
- 1d10 Flair Guns
- 2d6 Laptop computers
- 1d8 Arctic grade Tents

Holding Area

Prior to being brought into the warehouse the slaves were placed in shipping crates. These crates are placed at the end of the row.

From a gaming perspective this gives the characters the opportunity to sneak around the warehouse more easily. This area of the warehouse is particularly dark and the crates are packed high enough to allow the characters to move about without being seen.

The South-East Corner

This area is both a way into and out of the warehouse, if the characters are sly enough to locate it.

Search:

- -0%: In the far corner, you make out the familiar shape of a ladder reaching upward. The ladder appears to lead to an catwalk, which rings the inside of the warehouse.
- -15%: As you look closer, you see that there is also a rooftop access hatch located at the top of the ladder.

Artwork Pending

Rescuing Mallory and Guy

If the player characters have not been captured, but have fail to rescue Guy and Mallory at the Cracked Cask, there could still be a chance to rescue them at the warehouse.

Here are some possible skills that will enable the characters to aid in the rescue:

The Stealthy Approach

Should the characters choose to sneak into the warehouse they have many options open to them. Here are a few:

Bluff:

- -0% if used against a regular guard, -15% if used against one of Lucius' lieutenants: (Note: This is done under the assumption that the characters are attempting to gain access to the warehouse as customs inspectors, or some other similar official. Other potentially believable lies can also be used.) [The guard allows you into the warehouse.](#)

Climbing:

- -20%*: [You are able to scale the wall and reach the roof.](#)
*Note: This is climbing without a rope. If the character is able to find a rope or some other means to assist in the climb, the penalty would be reduced to -0%.

Search:

- 0%: [On the roof, near the back corner of the building, you notice a small hatch that seems to lead into the building.](#)

Stealthy Movement: Use this option if the character is attempting to sneak through the warehouse's main entrance. As detailed below, the character may need to make two rolls to get into the warehouse, the first to get into the warehouse itself. The second to get past the guard in the office.

- -0%: [You are able to sneak past the guards and into the warehouse without being seen.](#) Second roll needed to get past office, also at -0%.
- -15%: [You are not only able to sneak past the guards outside the front of the building, but you also managed to sneak past the guard lingering in the office.](#)

The Direct Approach

The PC's might decide that the only way they can enter into the warehouse and save Mallory and Guy is by brute force. Combat may also be needed if the characters are caught trying to sneak into the building.

Should either of these things happen, the GM should keep the following in mind:

1. There are always one or two guards on duty (GM's choice). If these guards are not dispatched quickly and quietly (within 2 combat rounds) they will call out for help.
2. Help will come in the form of 1d4 additional guards. These guards will start to show up on the fourth

round of combat. One guard will become engaged in combat every round until all the guards arrive.

3. If the combat takes more than 10 rounds then additional guards (GM's choice), and the INSL regular police force will be summoned.

In the aftermath of this combat it should also be noted that murder in Valhalla is a serious offense, often resulting in the death penalty. Should the guards be killed during this combat the PCs will have to answer serious questions from the authorities. Finding Mallory and Guy might ease some of this, but even that will not negate killing innocent guards.

Escaping the Warehouse

If the PC's were captured and unable to rescue themselves from the slave pit, they may still have a chance to escape while at the warehouse.

The primary, and preferable way is through use of brute force or special skills. Failing that the GM may choose to assist the PC's as is detailed in the Deus Ex Machina section (Chapter VII).

Brute Force

This option might best be taken advantage of by a very strong character. It allows the character to break free of the crate simply by repeatedly beating it until he breaks free.

The crate has an STR of 15. The character will suffer a -4 STR penalty because he is confined and unable to fully engage his strength. The character must then make a contested STR roll against the crate in order to break it. (See Contested Ability Rolls in the core rule book for details.)

Someone will arrive after the character has made six attempts. The GM may decide if the person that finds them is a guard friendly to Lucius, or if it is a customs inspector (as detailed in the Deus Ex Machina section).

Special Skills

The following are but a several skills that can be used to escape confinement. The players and GM are encourage to use other creative methods.

Carpentry:

- -0%: [Your keen eye for detail shows a flaw in the wooden crate. The side is not joined properly and you believe you can kick it out.](#) As with Brute Strength above, the character must make a contested STR roll against the crate. Because they have spotted the crate's weakness, however, the crate's STR is 10 instead of 15.

Slip Bonds:

- -0%: [You managed to slip out of the ropes with little problem. Whether or not you can escape from the wooden crate is another question.](#)
- -20%: [After easily pulling free of your bonds you begin to push against the wooden crate. Faster than you expect, the wooden crate gives way with a satisfying crack.](#)

Chapter VII: Deus Ex Machina

If the PC's are unable to escape the GM has several options that would enable the PC's to avoid a life of servitude. The GM can use any of the following options:

Help from Guy Buiron

Guy is also captured in the same cell as the PC's and Mallory Lyonette. Guy has a lock picking skill. He does not have any tools, but food will eventually be brought to the group. Guy could use a stolen chicken bone to pick the locks on the manacles.

For gaming purposes, Guy will automatically fail his attempts to escape in this manner, so that the PC's can enact the rescue. If the PC's fail, however, Guy could succeed in his future attempts, if the GM chooses.

Alternately, Guy may be able to give the chicken bone idea to another character, if they have not thought of it.

Help from Mallory Lyonette

Mallory does not have many skills that will help in this situation. What she does have, however, is a father who is both wealthy and powerful.

It would not take much to convince the slavers who she is, particularly with the fliers being passed around. The slavers may even see this and decide to ransom her rather than sell her into slavery.

If they do this, they will make the trade successfully, but Mallory will recite the entire story to her father. Mr. Lyonette will quickly hire thugs to revenge his daughter. The other prisoners, including the PC's would be rescued in this scenario.

Please note, however, that in this circumstance, Guy may also be killed by the hired thugs (if the GM chooses). Mr. Lyonette is not happy with Guy either and may choose that opportunity to be rid of Guy.

Help from the INSL

There are a pair of INSL detectives that are investigating the slavery ring. They are a Newbie 1930's Homicide Detective named John Davis and his Gorgonian Alien partner, Ix'abin. They are monitoring what is going on and gathering evidence. Though they don't have all the pieces at the start of the story, within a few days they will have pieced everything together and have enough evidence to initiate a raid.

This raid could occur at any location the GM chooses (Cracked Cask or the Warehouse). During the course of the raid the prisoners would be freed and one or more of the slavers would be captured or killed.

This option serves as the emergency escape valve for characters that have tried everything but have failed to free themselves.

Customs Inspector

There are regular customs inspectors that come around. These are, for the most part, honest and hard-working people that would take immediate action if they found slaves being shipped from their docks. The GM has the option of having a Customs Inspector randomly opening a crate with a slave in it as a vehicle to freeing an enslaved character.

This Inspector could also be inspecting the goods when a PC attempts to free himself by brute force, or simply call out for help. A simple OBS roll would be all that is required to know that somebody is walking around outside the crates. Further GM interjection could make Mallory or Guy be the ones to call out if the PCs are unwilling.

