



-by *HawaiianBrian*

This adventure is designed for Novice characters at the beginning, or not far into, a Savage Torg campaign. The characters probably know very little about the Possibility Wars at this point.

The adventure sets the characters on the trail of the downed Air Force One aircraft and its precious cargo, the President of the United States. Very high stakes, indeed. At this point the character should know that the U.S. Government was relocated to Houston since the invasion, and that President McKutcheon has declared a nationwide state of emergency. What they don't know is that the Vice President, David Fellows, has been struggling to figure out how to turn these circumstances to his gain. President McKutcheon has put together a fact-finding flight along the border of Living Land, along with several top officeholders. Seeing his chance, the Vice President coerced the pilot to “accidentally” fly over the Living Land then crash the plane. He has also hired a group of cold-blooded mercenaries to retrieve the President's body and the attache case he must carry at all times – the one with the codes to the nation's nuclear warheads.

It is into this political quagmire that the characters unwittingly find themselves plunged...

ACT ONE: RUN THROUGH THE JUNGLE

The action begins with the characters traveling in what was once central Georgia right along the storm-wracked border with the Living Land, doing what little they can to rescue people stuck in the new reality overlaying the Eastern U.S.,

or bringing much-needed supplies to those who are choosing to stick it out in hopes this is temporary. The characters are traveling with an NPC named Angie Devoe, a Realm Runner with a souped-up Land Rover, ferrying seeds, granola, and jugs of water to whomever they might find in need of assistance.

This adventure is divided into a series Acts, each also divided into scenes. These are mostly for organizational purposes, but Gamemasters can make use of them by allowing characters with an Arcane Background to fully refresh their Power Points between Acts.

Read the following text:

For the last week or so you've been traveling with Angie Devoe, a gutsy former truck driver who has decided to take her love of the outdoors and her familiarity with what was once Georgia, and bring supplies to the poor souls still stuck beyond the storm. Without anything better to do, you decided to lend a hand and perhaps strike back against the strange lizard people, maybe learning something about what has happened to the world in the process. Every couple of days you venture through the unpredictable storms and into the tangled, misty jungles of central Georgia, delivering loads of food, water, and supplies to the communities remaining there. All the while you listen to the empty airwaves, listening for information – anything.

Scene One: The Most Dangerous Game

The characters are a day's rough ride into the jungle when they encounter a man in a strange uniform being chased by

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several fierce edeinos. There is one edeinos warrior for every party member, and no optants. The encounter happens in thick undergrowth, with plenty of fallen logs and other obstacles. After the characters defeat the edeinos, the man tells them he is Jake Martin, the co-pilot of Air Force One. He was forced to crash-land the jet on his own when the pilot, Lt. Carsden, mysteriously redirected the plane toward the Living Land and then parachuted away. Jake ordered everyone into an ejectable pod on the plane and cast them off so they wouldn't be killed in the crash. On board at the time were President William McKutcheon, Speaker of the House Dennis Quatermain, Georgia Governor Charles Ray, and Secretary of State Cassandra Evans. All of them were on an inspection run trying to determine what, if anything, could be done about the Living Land, before returning back to Houston. The rest of Air Force One crashed, but he thinks the capsule came down in the jungle just west of Atlanta. Captain Martin pleads for assistance.

Here is a great chance for the characters to learn something about the strange goings-on of the invasion, and help the President at the same time. It should be easy to convince them to help.

Angie Devoe: Core Earth Realm Runner (WC)

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d6, Vigor d8

Skills: Driving d10, Fighting d10, Notice d6, Reality d4, Shooting d6, Survival d8, Tracking d6

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Handaxe (Str+2)

Special Abilities:

- Realm Runner: +2 Notice to sense reality; +1 when driving Land Rovers
- Danger Sense: Notice at -2 to detect surprise

Scene Two: The Fate of the Transformed

Turning away from their destination, the characters go with Angie in the direction indicated by Capt. Martin. As they travel, they follow a road that clearly used to be a country lane. They have travelled many hours and have consumed about a quarter of their supplies. Ahead the road emerges into a vine-choked clearing where a collapsing building stands. A tall sign just outside the building reads, "MacDonald's." An unkept-looking pickup is parked out front with a machine gun mounted on the top. Behind the machine gun is a bloody dead body. The windows are shattered and sounds of a fight can be heard inside. If the characters investigate, they find a harried storm knight team inside beset by eight transformed humans. Two domesticated-looking raptors are joining in the attack.

