

HIDE AND SEEK

A ONE SHEET ADVENTURE FOR THE DAY AFTER RAGNAROK BY MITCH WILLIAMS



This adventure occurs in Portland and Corvallis, Oregon. It could be moved to any small West Coast town that fits into your campaign. The heroes get involved when Sgt. Henry Stevenson sends a letter to his old friend(s) asking for help. He thinks he is being followed and he wants the heroes to figure out who is following him and why.

A TALE OF WOE

Henry, a typical farm boy of average height with wavy light brown hair and a stocky build, was a mechanic in the U. S. Army. At Serpentfall, Sgt. Stevenson was stationed in the Soviet Union. He and his squad were helping Soviet mechanics maintain U.S. tanks that were part of the 'lend-lease' program.

According to Henry, he and his team were locked up in a Soviet prison soon after Serpentfall. They were not treated badly, but were eventually used as test subjects for "strange" experiments. Fortunately for Henry, his only experience as a test subject was to sit in a room with a Red Army officer who stared at him intensively for up to an hour at a time. This went on for several months.

Henry's time in the prison ended unexpectedly one day when he woke up in a small grove just outside the prison with no knowledge of how he got there. He made his way back to what was left of the United States, taking over a year to travel through China and across the Pacific. No one else on his team managed to escape.

When he tried to tell his story to the authorities, no one believed him. Henry was discharged for "Combat Fatigue," effectively a declaration of cowardice as far as the Army was concerned. Even though he makes a living as an auto mechanic, he continues to suffer from nightmares, memory loss, and blackouts. He is convinced that someone has taken an interest in his story and is secretly following him.

WHAT'S REALLY GOING ON

Henry was the experimental target of Edvard Hynek, a psionic trying to perfect a version of the *puppet* power. A Czechoslovakian mentalist and pacifist, Hynek fled to the U.S.S.R. when the Nazis occupied his homeland in 1939.

On Edvard's final attempt to control Henry's mind, something went wrong and his entire consciousness was transferred into the American, leaving his own body. Before he could figure out how to get back, his body died. The shock kept Edvard "submerged" long

enough for Henry to make it back to the States, but he has begun waking up. By now, Edvard's mind can control Henry's body for short periods of time: about 2 hours if Henry is awake or 4 hours if he is asleep. Edvard perceives and remembers everything that Henry knows and does, but Henry is not aware of Edvard or Edvard's activities when in control of the shared body.

Edvard is not a villain per se, just trying to survive in a bad situation. His current half-baked plan is to steal enough money to have Henry (and himself) "kidnapped" and taken back to Europe to find other psionics to help him out. His activities have attracted the ... assistance of Nicholas "Big Nicky" Stamos to this end. (Big Nicky has his own plans.)

Edvard has been using his powers to steal small amounts of money by subduing gas station attendants, drug store clerks, etc. in the surrounding area. Now that Henry has called for help Edvard plans one big, final robbery: a bank job (with the help of Big Nicky) to fund his escape.

DELAYING TACTICS

The heroes start (or meet up) in Portland. It should take about 2 hours by train, bus, or private car to reach Henry's home town of Corvallis.

To gain enough time to complete his escape plan, Edvard, using Big Nicky's connections, has assigned several thugs to harass and delay the heroes. Although he has strongly (even psychically) insisted that no one be killed, the heroes may suffer pickpocketing attempts, slashed tires, minor arson, etc. at the hands of the goons in Portland. As a last ditch effort the goons attack at the train station, bus station, or gas station as the heroes try to leave for Corvallis. These bruisers, operating under Edvard's psychic orders, only carry clubs or brass knuckles. There are two thugs for each hero.

Being attacked with melee weapons in a public place, the heroes hopefully resist the urge to escalate to a gunfight. The thugs attempt to retreat if more than half of them are down. The only information any captured foes can give is that "Big Nicky" wants the heroes to stay away from Corvallis.

INVESTIGATIONS IN CORVALLIS

The town is abuzz with stories and rumors about a rash of strange robberies. Anyone with a military or police background can find out from the local authorities that the people robbed do not remember how the robbery happened. They black out for



a short amount of time and the money is gone when they wake up. Making an appropriate Investigation or Streetwise Roll also reveals this information.

Watching and following Henry is also an option. Henry is not actually being followed by anyone else, since Edvard can bring Nicky's men running with a phone call. But anyone who spends time with Henry may, once a day, make a Notice Roll (at -4) to realize that sometimes he just seems "different"—eating with his fork in his left hand, or whistling Dvorak instead of Glen Miller. Different. After that successful Notice Roll, a Smarts roll reveals that these "different" times correspond to Henry's blackouts.