Chapter VIII: Closing the Adventure

A Life in Slavery

Should the PC's fail to escape and the GM does not want to use the Deus Ex Machina alternatives, there is always the option of allowing them to be sold into slavery. This, however, does not necessarily mean the end of the line. A creative GM could come up with a way to use this to create a deeper narrative.

After leaving the warehouse, the slaves are all taken to ancient Rome. There they would be auctioned off and sold to the highest bidder. This could lead to any number of potential adventures for a creative GM.

Here are some options:

- PCs are sold to the arena as Gladiators.
- PCs mount an escape attempt.
- Ship capsizes in storm on way to Rome. PC's face off against Slavers. If they survive maybe they decide to go back and get revenge on the slavers at the Cracked Cask.
- PC's attacked by pirates. After they take the ship the

pirates offer the PCs the option to join them or die.

- PCs become slaves for a number of years but then:
 - * Rescue master or master's loved one and are given freedom in return.
 - * Escape from servitude.
 - * One of the PCs is found by a friend from the world before Valhalla, who sets them free.

Reward

Assuming the PC's have been able to rescue Mallory (and maybe Guy) from the slavers, they should be due the promised reward. There are a few things that could change this. These things include:

- INSL involvement: The involvement of the INSL will mean that the INSL will take a share of the reward money (normally 10-25%). Their bureaucracy will also result in a delay of payment .
- Characters unaware of reward: If the PC's are captured on the first night they will be unaware of the

reward for Mallory. As such they will probably not know to return her to the Adventurer's Guild and therefore not be eligible for the reward. Even so, depending on how the adventure went down, Mr. Lyonette may still offer a partial reward to show his appreciation for returning his daughter safely.

- Mallory is killed during the rescue: The reward is for Mallory's safe return. If she is killed during the course of the adventure, the reward will not be paid.
- Mallory is injured: Depending on the nature of the injury and what Mallory tells her father about the events, some or all of the reward money may not be paid. The GM determines this result.
- The PC's treat Mallory badly: Mr. Lyonette will take it badly if his daughter is mistreated by the PC's. Depending on the nature of the PC's actions, some or all of the money may be withheld (see "Mallory's Disposition" below for details).

If, however, she is returned to the Adventurer's Guild without these complications, the following will occur:

1. Characters will be debriefed.
2. Simon Jacobs will contact Mr. Lyonette to discuss.
3. Mr. Lyonette will talk to his daughter.
4. Mr. Lyonette will talk to the PC's.
5. Mr. Lyonette will give approval for disbursement of funds
6. Simon Jacobs will give payment to PC's minus the 10% cut for the Adventurer's Guild. This results in 9000 V-bills for the PC's to share.

Mallory's Disposition

After the PC's have their initial conversation with Simon Jacobs and learn the details about the reward, they may wonder whether or not they will need to take Mallory in by force. She did, after all, run away from her father and prospective husband.

When she ran away, however, she wanted little more than to get a chance at an adventure. As it turned out, her adventure quickly soured.

As such she will be more than happy to return home to her father after the events of the adventure. She will not stop the characters from taking her to safety. Depending on the actions of the PC's, she will most likely speak highly of them to her father, thus ensuring that they receive the promised reward.

What Next?

Guy's Future

Guy is in a very difficult position. He knows that Mr. Lyonette will never forgive him for running away with his daughter. As such Guy doesn't see many options other than remaining in Ada-Kar and resuming his skills as a Blacksmith.

Should the PC's like the idea, however, they may invite Guy to adventure with them. This could be a good chance to start building an adventuring team.

Future Opportunities

With this adventure completed there are many other opportunities for the PC's to continue adventures in Valhalla. Here are a few ideas:

- The Adventurer's Guild: The Guild has many postings of adventures throughout the world of Valhalla. Use this information to launch the next adventure.
- Mr. Lyonette: If he is pleased with the PC's actions he may consider hiring them in any number of capacities. Most likely he will need guards to watch his shipments, or as personal bodyguards for him and his family.
- Revenge: During the course of the adventure the PC's may not capture or kill all of the slavers. Lucius Tyranus, for example, will most likely get away. Should the PC's choose, they may decide to finish the job.
- A Life of Crime: The way that the PCs handled themselves could impress Lucius Tyranus, or other underworld elements. Should the PC's be predisposed to that lifestyle, they may be recruited by some criminal element.
- Joining the INSL: Joining the law enforcement arm of the INSL has many perks. There will be a steady income along with many opportunities for adventure. Lower level characters often start out as policemen in Ada-Kar. There is also room for special agents, that can travel worldwide, solving problems and seeking adventure.
- Myrith & Marcus: These two characters are guests that are staying in the Pirate's Gold. The PC's may have spoken with them on several occasions. They are in the planning stages of an adventure. All things depending, they may invite the PC's to join them.

The adventure simply involves traveling to the mystical land of Xa'cor dy Yelphet in order to find magic components. It can be dangerous, however, so they are looking for additional characters to assist them. They are working outside of the Adventurer's guild for this, and will offer an equal cut of all proceeds.

Artwork Pending

Mallory Lyonette

Archetype	Budding Adventurer	AGL	17	High Pain Thresh.	N/A	Skills	
Race	Human	CHR	16	Magic Resistance	AGL	10%	Art: 40%
Level	1	CON	12		CHR	5%	Etiquette 35%
Size	Medium	END	12		CON	N/A	Heraldry 30%
Home Tech Level	4	INT	14		END	N/A	Horsemanship 40%
Initiative Bonus	-2	OBS	10		INT	N/A	
Movement	30'	STR	10		OBS	N/A	
		WIS	12		STR	N/A	
				WIS	N/A		

Dodge	13	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	13	Brawling	+2	1d4-1 / 1d6-1	4	1	1	NA
Perry	10	Simple Melee (no Weapon)	+1				1	

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor (None)							
Body (Base:11.5)	7	22	14	11	11	18	18

Current CON	12
Current END	12

Betrothed to an older man she didn't love, Mallory escaped with Guy to Ada-Kar. She hoped to start a life of adventure but ended up making a poor decision that led her to Mark Ryker, who took the two as slaves.

Guy Buiron

Archetype	Budding Adventurer	AGL	12	High Pain Thresh.	N/A	Skills	
Race	Human	CHR	13	Magic Resistance	AGL	N/A	Barter/Haggle 30%
Level	2	CON	12		CHR	N/A	Blacksmithing 45%
Size	Medium	END	11		CON	N/A	Lock Picking 30%
Home Tech Level	4	INT	9		END	N/A	
Initiative Bonus	0	OBS	11		INT	N/A	
Movement	20'	STR	16		OBS	N/A	
		WIS	10		STR	5%	
				WIS	N/A		

Dodge	12	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	13	Knife Fighting (no knife)	+1					
Perry	8	Brawling	+1	1d4-1 / 1d6-1	3	1	1	NA

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor (None)							
Body (Base:12.75)	8	23	16	12	12	20	20

Current CON	12
Current END	11

From the French area of the Imperial Nations. He was a lower-middle class lad who was in love with Mallory. She was betrothed to an older man she didn't love. He talked her into running away with him to Ada-Kar for a life of adventure. Things took a turn for the worse when Mark Ryker captured them, planning to sell them into slavery.