If they save the storm knights, they learn that the NPCs were returning from a run into the Living Land to bring supplies to Mableton, a besieged resistance community farther up the road. When someone left their igloo cooler open on accident, all the food was ruined. They met a group

of other storm knights "who acted rather odd" and told them about this MacDonalds, where they might find something to salvage. The odd storm knight group was composed of several men in jungle camouflage and seemed well-equipped for travel, driving a Hummer. The odd group was headed in the general direction of Atlanta.

If any of the fellow storm knights survive the encounter, they are willing to accompany the PCs on their quest.

Caymos: Aysle Mage (WC)

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Arcane) d8, Notice d6, Reality d6, Riding d4, Spellcasting d10.

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Staff (Str+d4, Parry +1, Reach 1, Hands 2)

Special Abilities:

- Arcane Background (Magic): 10 Power Points. Has the Bolt, Elemental Protection and Entangle Powers.
- Storm Knight: Detect possibility energy

Jack Swift: Tex Arcana Gunslinger (WC)

Attributes: Agility d12, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Reality d8, Riding d10, Shooting d12, Tracking d6

Pace: 6; **Parry:** 8; **Toughness:** 8

Gear: 2x Colt (2d6+1, Revolver), Bowie Knife (Str+1)

Special Abilities:

- Marksman: Aim maneuver if hero doesn't move
- Quick Draw: may draw weapon as free action
- Quick: Discard draw of 5 or less for new card

The Lion: Nile Empire Hero (WC)

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

Skills: Driving d6, Fighting d8, Guts d8, Intimidation d6, Investigation d6, Notice d8, Survival d8, Taunt d6, Reality d8, Tracking d6

Pace: 6; **Parry:** 4+1; **Toughness:** 5

Gear: Lion's Claws x2 (Str+d6)

Special Abilities:

- Berserk: Smarts roll or go berserk when wounded. Parry -2 but +2 to Fighting and Strength, ignore wound modifiers, cannot use skills, Edges or modifiers that require concentration, run risk of hitting ally.
- Two Fisted: Ignore multi-action penalty
- Arcane Background (Super Powers): 20 power points; "Lion's Roar" with Fear Power.

Ryunosuke Tanaka: Nippon Reality Scientist (WC)

Attributes: Agility d6, Smarts d12+1, Spirit d4, Strength d4, Vigor d4

Skills: Fighting d4, Investigation d12+!, Knowledge: Reality Theory d12+2, Reality d6, Repair d10+1

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Molecular Knife (Str+3, AP 2, cannot be thrown)

Special Abilities:

- Arcane Background (Cyberware): Carbon Weave Skin (Armor), Attribute Enhancement Array (Boost Smarts)
- Reality Scholar: +1 Reality Theory checks

Scene Three: Border Town

Another ten hours up the ever-tangled road, they are ambushed by what must be dozens of transformed humans and edeinos hiding in the thick undergrowth, hurling spears at them. It is impractical to fight this many adversaries, and every round the vehicle is being attacked by about twenty projectiles. Stopping to fight would be suicide, and the GM should emphasize that. However, just ahead they can see a new-looking palisade with several human figures with rifles gesturing them onward. The door is being held open just wide enough for the Land Rover to pass through.

This is the town of Mableton, or part of it -- most of the town is claimed by the jungle, but part of the subdivision to the west has been walled in to make a town where subsistence farming is getting people by. Edeinos have been sent to make sure nobody comes or goes, though they leave the people alone hoping they will eventually transform. The mayor, Caroline Shaw, meets them and offers to trade supplies for fresh produce.

While here, they can learn that the "odd" group passed through, providing them with seeds and matches in

exchange for a hand-drawn map of the edeinos tribes and other hazards between here and Atlanta, saying they were sent to "extract" the president. The odd group spent the night here, drinking, and one of them ended up nearly molesting a town girl. In the ensuing confrontation, three townsfolk were shot. Mayor Shaw questioned their authenticity, at which time they said something about not asking questions if they want to live. At that time, they raided the town's supplies and left through the far gate.

While in town, the characters meet the town's sole edeinos character, "Lug-Nut" Johnny, a transformed edeinos who specializes in repairs. They may stay as long as they like. When they are ready to go, Caroline allows them to pass out through the opposite gate onto what remains of an interstate freeway.

