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## 100 Adventure Seeds

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### 12 to Midnight's Adventure Seeds (25)

#### 1. Cool! VooDoo! (Creatures/Unique Item)

College students find and purchase a shrunken head at Pinebox Pawn. One of the students reads up on voodoo as part of his Introduction to Paranormal Studies class. The textbook discusses how shrunken heads are used by some cultures in ceremonies to create zombies. While the kid does not believe what he reads, he does love a good prank.

He arranges to try out the night-time ceremony with some friends in an isolated location like a park. They carry out the ceremony to transform the prankster's accomplice into a zombie with then intention of scaring a gullible friend they brought just for the occasion. Everyone thinks it is funny until the "zombie" student falls to the floor momentarily unconscious.

While the made-up ritual did not make the accomplice a zombie, it *did* deeply hypnotize him. He now follows the prankster's orders, starting with his exclamation "Well kick my head and call me a football". This is roughly when the heroes stumble upon the strange scene. Once the prankster is knocked out, the mesmerized young man proceeds to fight everyone with which he comes into contact. Use the stats for a Crime Lab Technician (Smart/Dedicated Ordinary) from Chapter 8 Friends and Foes of the *d20 Modern Roleplaying Game Core Rulebook*. The affects of the ceremony wear off when an hour passes or the victim is rendered unconscious.

**Further Ideas:** If the mesmerized student dies from combat, and he later rises to become a true zombie. Use the Zombie stat block from Chapter 8 Friends and Foes of the *d20 Modern Roleplaying Game Core Rulebook*.

#### 2. Mold (Science)

A mysterious white mold appears to be creeping through the town. It appears both indoors and out, and is seemingly impossible to kill. Even bleach does not affect it. It grows on anything in which it touches, such as walls, lawns, vehicles, clothes—and now skin. While its health effects are still unknown, the CDC is ready to quarantine the entire town. Did the mold originate from a South American botanical shipment, a research lab right here in town, or even the museum display of meteorite fragments? The answer could be important, since one of the characters starts growing a white patch on his leg.

#### 3. Chain Letter. (Supernatural)

The heroes receive an old fashioned chain letter in their postal mail. The letter states that it should be copied and mailed to 15 other people. Doing so results in a blessing or boon, but should the letter be thrown away then the sender claims the reader will be cursed. There is no addressee on the envelope and the letter has been typed and is not signed.

For once, this letter is real. If the letter is thrown away then the character is cursed. The curse results in a -2 modifier to all attacks and saving throws. It also affects physical skill checks at -2 except when taking 10 or 20.

Characters who copy and mail the letters receive a

small blessing, such as a once-per-adventure bonus for attacks, saving throws, or skill checks.

**Further Ideas:** Instead of the heroes receiving such a letter, they are hired or asked by someone else to trace the source of the chain mail. Or, instead of being cursed the hero becomes the source of a demon's displeasure.

## 4. Lost and Found. [Creatures]

The heroes lose an item while on an adventure and are directed to the lost and found. The employee/staff person could care less what they take and leaves them to their rummaging through the piles of forgotten belongings. Heroes who *Search* for their item have a 50% chance of finding a pale, dismembered human hand. This is a *minor spook* if you are using 12 to Midnight's *Fear Effects*.

Should a brave hero decide to touch the hand, it attempts a grapple at -3. The hand (Diminutive [-8], Str 18, BAB +1) provokes no attack of opportunity as if with the Improved Grapple feat and deals lethal damage as if with the Improved Unarmed Strike feat. If the attack fails then the hand falls back into the pile of lost items—atop the heroes' missing item. It opens and closes into a fist several times before going limp again. The hand reanimates any time a character touches it.

A successful opposed strength check removes the hand, which could latch on to anyone touching it during the removal process. While the hand remains attached to a person, it interferes with the ability to use both arms. Two-handed weapons are out of the question. If this is the individual's strong hand it might be difficult to do simple things such as writing or tying shoes.

**Further Ideas:** The hand could follow its victim after it has been removed. The hand never sleeps. It moves 12" during a turn. A magical sense leads the hand to its victim.

## 5. Mirror, Mirror. [Unique Item]

A hero comes into possession of a 19<sup>th</sup> century oval mirror supported by a stand that reaches six feet tall. A rod midway up the stand allows the mirror to swivel. The mirror could be an inheritance or purchased an antique emporium.

The mirror seems normal until first time the rays of the full moon touch its surface. When anyone looks in the mirror under those circumstances, he is filled with an irrational fear. If the GM is using 12 to Midnight's *Fear Effects* then this invokes a Horror check as a *great fright*. A successful save leaves the hero merely with a sense of great *wrongness*. This affect only occurs in the light of the full moon.

**Further Ideas:** The GM could use this to initiate a trip through the looking glass. Play an adventure backwards or sideways.

## 6. Stuck. [Supernatural]

While investigating in another adventure, the heroes enter an abandoned building such as an old house, warehouse, or derelect classroom. While inside, they notice a pentagram drawn on the floor. Other than the pentagram, they see no other signs of the occult.

Should a character step inside the circle, he must immediately make a Will save (DC 15) or be trapped within. Nothing the hero does (such as digging, climbing, or trying to smear the circle) allow him to escape. He remains until he starves to death or someone finds him. If he carries anything on him, like a backpack, those items are stuck as well.

If the hero has a cellular phone or walkie talkie, he may communicate outside the circle and call for help. Note that the circle can hold four small or medium sized creatures. That means help (or the family dog) could get trapped if they are not careful.

The only way to break the pentagram is by pouring a flask of holy water over its surface. Once this happens the smell of brimstone feels the air and lightning claps in the distance. Anyone trapped is

freed and the trap is forever broken.

**Further Ideas:** The excitement level can be cranked up by having a demon show up within the circle at midnight. He is looking for a little take out.

## 7. The Stigmata Diabola. [Supernatural]

After defeating a demonic power or a cult, one of the heroes is slowly stricken with the Stigmata Diabola. During the course of several gaming sessions, the hero experiences hellish nightmares and awakens drenched in sweat and screaming. He constantly feels as if he is being watched and the GM should play up this paranoia by requiring random *Spot* checks. Eventually, a large black spot appears on his chest over the heart. It is not cancerous and looks like a birthmark. Even as the heroes try to understand what is happening, the character's fingertips begin to bleed and his nails grow and become razor sharp. He gains **Darkvision** (Ex) 60 feet, and his skin becomes very tough, similar to leather giving him a Natural Armor bonus of +1.

A *Knowledge (arcane lore)* check (DC 20) reveals that the character is being slowly possessed by the demon Azhur. The heroes have roughly 72 hours to prevent their friend from being permanently possessed. A normal exorcism is not enough to drive the demon away. The heroes must seek out a mythical holy relic such as a Holy Shard of the True Cross or Escalante's Cross, and a priest willing to perform the ancient Rite of Diabola Exorcism.

**Further Ideas:** Have the possessed hero make Will saves (DC 10) and increasing the difficulty by +1 (cumulative) every time he faces a stressful or dangerous situation. If failed, Azhur takes temporary control of the hero and may do as he wishes for the next 1d20 rounds (use appropriate Demonic stats or create your own). Azhor is truly chaotic evil and attempts to hurt anyone he comes in contact with.

## 8. The Stigmata Diabola Version 2. [Supernatural]

This seed plays as above, except the person possessed is a friend's child. The friend seeks out the heroes for their aid in stopping the possession. When first investigated, the child already has the Sigmata Diabola on his chest, and the heroes may watch in horror as the fingernails grow into razor-like claws and cause the fingers to bleed.

**Further Ideas:** Have the heroes experience poltergeist manifestations in the child's home as the demon and the spirits he controls make their presence known.

## 9. Hormonal Experiments [Science]

This seed takes place on the campus of East Texas University, though any university campus will do. Attraction, a subsidiary company of Borden Chemicals, produces a line of men's cologne and targets the young adult age group. Borden scientists have discovered a new way to include human sex pheromones in the cologne and are giving away free samples on campus. The cologne has a rugged, manly smell that is pleasant and not overbearing, so the cash-strapped young men eagerly take the samples.

Borden has hired several people to note any changes among the student body in interpersonal relationships. They are hoping that the new cologne will be very attractive to women. It is. Too much so.

In fact, the pheromones are too powerful and the young women at the university are not only attracted to the men wearing the cologne, but become extremely territorial. Suddenly many young women are getting arrested for fighting, attacking the men and other women in jealous fits of rage. Men also become more violent to other men wearing the cologne.

**Further Ideas:** This seed works especially well if one of the heroes has an NPC girlfriend.

## 10. I Love this Band! [Alien Life]

A new band has been playing locally and is gaining great popularity. Their venues continue to get larger and larger and the fan base is rabidly fanatic. The band is Swamp Fever, and the lead singer is a human-Grey alien hybrid, though he looks like a normal human. He uses telepathic and empathic powers to control the crowds through a type of hypnotic suggestion. He is looking to start his own Cult of Personality and considers himself to be above the law. Can the heroes realize what he is up to and stop him?

**Further Ideas:** The lead singer wants to get attract followers so he can use them to summon a greater evil entity from another plane of existence.

## 11. Marked [Unique Item]

One of the heroes receives an odd, plain postcard. The only thing written on it is an address to a downtown warehouse and a routing number. Further investigation leads the character to a warehouse containing several hundred boxes and a small crew of workers. Upon presenting the card with the number, the foreman retrieves a small wooden box. The box is made of a dark wood and intricately carved with details of a forest scene.