BIG NICKY HAS HIS OWN PLAN

Big Nicky Stamos is a tall, dapper man of Greek decent. He was a low-level gangster in Los Angeles before his chance meeting with Edvard. but Nicky knows he is destined for better things and takes any chance to improve his lot. After he observed the effect that Edvard had on people, Stamos assigned himself as Edvard's protector and criminal mentor. He devised the robbery scheme using Edvard's talents, and plans to keep the psychic around for more of the same—a lot more, on a much bigger scale. Although neither Nicky nor Edvard have realized it yet, Nicky is somehow immune to Edvard's psychic abilities.

TIME TO GO

After two or three days, or if any of the heroes gets too suspicious, Edvard contacts Big Nicky and arranges his pickup. Edvard picks a time when he can use his powers to incapacitate any hero watching him, but his "kidnappers" leave tire tracks and nosy neighbors behind. With quick action, the adventurers can easily follow Edvard and Stamos back to the small warehouse they use for a base. If the heroes lose Edvard and Big Nicky, a few hours of legwork the next day (Investigation) leads them to a recently rented warehouse where a man fitting Big Nicky's description is known to hang out. The warehouse is a small 10" (60 feet) square building with a double loading door on one side and regular doors on each of the other sides. It has no windows or skylight openings.

When the heroes enter, thugs (two per hero) attack them yet again as Big Nicky gloats and Edvard watches passively. Ever more powerful, Edvard projects a non-violent aura: any hero (or thug) who wishes to draw a knife or gun (or other lethal weapon) must make a Spirit roll or choose another action. Any attack made with such a weapon is at -2.

Big Nicky is immune to this aura but he keeps his gun holstered as long as his side is winning. If things go bad, he tries to escape with Edvard. Failing that, he shoots his way out. If they haven't pulled their own guns, Edvard could even be convinced to defend his "rescuers" from Big Nicky once the shooting starts.

FURTHER ADVENTURES

Once the fight is over, the heroes still need to figure out what's going on, and find a way to help Henry and Edvard. If Big Nicky got away, they may have to deal with him again. Stamos still wants to rob the Corvallis State Bank, even though the heroes messed that up for now.

Henry Stevenson

Use the statistics for Soldier, **DAR**, p. 82. Replace Edges, Hindrances, and Gear as follows:

EDGES: McGyver

HINDRANCES: Outsider (Believed to be a liar and coward)

GEAR: Wrench (club)

SPECIAL ABILITIES: Henry has 3 wounds as if he were a wild card.

— Edvard Hynek (In the body of Henry Stevenson) —

ATTRIBUTES: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

SKILLS: Fighting d4, Knowledge (Russian) d6, Knowledge (English) d6, Notice d6, Persuasion d6, Psionics d8, Shooting d4, Stealth d6

CHARISMA: 0 **PACE:** 6 **PARRY:** 4 **TOUGHNESS:** 5

EDGES: Arcane Background (Psionics)

HINDRANCES: Blank Stare, Pacifist (Minor)

POWER POINTS: 10

POWERS: Puppet, Stun, Invisibility

SPECIAL ABILITIES: *Non-violent Aura.* any character within 12" of Edvard must make a Spirit roll to draw a gun, knife, or other deadly weapon. Attacks with such weapons are made at -2. This psionic ability is always on while Edvard is in control of Henry's body and costs no power points.



Nicholas "Big Nicky" Stamos

Use the Thug Boss (**DAR**, p. 83) with the following modifications.

SPECIAL ABILITIES: *Null Psi.* Big Nicky's cherished St. Nicholas medal stays around his neck at all times. (A Notice roll catches him rubbing it unconsciously, or he might kiss it theatrically.) While he wears it, he's immune to psionics, especially godless atheist Commie psionics. Whether it works for the heroes, or gives them the Holy Roller Hindrance before working for them, is up to the GM.

GEAR: Brass Knuckles, S&W Magnum (.357).



Thugs

Use the Thug (**DAR**, p. 83). Replace Gear as follows:

GEAR: Club or Brass Knuckles

Credits

Writing & Design: Mitch Williams

Editing & Development: Kenneth Hite **Interior Art:** Mike Vilardi

Graphic Design & Art Direction: Hal Mangold

This game references the *Savage Worlds* game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Hide and Seek is copyright © 2014 by Atomic Overmind Press. All rights reserved. *The Day After Ragnarok* is copyright © 2008-2014 by Kenneth Hite. All rights reserved.