ACT TWO: FLIGHTLESS BIRD

Scene One: A Tall Drink of Water

On the road once more, the characters pass signs of more habitation, this time less aggressive: human and edeinos child faces peering at them from trees (they flee if the characters attempt to meet them), recently abandoned camps, a spear sticking out of a tree. Then the road ends at a newly formed lake, forcing them to follow animal trails.

While fording a tiny rocky stream, they suddenly notice the water ebb down to a trickle. Upstream, a T-Rex has come to drink. It notices them at almost the same instant they notice it. This T-Rex is already terribly injured from a previous encounter with Wallace's Irregulars, with only two wounds remaining and only one Benny. It's wounds are visible and fresh, and it has a burned patch from a flamethrower. Anyone from a reality with a Tech Axiom of 3 or better can make a Notice check to tell it is from gunfire. If they flee, use the Chase rules and be sure to toss muddy slopes, fallen logs, and dense thickets in the path.

Injured Tyrannosaurus Rex [WC]

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d12+7, Vigor d10

Skills: Fighting d8, Intimidation d12, Notice d6

Pace: 8 ; **Parry:** 6; **Toughness:** 13

Special Abilities:

- Improved Nerves of Steel
- Armor +3: Tough, scaly hide.
- Bite: Str+3.
- Fear: Characters who see the T-Rex must make a Guts check at -4.
- Fearless: The Rex is immune to Fear and Intimidation.
- Huge: Opponents get a +4 to hit the T-Rex.
- Size +7
- Stomp: Str. The Rex's stomp counts as a Heavy Weapon. A stomped foe must make an opposed Strength roll against the Rex to break free. As long as the Rex doesn't move, it will continue to do Str damage to the victim each round



(though typically it will bite them to death once it has them trapped), and gets a +4 to hit and damage to its bite attacks against them.

- **Swallow Whole:** With two raises on its bite attack, the Rex has swallowed the victim whole (Size +1 or smaller creatures only). Those swallowed take 3d6 damage against their base Toughness each round until dead or freed. A swallowed character can try to cut their way free with a dagger or knife by making an Agility roll at -2; roll damage against Toughness 8. If they can do at least one Wound, they've sliced a hole big enough to slip free; they're automatically Shaken once out. If the Rex is killed, swallowed characters can be freed from the outside in a single round.

Scene Two: Dem Bones

A few hours after the encounter with the T-Rex, it begins to rain in a drenching tropical downpour. Though they may try to soldier on, the weather drastically increases the drive time, which isn't helped by the periodic necessity of getting out to clear rubbish or push the truck out of mud bogs. At one such mud bog, they are attacked by mosquitos the size of hummingbirds. Nearby, they see a skeletonized human body with several pieces of corroding equipment and weapons. In the skeleton's possession is a shredded journal missing pages and badly soaked in water. But from the scraps of paper around the body, the characters can find a fragmented entry. It tells of an encounter with a strange race of tiny humans the size of a soda can. The author indicates that they appear to be friendly toward humans.

Mosquitos, Giant

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

Skills: Fighting d6, Notice d6

Pace: 2, Fly 10; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Proboscis:** Str+d4.
- **Blood Drain:** If a mosquito hits with its proboscis, it will immediately begin to draw blood. Those affected must make a Vigor check or lose one Fatigue level.
- **Fearless:** Giant mosquitos lack the brains to feel fear; they're immune to Fear, Intimidation, and Taunts.
- **Poison:** Giant mosquitos inject a numbing agent with their proboscis. This neurotoxin has no effect in combat, but for the next 24 hours any character who failed a Vigor check from the mosquito's blood drain attack suffers one level of Fatigue due to the intense itching sensation.
- **Slow:** On the ground, giant mosquitos can only move at a Pace 2, and can't run.

Scene Three: Empty Vessel

The characters finally come to the location of the Air Force One capsule. It rests partially suspended in a hammock of vines and branches only a few feet in the air, though part of

it hangs over a deep gorge in which flows a murky river. The gliding forms of crocodile-like carnivores can be seen in the river. Signs of a struggle mark the ground just outside the capsule. The corpse of Governor Ray lies face-down in the mud, a bullet through his skull, and his body appears to have been beaten. An inspection of the mud around the capsule reveals many sets of footprints, from edeinos to human. A Notice roll with a TN of 6 reveals a discarded MRE pack, a bunch of empty magazine casings, and a cigarette.