Opening the box reveals a large crystal, roughly the size of a baseball. The crystal is magical and attuned to the hero, so that as he stares into it he sees snippet visions of the future, though they are generally vague.

The crystal may be used for several adventures, but the more the hero uses it, the more he unwittingly draws the attention of a supernatural entity and opens himself up to possession (5% cumulative chance).

**Further Ideas:** The mysterious individual who gifted the crystal to the character now wants it back.

## 12. In the Eye of Misfortune [Unique Item]

When the heroes eat a meal at a Chinese restaurant, everyone at the table is presented with a fortune cookie. The majority of the guests receive a generic 'fortune' which amounts to a prosaic saying such as: *"it is always darkest before the dawn"* or *"a thousand mile journey begins with a single step"*. However, one character receives a very different fortune that offers an ominous forecast for the future. The exact nature of the fortune is left up to the GM, but it should be something alarming, such as *"You will be betrayed by someone close to you"*, *"Your enemies are uniting against you"*, or *"You are being watched"*. Above all, the fortune should be true.

## 13. Nectar of the Space Gods [Alien Life]

An intelligent alien race has sent a probe to study life-bearing planets in this portion of the galaxy. Several months ago the probe landed near the small community of Beeffield Bluff, where it spent a few hours taking soil and plant samples. It then launched itself into space and continued its search for other life-sustaining planets. The whole operation was done with the utmost stealth and none of the local population knew that anything out of the ordinary had occurred.

In order to avoid cross-contamination between different worlds, the probe was originally equipped with disinfection mechanisms to sterilize any portion of the craft that might come in contact with alien environments. Unfortunately, the mechanism in the craft's landing gear has malfunctioned. As a result, some of the alien plant spores that accumulated on the craft at its last planetfall have been deposited at the landing site on Earth. Against all odds, one of those spores proved viable and an alien plant has now taken root in the woods near Beeffield Bluff.



Beefield Bluff is a small community with a population of around sixty people. In addition to residential homes the community also boasts a small convenience store, gas station, and café. The majority of the population is employed outside the community in neighboring towns but make money on the side by raising bees and selling their honey and wax at carnivals and flea markets. Almost a quarter of the homes in the community have domestic beehives in their backyards. Unfortunately for the people of Beefield Bluff, their honeybees have been harvesting nectar from the alien blooms--resulting in a bizarre new blend of honey.

The new honey is very sweet and highly addictive, and practically all of the townsfolk have been tainted by it. The exact characteristics of the honey are left up to the GM.

## 14. Nectar of the Space Gods [Alien Life]

This is a variation of the previous adventure seed. Events unfold exactly as stated above, except that the alien plant is actually sentient. Although immobile, the plant mentally controls the townsfolk who have consumed the tainted honey. At the GM's discretion, the plant may also be controlling the bees as well. Destroying the alien plant is a difficult task indeed when one is forced to simultaneously defend against coordinated attacks by crazed townsfolk and swarms of angry bees.

## 15. Sword Hunters [Crime]

The heroes have been hired to serve as bodyguards to Mr. Jonathan Kelfinch, a noted philanthropist. A cheerful and charismatic man, Kelfinch was born to a penniless family in the late 1920's. After serving with distinction in the Pacific Theater during World War II, he returning to civilian life and started a series of businesses. Success after success followed and he

was able to become a multi-millionaire by his mid-forties. Now in his golden years, Kelfinch has retired and spends his spare time doing charity work.

Recently, an international news agency conducted an interview with Kelfinch in honor of his work fighting global hunger. The interview generated worldwide interest in him and his various charities. Shortly thereafter, his close friends and relatives began to be horribly murdered, one by one.

The famous interview was conducted in his private study. The study's walls are cluttered with memorabilia from Kelfinch's past: family photos, sports trophies, paintings, antique pottery, and items from his military service. Amongst this diverse backdrop, an old battered katana (samurai sword) is clearly seen on the wall behind the interviewing reporter. The sword was a souvenir of a particularly terrifying battle in the Pacific in which Kelfinch retrieved the weapon from a dead Japanese officer after his squad barely repelled a bloody charge.

Unbeknownst to Kelfinch (or the Imperial Japanese Navy at the time), the dead officer was secretly a high-ranking member of a sinister ninja death cult. The cult survived the war and some of its current members saw the interview and recognized the sword. The weapon has great mystical significance to the cult and they want it back. Not content to simply steal the sword, they have decided to take revenge by murdering Kelfinch's entire family before killing him and retrieving the sword. Currently, the cult is preparing to move on Kelfinch mansion itself.

The cult is willing to send waves of ninjas to attack the mansion if necessary. Each team of cultists is led by a master and several acolytes. All cult members are very proficient with martial arts weapons and have high levels of Dexterity-related skills such as *Tumbling*, *Move Silently* and *Hide in Shadows*. The master is also proficient with a katana and is likely to have the Weapon Specialization feat. As a point of honor, the cult members do not utilize firearms of

any kind; however, bows and throwing stars are fair game.

## 16. Come With Me If You Want to Live [Crime/Mystery]

Young women are disappearing from the area, and the culprit is a handsome man who claims to be a spy. He approaches women and warns them that they are the victims of mistaken identity and have been targeted for assassination by a competing government. After a seemingly life-threatening incident, the women willingly allow themselves to be swept up into adventure...and are never seen again.

## 17. Co-Nanna the Librarian [Crime]

While doing research in a public library, one or more of the characters runs afoul of the librarian, Nanna Smith. To all appearances, Nanna appears to be an average blue-haired old lady relieving the boredom of her retirement years by volunteering to work in her local library. She can often be found at the local coffee shop, sitting and talking to passers-by as she knits sweaters for the poor. However, beneath that pleasant, friendly exterior lies the heart of a bitter old harpy who feels that the world has wronged her.

In her youth, Nanna was a ravishing beauty who broke the hearts of all the men in a twenty mile radius. She quickly met and married the man of her dreams, who promptly decided to become a full time unemployed alcoholic. A notorious shrew, Nanna enthusiastically spent the next thirty-five years hectoring him without mercy. Never noted for having the most stable personality, she finally snapped completely ten years ago after her husband left her for a younger woman ("that little tart at the beer emporium"). At that point, she quit reading romance novels and started studying books on explosives, guerrilla warfare, surveillance technology, and psychological intimidation. She spends her spare time

throwing knives at photographs of her husband and plotting her revenge.

As it turns out, the offending character (if male) bears an uncanny resemblance to her ex-husband in his younger years, or (if female) bears a remarkable resemblance to the other woman. Either way, this little old lady has developed a deep abiding hatred of the character and has made it her life goal to snuff them out like a candle.

Of course, she never lets the characters know. She goes out of her way to be friendly and helpful, attempting to endear herself to them while seeking more information about them. She attempts to discover what subjects they research and is extra helpful in helping them discover more information. In the meantime, she utilizes the information on their library cards (or other sources of data) to find out where they live. She electronically bugs the sections of the library where they research so she can record their conversations. As time goes on, she attempts to bug the books they use and hack into their computers.

Gradually, Nana becomes more and more of a nuisance: the characters find their tires slashed at particularly inopportune times; they discover that common household items (like toasters) have been booby-trapped to explode; they discover that somebody has given their names and addresses out to a variety of annoying salesmen; and so on. After an extended period of harassment, Nanna finally tips her hand and goes for the kill. If played properly, the frustrated characters should have no idea why nice Mrs. Smith suddenly started chucking grenades into their study booth.....

While Nanna Smith's exact statistics are left up to the GM, she has above average intelligence and is very tough for an elderly woman. She has extensive knowledge of explosives and electronics. Nana tends to avoid hand-to-hand combat, but if unavoidable then she has a pair of reinforced knitting needles (1d3 damage).

It is highly likely that Nanna discovers many of the characters' secrets as she eavesdrops on them. In the course of events, she may even find out who their enemies are. Although it is highly unlikely that she joins forces with them, she is not above passing along sensitive information to other interested parties if it would cause trouble.

## 18. Lightening [Supernatural/Weird Sciencel

Six recent college grads have been struck by lightening in the last week. They all live within a two mile radius, they all work in some form of banking, and none are married. Ruling out coincidence, what is the connection behind these strange occurrences? Possible culprits include an occultist with a score to settle or a space-based weapon in the hands of a desperate defense contractor.

## 19. Fences Make Good Neighbors [Mystery]

A character's frail, elderly neighbor, whom the character barely knows, is building a fence on the property line between their houses. The fence is hideous, made from uncut 4' x 8' pieces of particle-board bolted onto wooden posts, and looks as though a strong wind might knock it down.

When approached, he is friendly enough; but, when asked about why he is constructing the fence, he tries to avoid giving a straight answer. If pressed, he becomes grumpy and breaks off work to go inside and "cool off." If the character attempts to hinder the building of the fence in any way, physical, legal, or otherwise, bad things start happening.

Examples include damage to the character's property, covert interference with essential services such as sewage or Internet access, strange noises at night, prank phone calls, and anonymous threats to the character's friends and family. With time, the

threats become more overt and physical, but they are always made in such a way that it is difficult, if not impossible, to prove that the old man is behind them.

The old man has no permit, but (even more shocking and unbelievable) any bureaucrat called to investigate quickly produces a few simple papers for the old man to sign. The police are concerned about threats and vandalism, but do not believe that the character's kindly and aged neighbor is behind such acts.