Damon Anseti

Vital Statistics							
Name	Damon Anseti			Race	Human	Age	Middle Aged (50)
Archetype	Freebirth (Ex-Adventurer)			Gender	Male	Level	10
Literate?	Yes			Size	Medium	Experience	148,230
Home Tech Level	N/A (Ada-Kar)			Height / Weight	6' 1" / 205 Lbs	Luck Points	N/A

Basic Statistics						
Ability	Total =	Base +	Race +	Age +	Skill +	Misc.
AGiLity	18	16	2	-1	1	
CHAisma	17	15		+1	1	
CONstitution	16	16	1	-1		
ENDurance	11	12		-1		
INTelligence	13	13				
OBServation	11	11				
STRength	10	11		-1		
WISdom	16	15		+1		

Attack Skills (Class)		
Firearms	SP: Pole Arm	
SP: Swordsmanship	Throwing Weapons	

Attack Skills (Sub-Class)					
Sub-Class	Total =	Skill+	BS+	Race+	Misc.
Handguns	+8	+5	+3		
Swordsmanship	+8	+5	+3		
Shoulder-Fired Weapons	+6	+3	+3		
Pole Arm	+4	+1	+3		

Basic Statistic Related Abilities						
	Total =	Base +	Race +	BS +	Skill +	Misc.
Initiative	-4	0		-3	-1	
Movement	35' (7)	20		+15		

Hand To Hand Skills					
Skill Name	Total =	Skill +	BS +	Race +	Misc.
Brawling	+3	+0	+3		
Wrestling	+4	+1	+3		
Throwing	+3	+0	+3		

Encumbrance					
Unencumbered	Light	Medium	Heavy	Extreme	Maximum
0-40	41-65	66-110	111-180	181-300	301-495

Languages (_4_Max)	
Language	Ranking
English	4
Italian	4
Elvish	3
Ogre	3

Followers (_6_Max)
Boca Raton
Uffo Asmundson
Marcus Danatoni (KIA)
Bianca Cenobia (KIA)

Defense Skills					
Skill Name	Total =	Skill+	BS+	Race+	Misc.
Block	16	+1	3	12	
Dodge	21	+8	3	10	
Parry	11	+0	3	8	

Resistance Skills					
Ability	Total =	Skill+	BS+	Race+	Misc.
High Pain Threshold	30%	30%			
True Power (AGL)	45%	30%	15%		
True Power (CHA)	40%		10%		
True Power (CON)	35%		5%		
True Power (END)	30%		N/A		
True Power (INT)	30%		N/A		
True Power (OBS)	30%		N/A		
True Power (STR)	30%		N/A		
True Power (WIS)	35%		5%		

Special Skills					
Skill Name	Total % =	Skill +	BS +	Race +	Misc.
Carousing	70%	60	10		
Computers	50%	40		10	
Detect Traps/Alarms	50%	50			
Fast Draw	55%	30	15	10	
First Aid	65%	60	5		
History	40%	40			
Horsemanship	55%	40	15		
Magic Lore	40%	40			
Rope Use	55%	40	15		
Search	50%	40		10	

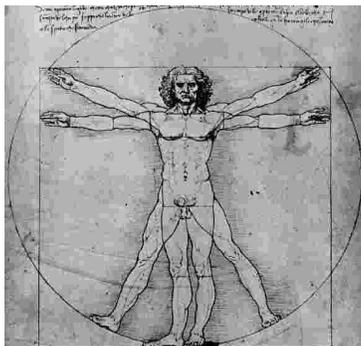
Weapons & Offensive Items

Weapon #1						Hand to Hand Attacks						
Type		Attack Bonus	Damage	Range	Rate	Attack Type	Bonuses	Rate	Punch	Kick	Bite	
Lt Plasma Pistol		+8	2d8+2	R	4	Brawling	+3	9/2	1d4-1	1d6-1	1	
Rounds	Tech Level	Size	Weight	HP	Conceal	Wrestling	+4	9/2	N/A	N/A	N/A	
A	7	Small	1	25	-5							
Special:						Ammo						
Weapon #2						Ammo Type	# Magazines / quivers	# Loose	Current Ammo			
Cutlass*		+8	1d8	1	7/2	Plasma Pistol	1	0	200			
Rounds	Tech Level	Size	Weight	HP	Conceal	Assault Rifle	2	50	30			
1	1	Medium	3	20	-0							
Special: *Mystic Blade of Dra-Kor-Da / Kept under Bed						Range (Long)						
Weapon #3						Weapon	PB	S	Med	L	EX	MX
Assault Rifle*		+6	2d8+2(d4)	R	4B	Plasma Pistol	2	17	44	89	134	180
Rounds	Tech Level	Size	Weight	HP	Conceal	Assault Rifle	7	75	217	366	515	675
30	6	Medium	9	35	N/A							
Special: Bayonet: +4 to Hit, 1d8+1, Range 1, Rate 3												

Armor & Defensive Items

Armor #	Type	HP	Absorb		Locations	AGL Modifier	Block Modifier	Weight	Cost	Special
			Normal	Fire						
1	Cloth	5	1	1	All but head	N/A	N/A	5lbs	50	
2	Kevlar Vest	30	4 (all*)	4	Ch & Ab	N/A	N/A	5lbs	100	*Stops all bullet damage
3										
4										

Hit Points



Base HP=	Rough+	Race+	Current CON	16	Current END	11	
13.25	13.25						
Head (1)		Chest (2-3)		Abdomen (4-5)			
Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> 1</u> Absorbs (<u>1/1</u>)	5	Armor # <u> 1</u> Absorbs (<u>1/1</u>)	5		
Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> 2</u> Absorbs (<u>4A*/4</u>)	30	Armor # <u> 2</u> Absorbs (<u>4A*/4</u>)	30		
Body HP (<u> 8 </u>)	8	Body HP (<u> 23 </u>)	23	Body HP (<u> 16 </u>)	16		
Right Arm (6)		Left Arm (7)		Right Leg (8)		Left Leg (9)	
Armor # <u> 1</u> Absorbs (<u>1/1</u>)	5	Armor # <u> 1</u> Absorbs (<u>1/1</u>)	5	Armor # <u> 1</u> Absorbs (<u>1/1</u>)	5	Armor # <u> 1</u> Absorbs (<u>1/1</u>)	5
Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)	
Body HP (<u> 12 </u>)	12	Body HP (<u> 12 </u>)	12	Body HP (<u> 20 </u>)	20	Body HP (<u> 20 </u>)	20

Boca Raton

Vital Statistics							
Name	Boca Raton			Race	1/2 human/ogre	Age	Adult (32)
Archetype	Ex-Adventurer			Gender	Male	Level	7
Literate?	Yes			Size	Large	Experience	48,732
Home Tech Level	1 (Xa'cor dy Yelpheet)			Height / Weight	7'9" / 410 Lbs	Luck Points	0

Basic Statistics						
Ability	Total =	Base +	Race +	Age +	Skill +	Misc.
AGiLity	16	17	-1			
CHArisma	13	14	-1			
CONstitution	17	15	+1			+1
ENDurance	13	13				
INTelligence	9	11	-2			
OBServation	10	10				
STRength	20	15	+2			+3
WISdom	10	11	-1			