Inside, the capsule has been ransacked and defiled. The corpse of a Secret Service guard is speared to one wall. Blood is everywhere, along with shredded clothes, briefcases, and attache files.

When the characters enter, a group of five raptors is rummaging through the remains of the capsule, eating what is left of another SS agent. Secretary of State Cassandra Evans is in here, pinned behind an impromptu wall of chairs and a table bearing the presidential seal, barely holding the raptors at bay. The capsule rocks precariously on the edge of the cliff, and it is obvious Secretary Evans will die unless saved.

If they successfully rescue Secretary Evans, she tells the characters that a tribe of edeinos converged on the capsule shortly after they landed, taking the President and Speaker. They missed Mrs. Evans and Governor Ray because the two of them were hiding underneath debris. Much later, some military men came to the capsule, looking for the President. The men shot the Governor when he resisted them, but Mrs. Evans had a bad feeling and stayed hidden. The men ransacked the capsule and left, following the edeinos. She seems highly agitated, though, telling the characters that the military men took an attache case with them that contains one of the buttons necessary to launch the nation's nuclear warheads. She begs the characters to retrieve the case.

There is nothing more to be found at the crash site, other than more water and food supplies, which the characters could surely use by now. Whether or not Mrs. Evans accompanies the characters or not is up to them, but the GM should emphasize how hard it will be to find her again in the ever-shifting jungles of the Living Land.



ACT THREE: THE LAND OF DEAD THINGS

Scene One: Mudslide!

A simple Tracking check reveals many sets of footprints heading off through the jungle in a generally easterly direction. The pickup is starting to have trouble through here, and the recent rains aren't helping anything. Huge, disgusting-looking insects thump against the windows of the truck, hanging creepers turn out to be snakes, and the oppressive humidity and mist cause one of the doorhandles to break off, so that now everyone must exit from the other side unless it is repaired.

As they follow the trail, now nothing more than a muddy dirt track, they crash through some ferns and find themselves on the verge of a muddy slope. Angie loses control of the truck and it first slides, then rolls, down the hill. It comes to a halt on the driver's side in three feet of muck, already sinking – and the passenger door is stuck shut! The windows must be broken out for the characters to escape (see *Breaking Things in SWEX*). To compound the problem, however, one round later a huge slide of mud dislodged by the truck begins to cover it. The characters have three rounds to get out by making a successful Agility check at -2, though they can be aided by other characters. Only one character can get out through the shattered windows per round. After three rounds, anyone left inside the truck begins drowning.

At this terrible moment, three gospog emerge from the treeline and attack anyone outside the mud. The truck and any supplies are now permanently buried, including the journal entry!

Scene Two: Pack N' Slay

The characters are now stranded without gear or transportation in the Living Land. They have no choice but to begin walking. Just beyond the next hill, the characters spot a tiny man about six inches tall perched on a branch, watching their every move. He resembles a miniaturized Tarzan, complete with loincloth and spear.

This is Tam-Tam, a Keefee warrior from a nearby tribe. Characters with Knowledge (Living Land) may make a skill check to see if they recognize him as a Keefee, tiny humans only a few inches tall. They are usually sympathetic to Core Earthers, and this one is no exception. As long as the characters make no threatening moves, Tam-Tam is open to communication, and in fact has something he thinks the characters might like to know. In broken English, he tells them he knows where many humans are being held by edeinos, and will give details in exchange for food. If they agree, he describes a massive round structure with a great field inside. A successful Smarts roll indicates this to be a stadium. Based on their proximity to Atlanta, the characters can deduce this is Turner Field, home of the Atlanta Braves.

A quick check of the map shows they are very close.

The characters travel from there through the outskirts of Atlanta toward the ballpark. The city seems to be largely abandoned, overrun with the jungle. Cars jam the road from the initial panic. By this time, the long (and hot) day is finally coming to a close, the sun setting, casting everything in an eerie glow.

They spot a grocery store along the road to their left – the “Peachtree Market Square.” Since most of their supplies were destroyed by the mud, they might find the promise of food too much to pass up. The glass seems to have kept the mist out and everything looks edible.