Why is the neighbor building the fence, and how, given his physical condition, is he committing his acts of revenge ... if he is committing them at all? What mysterious force is clouding the minds of the police officers and other public servants involved in the dispute? Perhaps the old man is not who he appears to be, perhaps he is being used as the tool of some malevolent force, or perhaps he is under the protection of some denizen of faerie. Answering these questions is up to the GM.

## 20. Stalker [Supernatural]

A psychic claims to be stalked by a menacing supernatural force. Her claims are slightly more credible in light of how she has worked with police to solve several cold cases. Her ability seems genuine, if sporadic. Could unseen agents be trying to keep her from solving her most recent case? Or is this the vengeful spirit of a killer she helped capture?

## 21. Tap, Tap, Tap [Mystery]

A character begins waking up tired in the morning, despite having slept through the night. After a night or two, the character becomes aware that there is a tapping sound pervading his dreams. This tapping is fairly rhythmic, but inconsistent, as though its source were a person working steadily and taking occasional breaks of less than 30 seconds. After another night or two, the character begins to feel the effects of fatigue. The next night, the character dreams he is exploring

an extensive underground complex in search of the source of the tapping but does not find it. After suffering under the effects of this dream for another evening or two, he wakes suddenly one night to find he can still hear the tapping, though it is faint and far away.

## 22. The Cell Phone [Crime]

A character finds a cell phone that has apparently been misplaced. If he takes it, perhaps to find the owner, he can carry it around for a little while before it rings. If he answers, he hears a gruff voice that belongs to someone who assumes the character is the phone's rightful owner. The speaker brooks no interruption, but gives the character explicit instructions for meeting and exchanging illicit goods for a large sum of money. The nature of these goods is up to the GM, but if the character does not comply with the demand, a tracking beacon in the phone leads the "gangsters" straight to the character.

The people with whom the character is dealing have no idea what the original owner of the phone looks or sounds like, or even his name, and they are unwilling to entertain the notion that the character is not who they think he is. Even if they are somehow convinced that the character was an innocent bystander, he now knows too much for them to allow him to live.

## 23. The Picture of Dorian Who? [Supernatural]

A full-length photograph of one of the heroes surfaces. Where it comes from and how it comes into play is up to the GM, but it is quite a recent picture—of impressive quality, tastefully shot, and beautifully framed. If the character destroys it right away, nothing unusual happens. If, however, he keeps the portrait, he notices a curious effect. As long as the portrait exists, the character does not age. The picture

of the character in the portrait seems to age in his stead.

However, that is not what the subject is likely to notice first. Any wounds, diseases, or maladies that should affect the character affect the portrait instead. While other non-physical traumas affect the character normally, he has become, to all appearances, physically impervious. On the other hand, nothing that befalls the portrait ever heals or fades away. The picture of the character grows progressively more battered and deformed as the character's rough-and-tumble adventuring career goes on.

What could the downside be? At some point, the character should come to the realization that if the portrait is ever destroyed, every physical problem reflected in the picture will befall the character simultaneously. There is no saving throw. If the picture has been doing its job for any significant period of time, this is likely to mean certain and immediate death. The character must either go to great lengths to safeguard the portrait or discover some means of restoring his normal relationship to the physical world and break his connection to the portrait before it is too late.

One possible scenario is that the character's enemies secretly created the portrait. They made sure the character willingly took ownership of the object because that is the only way to activate it. After it becomes sufficiently battered, they plan to steal it and either destroy it or use it for blackmail.

## 24. Strings [Science/Mystery]

A doctoral student working on cutting edge string theory research has vanished...in broad daylight and witnessed by three fellow researchers. The only thing remaining is his complex equation left on the white board. Are her fellow researchers telling the truth, or did they stage the "disappearance" to take credit for his research? Did his expanding comprehension of higher dimensions finally unlock to key to traveling

in the 5<sup>th</sup> or 6<sup>th</sup> dimensions? If so, can his equation be used by others to bring her back?

## 25. Mayday! [Supernatural]

A character begins to receive, every evening, by means of whatever sound-producing electronic device he happens to have on at the time, a very strange, though brief, radio broadcast. The nature of the message, which never varies, is unmistakable for anyone with even the most rudimentary knowledge of aviation or military matters.

The message is a distress signal from the crew of a military aircraft. Deeper knowledge, or a little research, reveals that those sending the signal claim to be aboard a crippled B-17 bomber under heavy fire during a bombing raid over Germany late in the Second World War. The distress call ends with the plane going down.

A bit of in-depth research reveals that not only was the bomber in question never shot down, but all the members of its crew are still alive and the plane itself is on display in a privately owned aviation museum in the Texas Hill Country. No such distress signal was ever sent.

In reality, German Me 262s shot the plane down near the end of European operations. The pregnant young wife of the turret gunner, an avid student of the occult, was heartbroken. She prevailed upon a powerful denizen of the lower planes to turn back time and prevent the downing of her young husband's craft.

The cost has been high. Although the men from the crew of that aircraft are subject to age, illness, infirmity, injury, and all the "thousand natural shocks that flesh is heir to," they cannot die. They are doomed to live forever, slowly growing more decrepit and feeble until their bodies are little more than sentient husks.

None of them, save one, realize this yet. The girl never told anyone except her husband what she had

done, and he has kept it to himself. In fact, the years have shown the former turret gunner to be capable of an extraordinary amount of greed and selfishness. Over the years, while his former brothers-in-arms have credited their longevity to luck, clean living, or blessings from the Almighty, he has taken advantage of his secret deathlessness to enrich himself and destroy his enemies. The nature of his career is up to the GM. It could be anything from politics to organized crime, but it is clear that he has been the direct and indirect cause of a great deal of suffering in the world.

Eventually, the characters should realize that they can restore the timeline by destroying the bomber. However, doing so will cause those men who survived to cease to exist. Not only will this undo the damage done by the gunner, but it will also snuff out everything any of these men have done since that night, including any children or grandchildren they may have.

**Further ideas:** One of the characters is the grandchild of one of the crewmembers. How will this affect his decision to set things right? Perhaps he remembers having an older relative who was fond of saying that the character owes his existence to the fact that his grandfather survived the war. Perhaps, unbeknownst to the character, this was nothing more than the relative's obsessive cover-up for the fact that the grandparents conceived the character's parent out of wedlock *before* his grandfather shipped out to Europe. How would discovering this fact affect the character's decision to repair the timeline?

## Ronin Arts Adventure Seeds (15)

### 26. Devastating Results [Crime]

During a firefight in an urban area, a stray round strikes a parked car and the car instantly explodes, throwing hot metal across the entire combat scene and wounding all that fail to find cover. One of the scraps of metal left behind after the blast is marked with a serial number and the logo of an established weapons manufacturer. A little digging into the serial number reveals that it was one of twelve prototype fuel-air bombs, highly explosive military devices, that were stolen several weeks ago. The company – and the government – have issued a reward for the return of the explosive devices and will pay a bounty on anyone involved in the theft. Will the heroes find the remaining bombs or have their enemies already taken possession of the weapons and are, even as we speak, preparing to use them in an attack on the PCs' headquarters or home?

### 27. Escape Attempt [Crime]

A notorious criminal the heroes captured early in their career is being moved by rail from his current home – a maximum security prison – to a new “super-max” prison that has just opened on the outskirts of the city. Through their criminal contacts the heroes learn of a plot to blow the rail line, wreck the train, and free the criminal so that he may once-again terrorize the city. Can the heroes stop the escape?

**Twist:** The heroes need the criminal for reasons not exactly noble. (They need weapons or money the criminal hid away before his capture, they want him to commit a murder for them, or almost any other non-heroic reason the players and GM can devise.) Can the heroes get to the criminal and snatch him before the escape attempt goes into effect?

### 28. Explosive Consequences [Crime]

A mad-bomber is terrorizing the city park! With explosives strapped to his chest and rigged to a dead-man switch in his hands it's going to be hell for the heroes to take down the threat without setting off the device. Worse still, the mad-bomber has handcuffed himself to a small child and is threatening to kill her if everyone doesn't back off now! How will the heroes save the girl, those around the bomber, and take down the bomber without anyone getting killed?

### 29. Gang War [Crime]

Rival gangs in the city, always at odds and engaging in minor gunfights, have descended into a full-blown gang war that's starting to kill innocents in the area. The local police, corrupt or incompetent, have been unable to squash the violence that's now entering its second week. Usually the heroes wouldn't get involved in a gang war but this time something's very, very different: the gangs have managed to get their hands on advanced prototype rifles. The weapons' manufacturer has offered a reward for the return of the weapons but the heroes have only a few hours before military troops hit the city to restore order (and reclaim the weapons). If the military takes control of the weapons then the manufacturer will be out millions. Can the heroes hit the gangs, collect the weapons, and escape the city before the military declares martial law?

### 30. Gold into Flesh [Unique Item/Supernatural]

A carnivale hits town and in the tent of oddities are life-like, fleshy creatures that appear to be completely alive. Little demons, children, flowers . . . lots of statue-like monstrosities. If the heroes elect to stay behind and investigate they'll soon capture the exhibit's owner in the act of transforming a golden statue into a fleshy creature. It seems that the owner



ha slocated a medallion that, when rubbed against any gold object, instantly transforms that object into a living, breathing creature that retains its original shape. What the hell can be done about this mess? Maybe it's better just to let the show leave town and hope that someone else uncovers this odd little sideshow.

## **31. Meat-Eating Robots on the Loose! [Weird Science]**

An exhibition on robots at the local university features a new, unusual robot flown over from Japan just for the exhibition. About six-feet tall and spider-like in appearance, the robot's special because it draws its energy from consumed raw hamburger meat. Unfortunately for the heroes, and the attendees of the exhibition, the meat-eating robot suddenly goes berserk, breaking free of all restraints and chasing down the crowd – meat is meat, after all. How did a science project from Japan go wrong?