Attack Skills (Class)		
Basic Melee	Throwing Weapons	
Firearms		

Attack Skills (Sub-Class)					
Sub-Class	Total =	Skill+	BS+	Race+	Misc.
Articulated Melee	+5	4	1		
Hand Fired Weapons	+2	2	1		

Basic Statistic Related Abilities						
	Total =	Base +	Race +	BS +	Skill +	Misc.
Initiative	-3			-2	-1	
Movement	35' (7)	30'		5'		

Hand To Hand Skills					
Skill Name	Total =	Skill +	BS +	Race +	Misc.
Brawling	+4	+3	+1		
Wrestling	+1		+1		
Throwing	+1		+1		

Encumbrance					
Unencumbered	Light	Medium	Heavy	Extreme	Maximum
110	180	290	480	790	1305

Languages (_2_Max)	
Language	Ranking
Ogre	4
English	4

Followers (_2_Max)
Grot Ironblade (KIA)

Defense Skills					
Skill Name	Total =	Skill+	BS+	Race+	Misc.
Block	16	2	1	13	
Dodge	16	5	1	10	
Parry	8		1	7	

Resistance Skills					
Ability	Total =	Skill+	BS+	Race+	Misc.
High Pain Threshold	30%	30%			
True Power (AGL)	5%	20%	5		
True Power (CHA)	20%				
True Power (CON)	30%		10		
True Power (END)	20%				
True Power (INT)	20%				
True Power (OBS)	20%				
True Power (STR)	45%		25		
True Power (WIS)	20%				

Special Skills					
Skill Name	Total % =	Skill +	BS +	Race +	Misc.
Barter/Haggle	40%	40			
Carousing	30%	30			
Hiding	35%	30	5		
Intimidation	50%	50			
Reading & Writing	30%	30			
Search	50%	50			
Slip Bonds	45%	40	5		

Weapons & Offensive Items

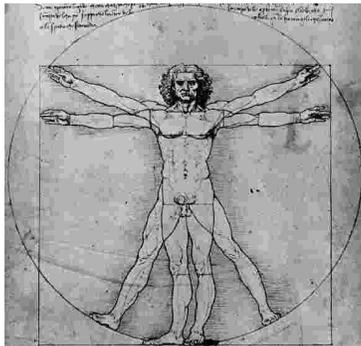
Weapon #1					
Type		Attack Bonus	Damage	Range	Rate
Horseman's Flail		+5	1d8+6	1	2
Rounds	Tech Level	Size	Weight	HP	Conceal
1	1	Medium	2	25	-3
Special: Trigger-Word Item, Concussive Blow, PR4, Charges: 3					
Weapon #2					
Type		Attack Bonus	Damage	Range	Rate
Heavy Automatic		+2	2d8+2	R	5
Rounds	Tech Level	Size	Weight	HP	Conceal
8	5	Small	3	30	-3
Special:					
Weapon #3					
Type		Attack Bonus	Damage	Range	Rate
Brass Knuckles		+4	*	1	Punch
Rounds	Tech Level	Size	Weight	HP	Conceal
1	1	Tiny	8oz	50	-10
Special: Punch +2 (All damage is real damage)					

Hand to Hand Attacks						
Attack Type	Bonuses	Rate	Punch	Kick	Bite	
Brawling	+4	4	2d4+5	2d6+5	1d4	
Wrestling	+1	4	N/A	N/A	N/A	
Ammo						
Ammo Type	# Magazines / quivers	# Loose	Current Ammo			
Heavy Auto	2	50	8			
Range (Long)						
Weapon	PB	S	Med	L	EX	MX
Heavy Automatic	3	15	38	75	113	150

Armor & Defensive Items

Armor #	Type	HP	Absorb		Locations	AGL Modifier	Block Modifier	Weight	Cost	Special
			Normal	Fire						
1	Natural Armor	5	1	1	All	N/A	N/A	N/A	N/A	Thick leathery skin
2	Chain Mail	45	5	2	All but head	-1	N/A	45	700	Kept in room
3	Bone Helmet	10	3	1	Head	N/A	N/A	2	50	Skull of a Chameleon Dragon
4										

Hit Points



Base HP=	Rough+	Race+	Current CON	17
17.75	16.75	1	Current END	13

Head (1)		Chest (2-3)		Abdomen (4-5)	
Armor # <u>3</u> Absorbs (<u>3/1</u>)	10	Armor # <u>2</u> Absorbs (<u>5/2</u>)	45	Armor # <u>2</u> Absorbs (<u>5/2</u>)	45
Armor # <u>1</u> Absorbs (<u>1/1</u>)	5	Armor # <u>1</u> Absorbs (<u>1/1</u>)	5	Armor # <u>1</u> Absorbs (<u>1/1</u>)	5
Body HP (<u>14</u>)	14	Body HP (<u>43</u>)	43	Body HP (<u>28</u>)	28

Right Arm (6)		Left Arm (7)		Right Leg (8)		Left Leg (9)	
Armor # <u>2</u> Absorbs (<u>5/2</u>)	45	Armor # <u>2</u> Absorbs (<u>5/2</u>)	45	Armor # <u>2</u> Absorbs (<u>5/2</u>)	45	Armor # <u>2</u> Absorbs (<u>5/2</u>)	45
Armor # <u>1</u> Absorbs (<u>1/1</u>)	5	Armor # <u>1</u> Absorbs (<u>1/1</u>)	5	Armor # <u>1</u> Absorbs (<u>1/1</u>)	5	Armor # <u>1</u> Absorbs (<u>1/1</u>)	5
Body HP (<u>21</u>)	21	Body HP (<u>21</u>)	21	Body HP (<u>36</u>)	36	Body HP (<u>36</u>)	36

Boxing 'Bot

Level	See Below	High Pain Threshold	N/A
Size	Medium	Magic Resistance	
Initiative Bonus	See Below	AGL	Var N/A
Grouping	1	CHA	N/A OBS N/A
Aggressiveness	See Below	CON	N/A STR Var
Movement	See Below	END	N/A WIS N/A
Cost	3500VB		

Attack skills	Bonus	Damage	Rate	Range	Tech Level
Pugilism	See Below	See Below	See Below	1	7

Level	2	4	6	8	10
AGL	15	16	17	18	19
CHA	N/A	N/A	N/A	N/A	N/A
CON	N/A	N/A	N/A	N/A	N/A
END	N/A	N/A	N/A	N/A	N/A
INT	N/A	N/A	N/A	N/A	N/A
OBS	13	13	13	13	13
STR	16	17	18	19	20
WIS	N/A	N/A	N/A	N/A	N/A
Block	13	15	18	20	22
Dodge	12	15	17	20	22
Perry	N/A	N/A	N/A	N/A	N/A
Initiative Bonus	-1	-3	-3	-4	-5
Movement	25'	25'	30'	35'	40'
Punch Bonus	+1	+4	+6	+8	+11
Punch Damage	1d4	1d4+1	1d4+2	1d4+3	1d4+4
Punch Rate	4	4	5	6	7

Alternate Uses:

Despite its original intent, the Boxing 'Bot has moved beyond its originally intended purpose. As people began acquiring them, they became a hit on the underground gladiatorial circuit in Ada-Kar and Megalopolis, fighting humans, animals and monsters alike. They are very rare in other parts of the world because they are Tech Level 7 items.