## **32. Robbed! [Crime]**

Returning home one of the heroes walks in to learn that, despite whatever technological or magical (if magic even exists) protections and security devices existed in the home, he has been robbed. Was the robbery a random act or did one of the PCs' enemies locate the home and steal something valuable? And why were the security devices so easily bypassed?

**Unexpected Event:** The hero walks in as the robbery is taking place!

## **33. Rockstar Rampage! [Crime/Supernatural]**

Those crazy rock 'n rollers, always playing that satanic music and corrupting the youth of America. This time it seems that an amateur band has placed their hands on some music that really has

a supernatural connection; while playing a song their lead singer bought out of a weird little shop downtown the entire band goes insane, their skins splitting open and revealing their skulls. Leaping from the stage, the crazed rockers instantly begin attacking the crowd, ripping off heads, eating hearts, and doing anything else they can to wipe out whatever fans showed up for the event. Where did the song come from? Who wrote it? Why did it turn the band members into insane monsters? And who is going to clean up this mess?

## **34. Telemarketing [Supernatural/Unique Item]**

An occultist has managed to construct a massive computer system that is linked directly to the spirit world. By tying the system into a bank of phones and auto-dialers, the occultist has setup a system through which the computer can access the outside world and drain life energy through the phone lines. Hundreds of people begin to fill doctors' offices and waiting rooms, complaining of insomnia combined with intense pain and a loss of energy. How many must suffer, possibly even die, before the heroes learn of the twisted machine and take matters into their own hands?

## **35. That Satanic Game [Supernatural/Unique Item]**

A group of teens in the neighborhood have started playing a new fantasy "roleplaying game" that they found in an old bookstore. Oddly enough, the game's pretty dull but for some reason the teens can't bring themselves to stop playing – or to stop reading through the big, thick rulebook. Word winds its way through the grapevine until the heroes learn of a friend of a friend's kid, once an honor student and now a miserable failure in school, that has taken his life while playing the game. What, exactly, is

this game and why are the kids so fascinated by the rulebook?

## **36. The Lucky Shirt [Supernatural/Unique Item]**

One evening, while watching the news, the heroes see a report and interview with a young man that was caught in the middle of a drive-by and escaped unharmed. Eyewitness reports, and the man's own testimony, claim that bullets actually appeared to swerve around the young man and miss him. If the PCs track him down and chat with the young man the first thing they'll notice is that he's wearing the same shirt. If asked about the shirt he'll tell about finding it just a few minutes before the drive-by and insists that it is his new lucky shirt. Anyone capable of detecting magic will discover that more than luck is tied to the shirt.

## **37. This Pizza Tastes Weird [Crime]**

A new pizza delivery place opens in the neighborhood, offering cut-rate prices in an attempt to establish a foothold in the neighborhood. Bizarrely, as the number of delivered pizzas continues to climb so too does the number of reported missing persons in the area. Can these two unrelated events be related?

**Twist:** Instead of missing, bodies are being found but they're missing their internal organs. Ick.

## **38. We Can Rebuild Them [Weird Science]**

A group of shadowy figures have started paying top dollar for fresh corpses – nothing over an hour old! If the heroes investigate the group they'll soon uncover a subterranean laboratory in which corpses are brought back to life and controlled through computer-assisted remote operating systems. Who are these mad scientists and what are they doing raising a



remote-controlled army in the depths of the city?

**Twist:** These aren't mad scientists at work, this is the U.S. military! Now what will the PCs do?

## 39. Why Does it Keep Beeping? [Unique Item/Alien Life]

A dependent or friend of the heroes comes to them one day with a question: What is this? It seems that the dependent or friend, while camping in a nearby forest, found a metallic object about the size and shape of a small computer laptop. Solid black in color, without any indentifying markings or writing, the object weighs a lot more than it should – about 200 lbs. – and won't stop beeping. Beep. Beep. Beep. Once every second the object emits a low, difficult to hear beep. When the object's owners – aliens from another world – come looking for the item it shouldn't take long for the heroes to realize that it's the "black box" from a downed flying saucer. Does that mean that a crashed UFO is hidden somewhere in the forest?

## 40. Zombies? Again? [Weird Science/Crime]

The heroes hear rumors of a new weapon capable of destabilizing the DNA of a target and reducing the targeted individual to a mindless, almost animal-like state. Further rumors tell of the weapon's ability to corrodde the cellular structure of a target, causing the target's body to breakdown and rapidly decompose. Investigation into the rumors reveals that it is not a weapon that causes these horrible effects but, rather, a new type of ammo load commonly referred to as the "zombie round." What's worse is that a terrorist organization has kidnapped the team of scientists that created the ammo and it is only a matter of time before the terrorists have zombie rounds in their possession. Can the heroes locate and rescue

the scientists before they provide the terrorists with enough zombie rounds to turn Manhattan into a city of the undead?

## Adamant Entertainment Adventure Seeds (10)

### 41. Feeding Grounds [Pulp/Horror]

A progressive Senator has created a new social program to get the homeless off the urban streets. So far, it is being tested in a major city. Volunteers man local soup kitchens that also provide job-training programs. The homeless are given new assignments and bussed to locations throughout the state where major corporations offer to subsidize their housing needs.

A local reporter (perhaps one of the PCs or a friendly NPC) has been noticing strange anomalies with the program. Some of the homeless seem to be disappearing after they are trained. They simply never make it to their locations. Worse, the paperwork seems to deny that these people even exist. Further research (Gather Information at DC 20) indicates that the missing people lack relatives. The head of the project, Milton Sharpe, continues to deny that there is anything wrong. When someone snoops around too much, local mobsters are paid off to "encourage" them to stop snooping. Local government isn't much help, as the program is popular and keeps undesirables off the streets.

In truth, Milton Sharpe is the thrall of a vampire. He chooses appropriate candidates and arranges for a special bus to take them to the vampire's lair (an abandoned factory or mansion in the wilderness outside the city). Business has been so good that the vampire is starting to make progeny. If he isn't stopped, many more homeless people will die.

Modern Spin: The vampire controls part of the

Border Patrol and is sniping Mexicans illegally crossing the border.

### 42. Dark Avenger [Pulp]

A PC's reputation is about to take a turn for the worse. This Man of Mystery is about to go on a killing spree, drilling judges and police officers. Unfortunately, the PC has no idea what is going on, as he is not the killer. A local mob boss has hired a hit man to dress as the Man of Mystery and eliminate some troublesome civil servants.

The imposter is able to approximate the Man of Mystery's physical prowess and gear, but he does not have the brains or personality of the original. He also lacks a moral code and will mow down innocents if they are in his way. Anyone performing a Sense Motive check when speaking with the imposter will discover the ruse.

The Dark Avenger will eventually kidnap someone close to the real Man of Mystery in order to draw him out and eliminate him, leaving the imposter to fill his shoes.

### 43. The Devil's Radio Show [Horror]

This adventure hook can take place in the pulp era, the modern era, or anything in between. A charismatic late night radio show host, Angela Darque, introduces a segment on her program called "For what would you sell your soul?" She plays it for laughs, offering to fulfill the wishes of the most entertaining submissions. These prizes range anywhere from a new car to a vacation to a date with an unattainable person. All that is required is that the winner signs a contract, all in good fun, of course, to legitimize the trade.

While *Darque Night* was a popular radio program, it was pulled off the air after a month due to objections from community leaders for bad taste (these objections will be more vociferous in a pulp era campaign). Since the last broadcast, no one has

seen or heard from Angela Darque. Only a dozen prizes were handed out. Oddly, the hosting radio station has no idea where Darque got the money from for the prizes (and stranger, it never occurred to them to ask while she was working for them). A Gather Information check (DC 20) reveals that not only has Darque disappeared, but that she never existed. There are no records of her birth, schooling, or residences. She doesn't even have pay stubs, as she was paid in cash.

The creepiest matter is the contract that the winners signed. In fine print, Angela Darque has promised to collect their souls a year from the signing. A year has passed since Albert Cardwell won a Chrysler Airflow; he was discovered sitting in his car in the bottom of a river. Two days later, Laura Michaels, who'd won a date with her boss, died in a bizarre hunting accident where a bullet managed to fly through her window and killed her while she slept. There are ten more potential victims, unless the PCs can stop her.

A Research check at DC 30 (with a Knowledge (arcane lore) synergy bonus) will reveal that Darque is a demon. Only she has the power to revoke the contracts, if she can be summoned in time. Of course she will want something in return for her trouble...

Complication: A friend or relative of a PC is one of the winners. If the PCs don't act quickly, then he or she will die at the appointed time.

## 44. The Domino Caper (Pulp/Noir)

Rex Ryder, a macho B-Movie actor currently playing "the Red Avenger" in a superhero serial, is found dead in a studio back lot with a bouquet of flowers next to him. The only clue to his death is the fact that his beautiful costar, Lacey Hartman, was seen leaving the studio late. Unfortunately, the popular Miss Hartman has disappeared.

The PC Private Investigator receives a visit from Millie Hartman, the younger sister of the starlet. She believes that her sister is innocent and wants the PC

to crack the case. Unfortunately, she doesn't know where her sister is either.

In truth, Film Director/Producer Clive Harrison owed the mob a great deal of money on gambling debts. While Clive hoped to pay them with profits from the serial, the Mob Boss got tired of waiting. Lacey Hartman was known as Clive's girlfriend. This was a sham. Rex was actually Clive's lover, a fact that was kept concealed from the general public. The Mob Boss hoped that kidnapping Lacey would force Clive to pay up. Rex unexpectedly got in the way and tried to be a hero, which got him drilled. Now the Mob is holding Lacey until Clive pays up. Can the PC detectives get to the bottom of this?

## 45. Curse of the White Lion (Pulp)

This adventure works best with a PC Ace Reporter and Noble Savage (or a foreign and native character, respectively). The setting is Africa, although changing the type of cat will enable the adventure to be played in other exotic locales around the world.

The basics are these: an unscrupulous businessman wants to capture a fabled white lion in order to bring it back to America for an exhibit. Unfortunately, the lion is sacred to a local tribe. The businessman tries to buy them out. When that doesn't work, he gasses them (using WWI phosgene). An Ace Reporter, taken along to chronicle the journey, flees in a pang of conscience. She stumbles upon the Noble Savage, who protects her while stopping the businessman and his Big Game Hunter from stealing the White Lion.

Once the businessman realizes that the Noble Savage is on his trail, he will order the Big Game Hunter to kill him. The Big Game Hunter sets a trap for the Noble Savage. He has painted a regular lion white and wounded it, using it as bait to draw the Noble Savage in. Once the Noble Savage gets close, the trap is sprung.

The climax of this adventure should occur when the businessman and the Big Game Hunter have

cornered the real white lion, allowing for the Noble Savage and friends to defeat them.

## 46. Chrome Wars (Superhero)

The "Arranger," a supervillain genius with a nervous disorder, has designed robots to carry out missions but is unable to operate them herself. She solves this problem by infiltrating "Chrome Wars," a popular cyberpunk MMORPG. She creates special missions for various players to resolve that parallel the needs of her current clients. A player could join a mission to steal a painting from a private collector, never realizing that he is, in reality, guiding a robot that commits a similar crime.

The operators of "Chrome Wars" are fully aware that someone is manipulating their program, but they aren't interested in stopping it. The Arranger's avatar in the game, a trenchcoated woman with glowing blue eyes known only as Blue, has become a cyberlegend. It's good for business. The operators have no idea of the full extent of the Arranger's methods.

This hook can be used in a variety of ways. A PC (or an associate) could be playing the game, only to discover similarities with a recent crime. The Arranger may wish to kidnap a former player of the game in order to force her to continue playing. The Arranger may send a hit squad after any player that scrubbed a mission.

## 47. Back to the Cold War (Superhero or Espionage Confrontation)

Bald Eagle, American Girl, Dr. Democracy. These golden age heroes and others inspired generations of superheroes after them. They fought for America's interests during World War II and the Cold War that followed. And then one day in 1962, they disappeared.

During the Cuban Missile Crisis, the American

military asked these patriotic heroes to fly a new stealth craft to Asia. Their mission: to sabotage and destroy Soviet and Chinese units and bases in an attempt to foment a war between them. Hopefully this would make communism splinter and pave the way for true democracy.

The stealth craft disappeared somewhere in the Pacific. The military believed that the engines failed somehow, but no sign of the craft was ever found. Officially, it did not exist, and only a small research team was created to investigate it, a team that was disbanded during the military cutbacks in the 1990s. The American government covered the disappearance of the heroes, claiming that they retired and wished to live secret, normal lives.

Throughout all this time, the stealth craft and the missing heroes were the subjects of conspiracy theorists and bloggers. They were still watching the Pacific long after the military gave up.

Today, the craft has reappeared, continuing on its mission. The engines worked too well, having pushed the craft past the time barrier. The crew is unaware that time has past, and they are operating under radio silence. It's doubtful they would listen to any "communist tricks" anyway. They are about to land on the frontier of China and Russia and carry out a decades' old order.

The PCs have received information from blogger friends that a Cold War craft has reappeared. The US Government is in a panic. Can the PC superheroes intercept and stop the mission before it's too late? Can they face their old inspirational heroes and defeat them? What desperate measures will the US Government take to abort the mission and cover it up?

Espionage Version: Take off the spandex and make the patriotic heroes a legendary elite squad of secret agents. The PCs are the current agents.

## 48. March of the Steel Soldier [Pulp/Modern/Superhero]

An inventor (or mad scientist) believes that he has come up with the ultimate battlefield weapon: a robot soldier. The robot is being tested on a military base one rainy evening when a stray lightning bolt hits the robot, scrambling its circuits and making it believe it is really in battle. The robot calmly dispatches the scientists and breaks out of the base, heading for the nearest town to "secure."

The robot should be outfitted with cutting edge technology for the genre (a pulp robot might be armed with a gatling gun, while a modern robot might have a particle beam). It believes that all targets should be considered hostile (Ironically, this was a scenario the military insisted on programming for insertion and disruption behind enemy lines). The only way to stop the robot is to destroy it. The deceased creator may have notes on a weakness in a notebook or laptop.

## 49. Marked Man [Pulp/Noir]

An infamous hit man has come to town in order to eliminate a few rivals of a particularly nasty mob boss. Unfortunately, the hit man happens to greatly resemble one of the PCs. The PC first becomes aware of this as he is in the wrong place at the wrong time, passing an outdoor café where his doppelganger is enjoying his lunch. Suddenly, a car pulls around the corner and Tommy-gun fire is sprayed at the PC! The mobster even yells at him by name!

As bad luck would have it, the real hit man hears this exchange and quietly slips away. He wants to use this to his advantage. The best way to do that is to kill the PC himself. After all, if the mob thinks he's dead, then it will be that much easier for him to complete his job.

Can the PCs keep their heads down long enough to take down the true killer?

## 50. Air Rescue! [Pulp]

The small, mountainous, Middle European nation of Varonia is in the midst of a civil war between two rival cousins. Unfortunately, a vacationing actress was kidnapped by one of them and held in a castle in order to make propaganda films. Adventurer PCs are hired (or requested or ordered) to retrieve her. This will require flying into a warring nation, finding a safe place to land, and climbing a sheer mountain to get to the castle.

Unfortunately, the adventure gets more complicated. The actress' host has decided to take her aboard his rigid airship in order to make a film. The PCs will have to climb back down the mountain, evade capture, and pilot their airplanes toward the airship. A squadron of fighter planes guards the airship. The PCs will have to find a way to board the airship, extract the actress, and escape a floating airship. It's all in a day's work.

## RPGObjects Adventure Seeds (50)

### 51. Black Gold Hostage [Military]

A group of terrorists have seized an oil rig in the Gulf of Mexico. They're threatening to open the pipes and create the largest oil slick in recorded history if their demands are not met. The PCs, depending on their abilities are tasked either with a covert assault that neutralizes the terrorists before they have a chance to carry out their threat (for combat oriented groups), negotiation (for more subtle groups) or even a deep sea dive to prevent them from dumping the oil (for groups with a lot of technical skill).

## 52. Call of the Road [Horror/Suspense]

Long haul truckers with no history of drug problems, mental instability or marriage difficulties have been leaving on their runs and never coming home. They're also disappearing with their trucks and loads. The loads are of varying kinds from snack foods to electronics to frozen meats. Depending on the campaign and the GM's whim, the cause of the disappearances could be any of the following: a brutal ring of hijackers who have decided the best course of action is to eliminate all witnesses; a pack of werewolves have decided to expand their numbers; aliens have been abducting the truckers and experimenting on them, then returning them to Earth, except this leaves the truckers suffering from amnesia.

## 53. Firebird [Unexplained Phenomenal]

The PCs investigate an unexplained series of lights in the night sky over the American desert. Is it a UFO? An experimental government aircraft? Or a mystical portal opening to another world? Whatever it is, the government is determined to stop anyone from finding out.

## 54. The Wave [Nature/Survival]

While on vacation on a remote island, an earthquake occurs in the deep ocean, raising a massive tidal wave hurtling toward the PCs' location. Will they be heroes and save as many of the inhabitants as possible? Or will they declare it every person for themselves and steal the fastest means off the island. The PCs could find and reinforce caves on the island for shelter, repair the large number of old fishing junkers in the harbor to increase the number of survivors that make it off the island or even (if the campaign has

a sufficient level of super-science and/or magic) attempt to divert the wave.

## 55. Rag Tag [Nature/Survival]

Continuing from "The Wave" (or any situation which leads the PCs to be stranded at sea or on an island), the PCs are attempting to make it to shore in the hastily repaired fishing vessels (or trying to repair the devastated island) when they are attacked by pirates. It's up to the PCs to attempt to defend their weak and helpless charges against a well-armed foe.

## 56. Long Haul [Suspense]

The PCs are approached by a mysterious stranger and asked to deliver a package. He offers a surprisingly high amount of money for this delivery, half up front and half on delivery at an address provided. The delivery is from New York to Los Angeles and must be conducted by ground. The PCs are not allowed to attempt to move the package by air. If they open the package, the person asking them to make the delivery claims he will know and that they will not be paid.

Assuming the PCs accept the assignment, they have a long distance to travel and will be pursued by powerful opponents attempting to procure the package the entire way. Some possible contents for the package (should the PCs decide to see what they're risking their lives for): a vampire's (still beating) heart, a vial of alien blood, or a mysterious ancient crystal.

Worse, when the PCs arrive at their destination (assuming they attempt to complete their mission), they will find their contact is dead.

## 57. Streets of blood [Horror/Suspense]

People have been disappearing. The cause of these disappearances depends on the nature of the campaign and could be any of the following: a serial

killer; a rogue scientist harvesting organs; alien abduction; a cult worshipping an elder god that is attempting to gain power from their dark master.