As they began to be used as gladiatorial attractions, their owners began to arm them with weapons. Unable to be programmed to use other weapons, their hands were replaced with various punching weapons, including brass knuckles, katars and sometimes punch guns.

When a Boxing 'Bot takes damage from any other source than hand-to-hand combat, the robot's internal and external armor will absorb damage like normal armor. The robot feels no pain, however, and does not suffer from fatigue because it has no END or CON.

Damon's Boxing Bot:

Damon has a Boxing 'Bot that he uses to guard his room. This 'Bot is a Level 4 'Bot that is detailed as Boxing 'Bot 1 below. Additional information is here for your reference on future games.

Territory & Description:

These robots were originally created to be sparring partners for boxers in training. They were designed to match up with various boxers at various stages of ability. A simple turn of a dial will increase the robot's difficulty level, effectively raising it's level of experience to become tougher as the trainer/programmer requires. The levels shown to the left reflect some of these levels of experience and the corresponding abilities of the robot.

The robots are programmed to act in a manner closely resembling human boxers, obeying all the rules of the boxing ring and are able to identify bells, the commands of the referee, and other aspects of boxing.

Perhaps the most ingenious aspect of the boxing robot is the detailed gyroscopic sensors that help equate a punch from a human to equate to "damage" to the robot. Unlike with normal hand-to-hand combat, when a boxer punches the robot, all damage is considered to be real damage. The robot's armor will absorb its normal amount of damage (but will not actually receive permanent damage from a punch) and any existing damage will pass on to sensors beneath the armor. These sensors will keep track of the damage. Once enough damage has been accumulated (i.e.: all HP are lost) then the robot is "knocked out." At that time the programmer needs only to reboot the robot to bring it back up to full strength.

Boxing		Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
		Pugilism	+4	1d4+1	NA	4	1	7
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Armor (5/5)	15	15	15	15	15	15	15	
Body	7	22	14	11	11	18	18	

Boxing		Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
		Pugilism					1	7
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Armor (5/5)	15	15	15	15	15	15	15	
Body	7	22	14	11	11	18	18	

Boxing		Attack skills	Bonus	Punch Damage	Weapon Damage	Rate	Range	Tech Level
		Pugilism					1	7
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Armor (5/5)	15	15	15	15	15	15	15	
Body	7	22	14	11	11	18	18	

Harold Taverner

Archetype	Barkeep & slaver	AGL	13	High Pain Thresh.	N/A	Skills	
Race	Human	CHR	13	Magic Resistance	AGL	N/A	Bluff 40%
Level	3	CON	9		CHR	N/A	Carousing 30%
Size	Medium	END	9		CON	N/A	Gambling 40%
Home Tech Level	Freeborn	INT	9		END	N/A	Rope Use 30%
Initiative Bonus	0	OBS	9		INT	N/A	
Movement	20'	STR	11		OBS	N/A	
		WIS	10		STR	N/A	
					WIS	N/A	

Dodge	12	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	13	Mace*	+2	1d8+1d4	1	1	1	1
Perry	8	DA Light Revolver*	+0	2d6+1	2	2/12/30/60/90/120	1	6

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor							
Body (Base:9.5)	6	18	12	9	9	15	15

Current CON	9
Current END	9

Harold fell into debt due to his gambling problems. In order to pay off his debt he now works with Mark Ryker by using his pub "The Cracked Cask" as a front for slavers. He doesn't like it, but he has no other way to pay.

- Treasure: Harold carries the following items on him: Cheep wedding ring (75 V-Bills), cheep watch (35 V-Bills), 1d6 x 10 assorted V-Bills or Copper Pieces.

*Note: Harold keeps both of his weapons in his office.

Mary Taverner

Archetype	Barmaid & slaver	AGL	14	High Pain Thresh.	N/A	Skills	
Race	Human	CHR	8	Magic Resistance	AGL	N/A	Barter/Haggle 40%
Level	2	CON	10		CHR	N/A	Bluff 40%
Size	Medium	END	10		CON	N/A	Carousing 30%
Home Tech Level	3	INT	9		END	N/A	
Initiative Bonus	0	OBS	13		INT	N/A	
Movement	20'	STR	9		OBS	N/A	
		WIS	9		STR	N/A	
					WIS	N/A	

Dodge	11	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	13	Small Knife	+1	1d4	2	1	1	1
Perry	8	Shotgun (2 barrel)	+0	6d4 (-1d4R)	2	2/9/26/42/59/75	4	2

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor							
Body (Base:9.75)	6	18	12	9	9	15	15

Current CON	10
Current END	10

Unpleasant to most people she doesn't know, Mary worked as a barmaid for Harold before marrying him. She now despises him because of his gambling habit. After Mark came up with the slavery angle Mary was more than happy to help. She sees this as the first decent money she has made in her life.

- Treasure: Mary carries the following items: A cheep wedding ring (100V-Bills), a cheep necklace, (50V-Bills), 1d4x25 in assorted Copper Pieces and V-bills, 8 doses of barbiturates.

Mark Ryker

Vital Statistics								
Name	Mark Ryker			Race	Human		Age	Adult (29)
Archetype	Freebirth Slaver			Gender	Male		Level	5
Literate?	Yes			Size	Medium		Experience	12,464
Home Tech Level	7 (Megalopolis)			Height / Weight	5'10" / 210		Luck Points	N/A

Basic Statistics						
Ability	Total =	Base +	Race +	Age +	Skill +	Misc.
AGiLity	18	17	1			
CHArisma	16	16				
CONstitution	12	12				
ENDurance	15	15				
INTelligence	9	8	1			
OBServation	10	10				
STRength	16	15	1			
WISdom	10	10				

Attack Skills (Class)		
Firearms		
Basic Melee		

Attack Skills (Sub-Class)					
Sub-Class	Total =	Skill+	BS+	Race+	Misc.
Hand-Fired Weapons	+5	2	3		
Knife Fighting	+5	2	3		

Basic Statistic Related Abilities						
	Total =	Base +	Race +	BS +	Skill +	Misc.
Initiative	-3		0	-3		
Movement	35' (7)	20'		15'		

Hand To Hand Skills					
Skill Name	Total =	Skill +	BS +	Race +	Misc.
Brawling	+3		3		
Wrestling	+4	1	3		
Throwing	+3		3		

Encumbrance					
Unencumbered	Light	Medium	Heavy	Extreme	Maximum
65	110	180	290	480	790

Languages (_2_Max)	
Language	Ranking
English	4
Latin	1

Followers (_5_Max)
Joe "The Bull" Taurus
Seamus Whelan

Defense Skills					
Skill Name	Total =	Skill+	BS+	Race+	Misc.
Block	15		3	12	
Dodge	17	4	3	10	
Parry	11		3	8	

Resistance Skills					
Ability	Total =	Skill+	BS+	Race+	Misc.
High Pain Threshold	10%	10%			
True Power (AGL)	15%		15		
True Power (CHA)	5%		5		
True Power (CON)	N/A				
True Power (END)	N/A				
True Power (INT)	N/A				
True Power (OBS)	N/A				
True Power (STR)	5%		5		
True Power (WIS)	N/A				