## 58. The Benefactor [Suspense]

The PCs are approached by a mysterious stranger who claims he works for a very wealthy and influential man, who wishes to be known only as "The Benefactor". He has been watching the PCs for some time and has decided they are worthy of his aid (note that this works whether or not the PCs are the good guys, the Benefactor could be a villain as easily as a hero).

He offers the PCs something valuable to assist them in their efforts, perhaps an expensive vehicle or a selection of extensive weapons. All he asks in return is that when his associate brings certain job opportunities the PCs' way that they look into them and decide if the missions appeal to them. The missions will be in keeping with whatever brought the PCs to the Benefactor's attention (heroic or villainous) and if the PCs perform these missions often and well, the Benefactor will provide them with even more equipment or even a base of operations.

## 59. Operation Summer School [Military/Espionage]

The PCs are told they are attending a foreign language seminar in Europe. Depending on what the PCs do this could be the military (in which case the offer will *not* be optional), a company the PCs work for or the PCs could even be told they won a contest. The PCs are told the seminar is a cultural exchange, with them learning about the languages and cultures of Europe while their European classmates learn about the languages and cultures of Europe.

Once the PCs arrive they will learn that the program is indeed an exchange, but between the CIA and the KGB, along with the American and Russian



militaries. If the PCs are not part of a military or covert group themselves, they will either be offered training as agents or asked to assist to provide cover stories (perhaps jobs) for agents to further the interests of national security.

## 60. The Big Dance [Crime/Horror]

The PCs are asked to track down a criminal. Perhaps they're bounty hunters, or law enforcement, or even special operations serving as domestic counterterrorism. The subject they are chasing is brutal and extremely dangerous and as the PCs close in on him, he ducks into a local high school during their annual prom. Armed and in the middle of 100 panicked teenagers, the PCs must take down their prisoner AND protect the children from this dangerous, psychotic criminal.

## 61. Information Dark Ages [Horror/Suspense]

Local girls have been disappearing after a visit to a local teen chat room. Depending on the nature of the campaign the person using the room to abduct the girls could be: a vampire with a 21<sup>st</sup> century MO; a slaver selling the girls overseas; a mad scientist cutting the girls up and using their parts to make himself a "perfect woman".

## 62. Kudzu [Horror/Unexplained Phenomenal]

A local botanist has created a monstrous plant while doing genetic experiments on Venus Flytraps. Now the thing is growing like the proverbial weed and whole neighborhoods have had to be abandoned. Nothing seems to slow its growth, not fire, not poison.

## 63. The Pack [Horror]

The leader of a local neo-Nazi group has contracted lycanthropy and has infected the rest of his gang. He has now begun expanding his pack even more while attacking those he deems inferior and continuing to make money off the gang's main business: drugs. Perhaps this is the group responsible for the disappearances in "call of the road".

## 64. Virtual Reality [Unexplained Phenomenal]

People claim to have been attacked by characters from the TV shows they were watching. Worse, some people reported as missing have supposedly been seen \*in\* TV programs running on the TVs in their homes. Perhaps a hallucinogen has been released into the air, perhaps a mad scientist is conducting a bizarre experiment in virtual reality or perhaps a technomage has cast a spell for the sheer enjoyment of it.

## 65. Mission of Mercy [Military/Crime]

An old friend comes to the PCs seeking help (whether this is actually a recurring NPC or a way to introduce an NPC via the "old friend in need" plot device is up to the GM). His daughter is trapped in a country undergoing a serious crisis and he wants the PCs to rescue her. Possible crises include: a country undergoing a bloody civil war; a country devastated by a natural disaster (this could be combined with "The Wave" above; an area being terrorized by a supernatural killer too tough for the PCs to handle (such as a powerful fiend or vampire).

## 66. Call of the Predator [Nature/Horror]

A vicious predator has escaped confinement and is terrorizing the city. The PCs are either asked to help by the authorities, or simply decide on their own to

step up and be heroes (the nature of the campaign and the PCs will let the GM know which way is right for his players- are they usually proactive- or do they need a nudge). Depending on the nature of the campaign the creature they are hunting could be: a man-eating tiger; an extinct animal cloned from DNA found in ice or amber (possibly a dinosaur or even a more primitive, feral species of humanity such as a neanderthal); an alien creature captured by the government for study; a mystical beast either naturally doing what it does (such as a werewolf hunting during the full moon) or summoned by an evil magician for some purpose.

## 67. Starfall [Unexplained Phenomenal]

An object has crashed into the ocean and the PCs have been tasked to retrieve it. Depending on the nature of the campaign this could be: an experimental spy satellite; an alien visitor; or a meteor. Whatever the object is, the PCs aren't the only ones after it, making it a race to see who can get deep into the ocean depths the fastest. And of course some of those seeking the item aren't afraid to use violence to deter competition.

## 68. Abandon Ship [Nature/Horror]

The PCs are asked to help remove the crew from a ship in distress. Perhaps the PCs have access to a vehicle which can help with the evacuation or perhaps they have medical skills to assist ailing passengers and crew as they are rescued. When the PCs arrive at the ship, they see it appears to be in perfect working order, the rescue personnel and remaining crew the PCs were to evacuate are nowhere to be found. Something mysterious has happened here and the PCs can either flee the scene or investigate themselves.

If the PCs investigate, the cause of the ship's distress could be: a radiation leak from a secret military cargo being transported in an innocuously

marked container; a humanoid sea creature has slipped on board the vessel and is preying on the crew; the ghost of a 19<sup>th</sup> century heiress drowned at sea has taken possession of the crew, determined to use her new body to prove she was murdered.

## 69. The race [Suspense]

The PCs have to make an illegal dash across country at high speeds. The reason they need to undertake (and win) this race could be any of the following: a large cash prize; simple pride in who has the best wheels; a madman has poisoned all the contestants and will only give the antidote to the winning team.

## 70. The Traveler [Horror/Unexplained Phenomenal]

After a teenager is hit by a bolt of lightning, he exhibits strange abilities and seems to be acting like a completely different person. Depending on the nature of the campaign the boy's problem could be: he has been possessed by a traveler from the future, if the PCs help him right some event in the past to his satisfaction, he will leave and return the boy's body to his control; the boy is simply suffering delusions and after effects of the extreme shock and needs immediate medical attention; the boy has been mutated by the blast, but his mental condition can be restored with immediate medical attention.

## 71. Blackout [Nature/Suspense]

The PCs are in a major metropolitan area during a major blackout. The causes of the blackout can vary depending on the campaign and can be any of the following: a distraction by a group of criminals so they can undertake a robbery; a supervillain or supernatural creature feeding off the power from the city's electrical grid; the effects of alien technology as craft make numerous passes over the city for observation or invasion.

## 72. Lost Patrol [Horror/Unexplained Phenomenal]

The PCs are a military unit sent after a fellow special ops unit that has gone rogue. The unit has still been conducting missions of a bizarre nature but is refusing to answer communications. In a no-FX campaign the unit could have been bought out by a local drug lord and it will be up to the PCs to bring them to justice. In a FX campaign, the unit could have died and been raised as zombies, now under the control of a local tribal villager who is using them against local government.

## 73. Hotzone [Horror]

A train filled with toxic chemicals derails in a small town. PCs are asked to assist with the cleanup. In a no-FX campaign this will be the adventure: cleaning up the waist, locating injured civilians and moving them out of the hot zone, trying to contain the airborne fumes and contain the spill as much as possible. In a FX campaign, the spill might cause the affected townsfolk to change and become bloodthirsty, mutated creatures.

## 74. Curse of Tecumseh [Horror/Unexplained Phenomenal]

Legend has it that Tecumseh, the Indian leader who fought with William Henry Harrison, placed a curse on the leaders of his enemy, America. That same William Henry Harrison, in 1840, then President, died in office after serving only a month. Twenty years later, President Abe Lincoln would live long enough to be elected but would then be assassinated. Twenty years after that, James Garfield is assassinated after only a year in office, and on it goes up until the near-assassination of Ronald Reagan, elected in 1980. Every twenty years the curse of Tecumseh haunts the President. Now a president,

re-elected in 2000, seems to be falling victim to the same curse. A near miss by an assassin's bullet and a heart condition in a healthy man have caused a member of the administration to quietly approach the PCs and ask them to investigate the curse.

In a no-FX campaign, it might all be coincidence (though the PCs might uncover an *actual* plot against the President unrelated to any curse). It might even be the work of a charlatan who *wants* people in the White House to believe in the curse. If the campaign features FX of course, the curse might be all too real, requiring the PCs to engage a medium to speak to the spirit of Tecumseh and discover what sort of satisfaction will finally give his spirit peace.

## 75. Peak Performance [Horror/Unexplained Phenomenal]

Someone is providing the local college (or high school depending on the PCs' ages) a powerful new steroid. The coach has asked the PCs to discover who is behind these drugs and put a stop to it. Perhaps he has hired the PCs or perhaps he is an old friend (any PC with Strong, Tough or Fast Hero levels might have played for the coach when younger). In a FX campaign, something even more sinister could be going on. Perhaps the steroids are part of a government super-soldier experiment being run by unscrupulous black operatives experimenting on all-too willing civilians looking for an edge. Or perhaps the drugs have a mystical quality that will eventually change the students into something hideous.

## 76. Wild Bunch [Unexplained Phenomenal]

A group of wolves have been plaguing ranchers that are much more than ordinary wolves. This adventure hook could be linked to "Peak Performance" above, with the wolves having eaten livestock being treated

with the same drugs. Or perhaps the wolves were treated directly.