Special Skills					
Skill Name	Total % =	Skill +	BS +	Race +	Misc.
Barter/Haggle	35%	30	5		
Bluff	55%	50	5	10	
Computers	50%	40		10	
Carousing	35%	30	5		
Gambling	40%	30		10	
Rope Use	45%	30	15		
Sleight of Hand	45%	30	15		

Weapons & Offensive Items

Weapon #1					
Type		Attack Bonus	Damage	Range	Rate
Heavy Plasma Pistol		+5	2d10+2	R	3
Rounds	Tech Level	Size	Weight	HP	Conceal
150	7	Small	7	30	-3

Special:

Weapon #2					
Type		Attack Bonus	Damage	Range	Rate
Small Knife		+5	1d4+1	1	7/2
Rounds	Tech Level	Size	Weight	HP	Conceal
1	1	Tiny	1	15	-10

Special: Switchblade

- | Treasure |
|---|
| <ul style="list-style-type: none"> • 1d4+1 GP • 2d10 SP • 1d10 CP • 1d4x25 V-Bills • 1 Watch (worth 250 V-bills) • 1 Ring (worth 300 V-bills) • 1 Air Car (4 door sedan worth 75,000 V-bills) Note: Joe Taurus also has a spare set of keys as he is often the driver. |

Hand to Hand Attacks					
Attack Type	Bonuses	Rate	Punch	Kick	Bite
Brawling	+3	9/2	1d4	1d6	1
Wrestling	+4	9/2	N/A	N/A	N/A

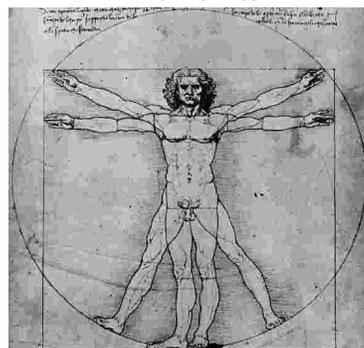
Ammo			
Ammo Type	# Magazines / quivers	# Loose	Current Ammo
H. Plas Pist	1	0	150

Range (Long)						
Weapon	PB	S	Med	L	EX	MX
Heavy Plasma Pistol	2	19	48	97	146	195

Armor & Defensive Items

Armor #	Type	HP	Absorb		Locations	AGL Modifier	Block Modifier	Weight	Cost	Special
			Normal	Fire						
1	Leather	20	3	3	C, AB & Arms	0	0	10	100	
2										
3										
4										

Hit Points



Base HP=	Rough+	Race+	Current CON	12
13.75	13.75		Current END	15

Head (1)		Chest (2-3)		Abdomen (4-5)	
Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u>1</u> Absorbs (<u>3/3</u>)	20	Armor # <u>1</u> Absorbs (<u>3/3</u>)	20
Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)	
Body HP (<u>8</u>)	8	Body HP (<u>25</u>)	25	Body HP (<u>17</u>)	17

Right Arm (6)		Left Arm (7)		Right Leg (8)		Left Leg (9)	
Armor # <u>1</u> Absorbs (<u>3/3</u>)	20	Armor # <u>1</u> Absorbs (<u>3/3</u>)	20	Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)	
Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)		Armor # <u> </u> Absorbs (<u> </u>)	
Body HP (<u>13</u>)	13	Body HP (<u>13</u>)	13	Body HP (<u>21</u>)	21	Body HP (<u>21</u>)	21

Joe "The Bull" Taurus

Archetype	Hell's Angel Gangster	AGL	12	High Pain Thresh.	N/A	Skills	
Race	Human	CHR	11	Magic Resistance	AGL	N/A	Barter/Haggle 30%
Level	4	CON	16		CHR	N/A	Driving 50%
Size	Medium	END	12		CON	5%	Intimidation 50%
Home Tech Level	6	INT	9		END	N/A	Mechanics 40%
Initiative Bonus	0	OBS	10		INT	N/A	Torture 30%
Movement	20'	STR	18		OBS	N/A	
		WIS	10		STR	15%	
				WIS	N/A		

Dodge	13	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	12	Bike Chain	+2	1d4+3	2/3	2 (10')	1	1
Perry	8	Brawling (Brass Knuckles)	+1	1d4+3*	3**	1	1	1
* All damage from Brass Knuckles is considered "Real" Damage / **See Punching rate in the Core Rule Book								
Hit Points		Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Leather (3/3)			20	20	20	20		
Body (Base:15.5)		10	30	19	14	14	24	24

Current CON	16
Current END	12

Newbie who was killed in a drug deal during the 1980's. He came to Valhalla and eventually hooked up with Mark Ryker. He now works with Ryker in various dealings. He is also beginning to become quite active in the drug trade.

- Treasure: Ring (2d10x40 V-bills), 1d4-1 GP, 1d20+5 SP, 1d10 CP, 1d6x50 V-bills, 14 doses of barbiturates, assorted other illegal drugs worth 1d6x100 V-bills.

Seamus Whelan

Archetype	1930's Irish Mobster	AGL	15	High Pain Thresh.	20%	Skills	
Race	Human	CHR	8	Magic Resistance	AGL	N/A	Gambling 30%
Level	3	CON	14		CHR	N/A	Search 30%
Size	Medium	END	17		CON	N/A	Slight of Hand 30%
Home Tech Level	5	INT	9		END	10%	
Initiative Bonus	-1	OBS	14		INT	N/A	
Movement	25'	STR	14		OBS	N/A	
		WIS	10		STR	N/A	
				WIS	N/A		

Dodge	12	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	12	Axe Handle*	+1	1d6+1	1	1	1	1
Perry	8	Large Knife	+1	1d6+1	2	1	1	1
Hit Points								
		Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor								
Body (Base:14.75)		9	27	18	14	14	23	23

Current CON	14
Current END	17

Freebirth who grew up in the Republic of Nations. He joined a gang, but a homicide rap forced him to flee. He has recently arrived in Ada-Kar and managed to hook up with Mark Ryker, who was looking for additional personnel.

- Treasure: Pocket watch (1d6x50 V-Bills), 1d6 SP, 1d6x25 V-bills
- *Note: Axe handle is kept in the trunk of his car. He carries his knife with him at all times.

Lucius Tyranus

Archetype	Freeborn Merchant	AGL	11	High Pain Thresh.	NA	Skills		
Race	Human	CHR	16	Magic Resistance	AGL	20%	Appraising 50%	Etiquette 40%
Level	7	CON	8		CHR	25%	Barter/Haggle 55%	Gambling 40%
Size	Medium	END	10		CON	15%	Bluff 55%	Leadership 55%
Home Tech Level	Freebirth (2)	INT	14		END	20%	Business 70%	Search 40%
Initiative Bonus	0	OBS	14		INT	20%	Computers 40%	
Movement	20' (4)	STR	13		OBS	20%		
		WIS	17		STR	20%		
				WIS	30%			

Dodge	13	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	14	Short Sword	+3	1d10	1	1	1	1
Perry	8							

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Cloth (1/1)		5	5			5	5
Body 6.75	6	18	12	9	9	15	15

Current CON	8
Current END	10

Wealthy merchant from Rome who has expanded his goods to include slaves.
Languages: Latin, English, Russian & Ancient Egyptian

- Potion: Invisibility (will take if he is in danger)
- Rings—Trigger-Word item: Thunderclap. 4 Charges, 6th PR caster (30'x60' cone, -1 CON per PR, Damage diminished by 1 CON every 10' from source)
- Additional Treasure: Necklace (1000V-Bills), 1d4+1 GP, 1d10x5 SP, 1d10x10 V-Bills

Cornelius

Archetype	Roman Guard	AGL	12	High Pain Thresh.	25%	Skills	
Race	Human	CHR	12	Magic Resistance	AGL	N/A	Fast Draw 50%
Level	5	CON	13		CHR	N/A	Intimidation 50%
Size	Medium	END	16		CON	N/A	Search 30%
Home Tech Level	2	INT	9		END	5%	Stealthy Move 40%
Initiative Bonus	0	OBS	13		INT	N/A	Rope Use 30%
Movement	20 (4)	STR	13		OBS	N/A	
		WIS	9		STR	N/A	
				WIS	N/A		

Dodge	12	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	14 (18)	Short Sword	+3	1d10	1	1	1	1
Perry	8	Shield Bash	+2	1d4+1	1	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
*Medium Shield (7/4)					40		
Crown Helm (3/1)	15						
Stud Leather (4/2)		30	30			30	30
Body 13.75	8	25	17	13	13	21	21

Current CON	13
Current END	16

Loyal follower of Lucius Tyranus. He is a Newbie, originally from pre-Imperial Rome. He is very serious and has little time for jokes or laughter. He is dedicated to Lucius, who originally helped him when he came to Valhalla, and will sacrifice his own life to save Lucius.

Treasure: Ring (2d10x40V-bills), 1GP, 1d20+10SP, 2d10CP, 1d4(d20)V-Bills

Germanicus

Archetype	Roman Guard	AGL	13	High Pain Thresh.	N/A	Skills	
Race	Human	CHR	11	Magic Resistance	AGL	N/A	Search 50%
Level	4	CON	9		CHR	N/A	Barter/Haggle 30%
Size	Medium	END	11		CON	N/A	Charioteering 40%
Home Tech Level	1	INT	13		END	N/A	Rope Use 40%
Initiative Bonus	0	OBS	10		INT	N/A	
Movement	20'	STR	13		OBS	N/A	
		WIS	13		STR	N/A	
				WIS	N/A		

Dodge	13	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	12 (16)	Spear (Melee)	+2	1d10	1	1	1	1
Perry	8	Spear (Throw)	+1		1	-/2/6/12/18/24		
		Short Sword	+1	1d10	1	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Helmet (Ab:3/1)	15						
Medium Shield (Ab7/42)					40		
Breast Plate(Absorb:6/3)		50	50				
Body (Base:10.5)	7	20	13	10	10	17	17

Current CON	9	Loyal follower of Lucius Tyranus. He is a Newbie originally from ancient Rome. He and Julius are good friends.
Current END	11	

- Treasure: Bracelet (2d10x20 V-Bills), 1d6 SP, 1d6x25 assorted CP and V-Bills

Julius

Archetype	Roman Guard	AGL	13	High Pain Thresh.	N/A	Skills	
Race	Human	CHR	14	Magic Resistance	AGL	N/A	Fast Draw 30%
Level	3	CON	11		CHR	N/A	Hiding 40%
Size	Medium	END	14		CON	N/A	Reading & Writing 30%
Home Tech Level	1	INT	11		END	N/A	Search 40%
Initiative Bonus	0	OBS	12		INT	N/A	
Movement	20'	STR	14		OBS	N/A	
		WIS	14		STR	N/A	
				WIS	N/A		

Dodge	13	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	12 (16)	Short Sword	+2	1d10	1	1	1	1
Perry	8	Spear (Melee)	+0	1d10	1	1	1	1
		Spear (Thrown)	+0		1	-/2/6/13/20/27		

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Helmet (Ab:3/1)	15						
Medium Shield (Ab7/42)					40		
Breast Plate(Absorb:6/3)		50	50				
Body (Base:12.5)	8	23	16	12	12	20	20

Current CON	11	Loyal Freebirth follower of Lucius Tyranus. Julius is well-liked by those who know him. Even Cornelius' mood seems to lighten when Julius is around. He is fiercely loyal to Lucius.
Current END	14	

- Treasure: Ring (3d10x10 V-Bills), 1d6 SP, 1d6x25 assorted CP and V-Bills

Lucius' Guards

(Roll 1d6 to determine number of guards with Lucius)

Archetype	Guards
Race	Human
Level	3
Size	Medium
Home Tech Level	1
Initiative Bonus	0
Movement	20' (4)

AGL	14
CHR	11
CON	15
END	12
INT	11
OBS	13
STR	13
WIS	11

Dodge	12
Block	14
Perry	8

High Pain Thresh.		N/A
Magic Resistance	AGL	N/A
	CHR	N/A
	CON	N/A
	END	N/A
	INT	N/A
	OBS	N/A
STR	N/A	
WIS	N/A	

Current CON					
#1	#2	#3	#4	#5	#6
15	15	15	15	15	15

Current END					
#1	#2	#3	#4	#5	#6
12	12	12	12	12	12

Range						
Weapon	PB	S	Med	L	EX	MX
Spear	-	1-2	3-6	7-12	13-18	19-24

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Spear (Melee/Throw)	+2/+0	1d10	1 / 1	1 / See Above	1	1
Short Sword	+0	1d10	3/2	1	1	1

#1	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Leather Armor (Absorb: 3/3)		20	20	20	20	20	20
	Body (Base: 13.75)	8	25	17	13	13	21	21

#2	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Leather Armor (Absorb: 3/3)		20	20	20	20	20	20
	Body (Base: 13.75)	8	25	17	13	13	21	21

#3	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Leather Armor (Absorb: 3/3)		20	20	20	20	20	20
	Body (Base: 13.75)	8	25	17	13	13	21	21

#4	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Leather Armor (Absorb: 3/3)		20	20	20	20	20	20
	Body (Base: 13.75)	8	25	17	13	13	21	21

#5	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Leather Armor (Absorb: 3/3)		20	20	20	20	20	20
	Body (Base: 13.75)	8	25	17	13	13	21	21

#6	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Leather Armor (Absorb: 3/3)		20	20	20	20	20	20
	Body (Base: 13.75)	8	25	17	13	13	21	21

Simon Jacobs

Archetype	Info. Coordinator	AGL	13	High Pain Thresh.	N/A	Skills		
Race	Human	CHR	13	Magic Resistance	AGL	10%	Computers 45%	Search 45%
Level	4	CON	13		CHR	10%	Fast Draw 30%	
Size	Medium	END	8		CON	10%	History 35%	
Home Tech Level	Freebirth	INT	16		END	5%	Investigation 45%	
Initiative Bonus	0	OBS	15		INT	15%	Reading/Writing 35%	
Movement	20' (wheelchair)	STR	12		OBS	10%		
		WIS	16		STR	10%		
				WIS	15%			

Dodge	13	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	12	Heavy Plasma Pistol	+3	2d10+2	2	2/19/48/97/146/195	7	150
Perry	8	Wrestling	+1	-	3	1	-	-

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor (Absorb:)							
Body (Base:11.5)	7	22	14	11	11	18	18

Current CON	13
Current END	8

Simon was born and raised in Ada-Kar. He had a brief stint as an adventurer but broke his spine and is now confined to a wheel chair. He got a job with the Adventurers Guild as an Information Coordinator. This means he spends most of his day tracking information on open jobs and making sure they are completed and all payment is applied properly.