## **77. Rage against the machine (Horror/Mystery)**

For years people have been downloading MP3 files using various file sharing programs. Recently, the music industry has begun to fight back by suing people for using these programs in most of the industrialized countries (US, Canada, UK etc).

Despite this, the practice has continued, if not increased, especially in countries where they have no legal jurisdiction. This has, in the eyes of the music industry, cost them hundreds of millions of dollars in lost revenue.

As a result, one of the largest music producers in the world has done the unthinkable. They have hired outside help to create a specific sound wave that can be imbedded into music files, and they have begun to seed the internet with these modified song tracks.

It is subtle, and takes time, but eventually those listening to the modified MP3's begin to hallucinate, and many go into uncontrollable rages, lashing out at anyone and anything near by. This has lead to the arrest of hundreds of people world wide, with dozens of deaths as a result.

All the police have to go in is that in each and every case, those who went insane were listening to a portable device capable of playing MP3's.

## **78. Time Capsule (Mystery/Suspense)**

While tearing down an old tenement project deep in the slums of New York City, workers discover a rusting old metal box. After breaking the cheaply crafted lock, they are shocked to discover that it's actually a time capsule. Figuring that it was buried at least fifty years ago, they began to rummage through the papers and other items left in it.

Much to their amazement, the papers are all dated from the year 2012, and all are about events leading up to a catastrophe of biblical proportions. There is even a couple of CD ROMs enclosed.

Is it an elaborate hoax, or is it real? The information laid out details the events that will lead up to this world shattering event, and it's up to the PCs to find out if things are really going to happen. Several events that are mentioned have already occurred.

## **79. The Powder (Horror/Crime)**

The streets of Detroit have never been the safest, and recently, those streets have gotten all that more dangerous. A new drug, a fine powder, has recently been introduced into the community.

Like cocaine, the powder is snorted. The effects are felt almost instantly – the user feels his muscles swell with an inhuman strength, the senses are heightened to the point that they can hear a pin drop in a room two blocks away, smell scents the way a bloodhound can.

And there is a hunger, an almost insatiable hunger that can't be filled, no matter how much the person eats or drinks. Only the flesh of other humans seems to satisfy this hunger. The police are horrified at the appearance of the drug, and what has happened over the past few months. The number of homicides has quadrupled since the drug has hit the street.

Speculation among the underground is that the drug was created using actual vampire or werewolf blood, while others believe that it is actually the creation of the US government, a combat drug that will make the soldiers invincible.

## **80. The Final Escape (Mystery/Suspense)**

While touring the horrors that were the concentration death camps utilities by the Nazi's in World War

Two, many tourists are stunned by the sudden and unexplained appearance of hundreds of naked emancipated men, women and children, all appearing in the infamous gas chambers.

How they got there, they have no idea. Each and every single person was supposed to have died during the horrors of the holocaust, and yet here they are, over fifty years later, alive, with no idea what happened.

Some speculate that powerful magical spells were utilized to bring these people to the current age, while others think that it is some sort of weapon or experiment that either worked, or backfired.

Either way, the annals of history are about to be changed.

## **81. Good Corp / Bad Corp? (Crime)**

Almost a year ago, a major corporation completed construction on an automobile manufacturing plant. Instead of going for robotic assembly lines, they actually built the factory around human workers.

The ghetto it was constructed near has seen a sudden turn around. Where there were drug deals taking place in the open on nearly every corner, hookers were a dime a dozen and crime in general was off the scale, things have undergone a drastic change. The people have discovered a prosperity that few could have ever dreamed of.

Recently however, there have been a disturbing number of births that have been stillborn, and many more that have been born with massive genetic defects. The only thing that these horrific births have in common is that they all come from the neighborhood, and that it has only occurred in women who have gotten pregnant within the last year.

Is it the fault of the corporation that has brought such prosperity to the community or something else entirely?

## 82. The messiah? [Mystery/Suspense]

In a small herding village deep in the jungles of Vietnam, a strange occurrence has taken place. A baby was born, with the ability to talk! Unlike his parents, he was born with white hair and ice blue eyes. Still physically incapable of walking or moving on his own, the infant is at the mercy of his parents.

The poor couple who had this strange child are terrified of him, thinking that it is the spawn of a demon. The man has already threatened to kill his wife, and by doing so, the mother has fled into hiding.

Governments and Religious groups have sent out teams to find the mother and child, each one with their own agenda. Some want to study the babe thinking that it must be some sort of genetic mutation and they want to study the child's genetic structure. Others believe that he is in fact a Messiah, a chosen one that will bring either peace or destruction to the human race.

## 83. Where have all the people gone? [Mystery/Suspense]

At first, no one really noticed that there were fewer and fewer homeless people on the streets. It is the height of summer, and it is possible that many of these people have actually managed to find jobs, or have checked into rehab in order to clean themselves up.

But soon, it becomes apparent that there is something else happening. The homeless have begun to leave the city, those who have stopped to talk to others mention that for some time people have been disappearing. They can't say what happened, as no one has ever seen anything, but those who lived in the tunnels were the first to go.

Occasionally a bits and pieces of clothing would be found, or the meager belongings of those people who

have vanished. At least one time there was a pool of blood and the signs of a struggle.

The bottom line is the people are scared, and the more homeless that have disappeared, the greater the fear. Of course, the homeless that have banded together have their own theories. Some believe that it's the government, rounding up their brothers and sisters and are using them for unspeakable experiments. Some believe that there is some sort of cannibalistic monster lurking in the darkened corners of the tunnels that is feeding upon the homeless folk, killing and eating more and more as each day passes, incapable of feeding its insatiable hunger.

One crazy has even said that there is a gateway to another world, one that appears at random locations under the city, opening up to those who are the most desperate and destitute.

## 84. Queen's own Treasure! [Horror/Suspense]

Recently after the final throes of a dangerous hurricane, a small number of gold and silver coins have washed up on shore near one of the PC's homes. After years of grime and sediment are cleaned off, it is discovered that the coins are stamped with the royal family seal of England and are dated 1732.

Upon further research, it is discovered that a ship, the Queen's Own, supposedly went down during a powerful storm in 1733, just off the coast. There were no survivors, and no one has ever found the wreck.

That night, a strange light can be seen from shore, hovering over a specific section of the ocean. Sounds like moans and screams of terror can be heard, closing in over the roiling waves.

Before dawn, strange figures are seen searching the beach, but disappear well before anyone is able to reach them.

The next day, the local newspaper runs a story about strange appearances of these shadowy figures all over the shore, and several were spotted in town.

When approached, they disappeared into thin air.

Are the ghosts of the mariners coming to find their lost treasure, or is it something else?

## 85. Fire me, will you? Well, here's a little fire in return! [Crime]

The PCs, after a grueling mission, have stopped at their bank to make a deposit. As they are waiting in line, a man suddenly enters and opens with a full automatic assault rifle, instantly killing the guard at the door.

Amidst the screams and the sudden panic, the man fires half a clip into the ceiling, then proceeds to empty the rest of the weapon into the offices, hitting several of the employees.

Dropping his weapon, the man pulls out a pair of handguns and begins to march purposely towards the manager's office, which has mysteriously disappeared from sight. Pretty much the rest of the patrons of the bank, as well as the PCs are being totally ignored by the assailant.

As he approaches the office, another guard appears and the assailant cuts him down with two well placed shots. As he fires, he screams out at the top of his voice "Fire me, will you? Two faced, back stabbing thief!"

## 86. Who? Never heard of him [Mystery/Suspense]

After getting a phone call from a former high school friend, the PC brings up another friend that they had a lot of history with. The person the PC is talking to is silent for a moment, and then asks who the PC is talking about. This comes as a shock to the PC because they were best friends. The person he is talking to insists that he has never met the person the PC describes.

Then the PC notices an old photo of himself and his close circle of friends. The man he mentions is no



longer in the picture, and as he watches, another old friend fades from view.

When the PC contacts other people who knew these two, no one remembers them, and one goes as far as to tell the PC to lay off the drugs, he's losing his mind. If the PC digs even further, he quickly discovers that all records of the people do not exist. No birth certificates, no high school records, nothing.

It appears as if someone is purposely erasing everything in regards to these people, and for some reason only the PC remembers them.

## **87. Hunter becomes the hunted [Horror/Nature]**

Hunting season has arrived, and as usual, many would be sportsmen are out in the great outdoors, hoping to bag the big one. Then, inexplicably, the animals begin to turn on the hunters. Usually docile deer suddenly hide, and when a hunter passes, they attack, goring the hunter with their horns. Bears attack, seemingly impervious to the most grievous wounds, and maul the hunters to death, tearing them limb from limb.

All the animals in the forest have turned against the humans, showing unheard of levels of intelligence and cunning. In many cases, the hunters that were attacked (those who survived), said that just before the creatures struck they heard a female voice, chanting over and over and finally ending as the attacks began.

## **88. Look, I'm on TV! [Crime/Mystery]**

While relaxing and catching up on his favorite TV show, the news suddenly cuts in and the PC sees a local newscaster bringing important late breaking news. As the PC watches, he sees himself coming out of a bank, several bags full of cash in his hands, making his way to a car.

As the PC watches in amazement, he sees several

other people follow, some laying down suppressing fields of fire while others are carrying loot.

While this happens, the PC's phone rings and one of his friends tells him to turn on the TV. If the PC mentions that he is seeing himself on TV, his friend tells him to turn to another channel. The friend that he is talking to is currently hunkered down behind a bullet ridden car, in front of a jeweler store, exchanging fire with the police!