- Treasure: Ring 1d10x30 V-bills, 1d6x25 V-Bills, & Smart Phone

Nathan Hawkins

Archetype	Computer Wiz-Kid	AGL	12	High Pain Thresh.	N/A	Skills		
Race	Human	CHR	12	Magic Resistance	AGL	N/A	Astronomy 35%	
Level	2	CON	13		CHR	N/A	Computers 55%	
Size	Medium	END	10		CON	N/A	Investigation 35%	
Home Tech Level	7	INT	16		END	N/A		
Initiative Bonus	0	OBS	13		INT	5%		
Movement	20'	STR	10		OBS	N/A		
		WIS	14		STR	N/A		
				WIS	N/A			

Dodge	12	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	12	Martial Arts	+0	1d4-1 / 1d6-1	3	1	1	1
Perry	8	Throwing	+1	By Item				

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor (Absorb:)							
Body (Base:11.5)	7	22	14	11	11	18	18

Current CON	13
Current END	10

16 year old computer Wiz-Kid who was killed during a police raid in futuristic America. He managed to find the wrong secrets about the wrong politician and he was killed "resisting arrest." He came to Valhalla and found work at the Adventurer's Guild doing computer work for hire. He mostly stays out of hacking but does earn a living by helping low-tech people get the information they need on the computer. He typically charges 25 V-Bills per hour for his services.

- Treasure: Watch: 2d10x10 V-bills, 1d4-2GP, 1d6+2SP, & 1d8x25 V-bills.

Detective John Davis

Archetype	INSI Detective	AGL	16	High Pain Thresh.	5%	Skills		
Race	Human	CHR	9	Magic Resistance	AGL	5%	Fast Draw 45%	Stealthy Move 35%
Level	7	CON	16		CHR	N/A	History 30%	
Size	M	END	8		CON	5%	Investigation 50%	
Home Tech Level	6	INT	13		END	N/A	Intimidation 40%	
Initiative Bonus	-2	OBS	18		INT	N/A	Interrogation 50%	
Movement	25'	STR	11		OBS	15%		
		WIS	9		STR	N/A		
				WIS	N/A			

Dodge	Block	Perry	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
16	15	9	Heavy Plasma Pistol	+5	2d10+2	3	2/19/48/97/146/195	7	150
			DA Heavy Revolver	+5	2d8+2	4	3/15/38/75/113/150	5	6
			Pump Shotgun (Slug)	+2	3d8	5/2	3/17/45/73/103/135	4	6

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor (Absorb:4A/4)		30	30				
Body (Base: 12.75)	8	23	16	12	12	20	20

Current CON	16
Current END	8

Detective Davis is in charge of the investigation on the slave trade in Ada-Kar. He has busted a number of smaller operations, but new ones keep popping up.

- Alchemic Concoctions: 1 Universal Anti-Toxin, 1 Jungle Eyes
- Other Treasure: Watch (1d4x50 V-bills), Wedding Ring (200V-bills), 1GP, 2d4x25 V-bills

Detective Ix'abin

Archetype	INSL Detective	AGL	16	High Pain Thresh.	10%	Skills		
Race	Gorgonian	CHR	14	Magic Resistance	AGL	5%	Disarm Traps/Alarms 45%	Intimidation 40%
Level	5	CON	13		CHR	N/A	Search 50%	
Size	Medium	END	11		CON	N/A	Driving 45%	
Home Tech Level	8	INT	13		END	N/A	Heraldry 30%	
Initiative Bonus	-2	OBS	10		INT	N/A	History 45%	
Movement	25	STR	12		OBS	N/A		
		WIS	15		STR	N/A		
				WIS	N/A			

Dodge	Block	Perry	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
15	13	9	Rin Kra	+3	1d6 (1d4CON)	5/2	1	8	100
			Chy Dakood	+2	Plasma 2d10+2	3		8	150
					Photon 4d12	1/2			

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor (Absorb:7/7)	65	65	65	65	65	65	65
Body (Base: 11.25)	7	20	13	10	10	17	17

Current CON	13
Current END	11

Works with INSL as part of the Gorgonian's desire to understand humans and other races in Valhalla. He has befriended a number of humans, Detective John Davis in particular. He wants to stop the slave trade because it is illegal and it is his job, not because he dislikes slavery.

- Alchemic Concoction: 1 Jump, 1 Cure Light Wounds
- Other Treasure: 1 GP, 1d4x50 V-bills

Myryth

Archetype	E. Magic User	AGL	15	High Pain Thresh.		Skills					
Race	Elf	CHR	13	Magic Resistance	AGL	30%	Herbalism: 30%				
Level	4	CON	10		CHR	30%		Magic Lore: 40%			
Size	Medium	END	11		CON	30%			Music: 30%		
Home Tech Level	1	INT	15		END	30%				Search: 40%	
Initiative Bonus	-1	OBS	12		INT	30%					Toxicology: 30%
Movement	30' (6)	STR	9		OBS	30%					
		WIS	14		STR	30%					
				WIS	30%						

Dodge	13	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	11	Short Bow	+0	1d8+1	2/3	1/7/15/45/81/120	1	12
Perry	10							

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Armor: Leather (3/3)		20	20	20	20	20	20
Body (9)	5	16	11	8	8	14	14

Current CON	10	Earth (Primary)			Spirit	Languages: Elven: 5 English: 4 Latin: 4 Dwarven: 3
		Level 1	Level 2	Level 3	Level 1	
		Affix Item	Clumsiness	Caustic Touch	Alarm	
Current END	11	Copy	Growth	Gift of Health	Detect Magic	
		Pass without a Trace	Shrink	Theft of Health	Detect Spirit	
		Tracking			Locate Component	
					Protection from Magic	

Marcus

Archetype	Roman Scout	AGL	16	High Pain Thresh.	10%	Skills						
Race	Human	CHR	12	Magic Resistance	AGL	5%	Bluff: 40%					
Level	4	CON	16		CHR	N/A		Set Traps: 40%				
Size	Medium	END	12		CON	5%			Fast Draw: 35%			
Home Tech Level	1	INT	12		END	N/A				Tracking: 40%		
Initiative Bonus	-2	OBS	11		INT	N/A					Hiding: 35%	
Movement	25' (5)	STR	12		OBS	N/A						Horsemanship: 45%
		WIS	11		STR	N/A						
				WIS	N/A							

Dodge	12	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level	Rounds
Block	14 (18)	Spear	+3/+1T	1d10	1/1T	1 / (-12/5/11/17/23)	1	1
Perry	9	Large Knife	+2	1d6+1	5/2	1	1	1
		Shield Bash	+1	1d4+1	1	1	1	1

Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg
Med Shd 7/4					40		
Cr Helm 3/1	15						
Armor Leather (3/3)		20	20			20	20
Body (14)	8	25	17	13	13	21	21

Current CON	16	Languages: Latin 4 English 2	Items of Interest	Nyisha's Mystic Embroidery	•Bundle of 10 Spears •50 gallon drum of water
Current END	12			Yandalli's Tablecloth	•Pork, bread, olives, grapes, wine & water (10 Rations)