The funny thing is, both the PC and his friend are currently at home, relaxing. How is it possible that they could be outside, committing such deadly and brazen crimes?

It all harkens back to when the PC made a recent stop to the local walk in clinic for some simple tests. Strangely enough, so did the PC's friend.

## **89. Need for Speed [Crime]**

Street racing has always been popular, and as technology changes, the higher top speeds the cars are able to reach, the higher the body count climbs.

Recently, one of the younger relatives of one of the PCs had been arrested for street racing. The PC is called by the relative to come and bail him out. When the PC arrives, the cops show him a video tape of his factory stock car topping over two hundred miles an hour.

That in on itself is impossible, as the cars top end is 140 miles an hour. After bailing his relative out, the PC learns that there is a new fuel additive for sale, no one knows where it comes from but it increases the top end of the vehicle by unheard of speeds.

A few days later, the PCs discover that several of the street racers vehicles have suddenly exploded without warning, even when they were not racing, killing a number of the drivers.

Fearing for the life of his relative, the PC has to find out who is selling the additive, and what exactly it is.

## **90. I'm a writer! [Mystery/Suspense]**

While getting into his car, the PC notices a manila envelop, resting half under his front tire. If the PC checks it out, it turns out to be a manuscript for a mystery novel. There is no name, no address, but as the PC reads further, he can see that it is professionally written and has the makings of a best seller.

Does the PC try to discover who wrote the book and return it, or does the PC try to submit it as his own?

## **91. The new super diet [Mystery/Suspense]**

A brand new diet has recently entered the market with amazing results. The test city (the city the PCs are based out of) was chosen out of all the cities across the country. Women and men flocked like migrating birds to the new center in hopes of obtaining this new miracle diet that allowed you to eat as much as you wanted, but still lose the weight.

After visiting the center, the clients came out with a small packet of pills, to be taken every time they were about to eat.

The diet worked like a charm. People were losing 1-3 pounds a week, and with little or no effort on their part.

Almost at the same time, normally fit and trim people began to put on weight, some of the most athletic men and women in the city were suddenly beginning to put on the pounds at an alarming rate.

This includes one of the PCs. It is up to the group to find out the secret behind the new weight loss diet before the PC grows too fat to move and is crushed under his own weight.

## 92. Tow Truck from hell [Horror/Suspense]

Late at night, young, attractive women have suddenly been developing engine trouble with their vehicles. Just out of the blue, the vehicle is running fine, and then the next second, the engine seizes up.

Oddly enough, in each and every case, within a couple of minutes a mysterious tow truck arrives on the scene. There has only been one eye witness account, where the woman gratefully approaches the truck, and a seemingly normal driver gets out. They talk for a few minutes, and then the driver hooks up the car.

The eyewitness then states that the driver seems to undergo a rapid transformation, becoming – in the witnesses own words, demonic. He then grabs the hapless woman, tearing away all material goods, and throws her into the cab of the truck. The witness then says a glowing red gateway appears before the truck and it vanishes into it, leaving not a trace but the woman's personal belongings.

## 93. Why didn't you come? [Crime]

Having never been a popular kid in school, Jimmy has, over the past year, gone out of his way to make friends and try to fit in. He thought that he had succeeded. He was hanging out with some of the cool kids, getting invited to the occasional party, so on and so forth.

In reality, what it was is that Jimmy was spending money on his so called friends, and a lot of it. They used him, and he kept giving, gratefully.

Then, on his 18<sup>th</sup> Birthday, he planned a huge bash, and invited all his new found friends. To a person, not one showed up. It was the straw that broke the camel's back. He has now gone on a rampage and is hunting down each and every one of the people that jilted him, bent on killing them for the final insult.

## 94. Please, can I have your autograph, and maybe some hair – oh, and your socks? [Crime]

After building up a powerful reputation, the PCs begin to see the downside of their fame, or infamy. One of the PCs begins to get emails, letters, pictures (of a very risqué nature), and so forth from one obsessed fan.

This fan begins to show up everywhere the PC is, be it at a restaurant, the movies, shopping, even on missions, just staying in the background, but occasionally coming up for autographs or other personal mementos.

The fan is so obsessed with the PC, that the fan has more information on the PC than even the PC knows about himself! The fan's detective and investigative skills would put the CIA and FBI to shame.

What is the PC going to do about this crazed fan, before something really bad happens?

## 95. Misdirected package [Crime]

One morning, just after the PC awakens, a local delivery company rings the doorbell. They have several cases of fertilizer as well as several one gallon containers of chemical defoliants and so forth.

The PC will quickly discover that the address to the delivery is just slightly off. The house address is right, the street address is wrong. The delivery driver apologizes for the mistake and promptly leaves.

If the PC decides to investigate, the house that it was supposed to be delivered to is a small, immaculately maintained home a street over, with a tiny front yard and no back yard to speak of.

The owners are a family who have recently emigrated from Afghanistan, and it is clear that they have no need for so much fertilizer or farming chemicals. What are they doing with it? Do they have some sort of grow-op in the basement, or is it something far more innocent, or sinister?

## 96. Venus De Milo eat your heart out! [Arcane/Horror]

Coming out of nowhere, a beautiful woman has been making headlines in the art world with her incredible, life like statues of men and women. Few artists have ever been able to create such works of art, and she is taking the art world by storm.

The artist is in fact, a medusa. She has found a way to hide her true form so she can interact with the world without arousing any suspicion. She goes out to auditions and modeling agencies and competitions to find the most attractive men, and women, to use for her art.

Essentially, people that will be missed, but ones that the police will not spend too much time in trying to track down.

Luring these men and women back to her apartment loft, she not only seduces them, but then gets them to pose for her. While posing in the nude, she shifts her form and uses her gaze on the innocent victims, creating the incredible, life like statues.

## 97. Red light, green light! [Crime]

Without warning, all the traffic lights in the city go haywire. Both directions are green, while some are solid red, while others change at random. In minutes there are hundreds of accidents all over the city, and the traffic has snarled to a standstill. No matter what the traffic controllers do they can't regain control of the system, and the city grinds to a standstill.

The city fathers then receive a package in the mail, with no return address, demanding 100 million dollars in order to gain control of the traffic lights once again and return the city to normal.

The city has exactly 24 hours to meet the hackers demand, or he will permanently shut the city down, starting with the lights, then the water and other essentials to maintain life.

## 98. Digital Fortune teller [Arcane/Mystery]

One of the PCs happens to find a high end digital camera abandoned in a park, sitting at a table in a mall or some other public place. The batteries are dead and there is no form of identification anywhere.

If the PCs check out the camera, they simply need to replace the batteries and will discover that there are dozens of photos on the memory chip. Each photo shows someone in a gruesome death scene. Car accidents, heart attacks, burn victims. It is horrible to witness.

That same night, while watching the nightly news, the PC immediately recognizes one of the news stories. It shows a horrific car accident, in which three people were killed, and the PC recognizes the vehicle from one of the photos that is stored on the camera.

The camera, as it turns out, can predict the future, but only in the manner the subject is going to die.

## 99. What's up with the men in black? [Mystery/Suspense]

It is late in the afternoon, and the mall is almost ready to close. Without any warning, all the exits to the mall are locked and the patrons are barred from leaving by mysterious men dressed in black suits and black sunglasses.

People who try discover that they can't get a signal on their cell phones and the land line phones are completely dead. There is no outside communication what so ever.

Those who want to get out of the mall have their belongings thoroughly searched, and have no choice but to submit a blood sample. The men in black are by no means subtle or kind, and those who resist are forced, at gunpoint, to comply.

Once those who want to leave are tested, they are kept separated from the rest of the patrons while

more tests are conducted.

To make matters worse, there are more men in black searching the mall, running strange computer like devices over every man, woman, child and animal they meet.

Who, or what, are they looking for?

## 100. Luckiest man in the world [Arcane/Mystery]

He has been in the news for months now, the man who is considered to be the luckiest man in the world. He has won an astounding three lotteries, getting six out of six numbers each and every time, and seems to have won every major draw that he has entered.

In the span of a year, the man has gained half a billion in lottery wins, as well as seven houses, over a dozen cars and trips all over the globe.

Having heard of the PCs exploits, and their expertise, the man approaches them, asking them if they could help him with a problem. He has been getting threatening emails and calls from some high end mobsters, who want a major cut of his winnings or else.

Since he doesn't have any family or many friends, the threats really didn't mean all that much to him. However, when he went to the police about it, he quickly discovered that they are in cahoots with the mobsters. He has been forced to seek outside help.

His luck comes from an ancient talisman he found, in all places, a garage sale. He suspects it is responsible for his incredible streak of luck, but hasn't shared this with anyone.

## 101. Snakeskin boots [Horror/Suspense]

A local dealer has recently begun selling incredible boots made out of the finest snake and reptile skin. The boots cost in the range of at least a thousand dollars a pair, but they are all the rage and have been

finding a way into the Hollywood mainstream.

Much to the horror of the shopkeeper and his patrons, several of his customers have been found dead. They have either been bitten to death, injected with a powerful toxin, or in some cases, crushed by a tremendous force.

As it turns out, the reptiles that have had to give up their skins, have somehow been coming back from the dead and have been seeking out those who are now using their flesh as a fashion statement. These horrible, skinless snakes have been able to find who has their skin, and where it is, and takes the skin back while killing the owners as revenge.

Because of this strange turn of events, it is only a matter of time before someone of importance loses their life, and the shop owner is in great danger as well.

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