Inside, they find a wealth of foodstuffs, even though it has been partially looted. As the characters resupply, they hear a truck roll up outside. This is the “odd” group of stormers they have heard about: Wallace's Irregulars. Led by Lt. Roz Wallace, this group of six ex-military combat specialists have gone mercenary, selling their services out to the highest bidder. In this case, that happens to be the Vice President of the United States, David Fellows, who is making an aggressive bid to become president by eliminating the existing one. He is getting paid by the head, literally. When Roz sees Cassandra with the characters, he will first attempt to con her away from them, then buy her, then try to simply kill the characters for her. After the Irregulars are dead, any confusion is erased by searching through their pack and seeing the contract for the president, signed by the Vice President! If the characters did not learn of the location of President McKutcheon from the Keefee earlier in this scene, they can discover his whereabouts in a note among Lt. Wallace's effects.

If the characters resist the urge to enter the marketplace, they will bump into Wallace's Irregulars at a city intersection, where they will be promptly attacked.

Lt. Roz Wallace (WC)

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d8, Vigor d10

Skills: Driving d10, Fighting d8, Intimidation d6, Notice d6, Shooting d10, Stealth d10, Survival d10, Throwing d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (Armor 13, 17 vs. bullets)

Gear: Kevlar Vest with inserts (+4/+8 Tou), Steel Helmet (50% chance to protect against head shots), Survival Knife (Str+1), .357 Magnum (2d6+1, 12/24/48, ROF 3, AP 1, Auto), AK47 (2d8+1, 24/48/96, ROF 3, AP 2, Auto, 3 round burst), Grenades (3d6, 5/10/20, Medium Burst)

Special Abilities:

- Brawny (+1 Toughness, Load limit 8xStr)
- Military Training (+1 Toughness)
- Command Presence (+1 to troops recovering from being shaken within 10")
- Rank (Officer)
- Danger Sense (Notice at -2 to detect surprise attacks or danger)
- Dodge (-1 to be hit with ranged attacks)

- Hold the Line! (Troops have +1 Toughness)
- Rock and Roll! (Full Auto penalty is -1, not -2)

Wallace's Irregulars (Whistler, Ding Dong, Crazy Mike, Hammer, and Black Dog)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d6

Skills: Driving d6, Fighting d8, Notice d6, Shooting d8, Stealth d8, Survival d8, Throwing d6, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (Armor 9, 11 vs. bullets)

Gear: Kevlar Vest (+2/+4 Tou), Steel Helmet (50% chance to protect against head shots), .357 Magnum (2d6+1, 12/24/48, ROF 3, AP 1, Auto), AK47 (2d8+1, 24/48/96, ROF 3, AP 2, Auto, 3 round burst), Bazooka (4d8, 24/48/96, ROF 1, Medium Burst Template, AP 9, Snapfire, HW), Flamethrower (2d10, Cone, ROF 1, Ignore Armor), Grenades (3d6, 5/10/20, Medium Burst)

Special Abilities:

- Military Training (+1 Toughness)
- Rock and Roll! (Full Auto penalty is -1, not -2)

Scene Three: Take Me Out At the Ball Game

The characters arrive at a vantage point where they can see the baseball field. It is a massive arena, though many of the walls have collapsed. A scoreboard leans precariously over the field, the Braves logo still visible. The field is well-guarded by two dozen edeinos, one riding a triceratops it controls with a benthe. Gospog in various states of transformation are roped to the ground all over the park. Somewhere in there, according to the edeinos, is the President. Rescuing him, and all the captured people being turned into gospog, is going to be difficult, but the characters see something they might be able to use: an untransformed bulldozer protrudes from some undergrowth near a rusted old building nearby, which contains some tools. A repair roll (TN 6) and a couple of hours is all it takes to fix it.

Bulldozer

Acc/Top Speed: Acceleration 4, Speed 4 (cannot move forward and turn, turning 45 degrees costs 1 movement);

Toughness: 10; **Crew:** 1

Notes: Heavy Armor, Tracked (can climb over low obstacles), Scoop (Damage 3d6+1).

During the fight, the edeinos unleash their surprise weapon: benthies! Three flying, amoeba-like blobs try to attach themselves to the characters. As if that wasn't enough, they notice President McKutcheon joining the edeinos as a transformed human! The edeinos are led by a gotak, a special type of optant designated to take care of gospog fields. The remaining edeinos will flee when their numbers are reduced by half *and* the gotak is dead. In the field they find Dennis Quartermain, two days into being turned into a gospog. Anyone with Reality Theory can make a roll at -2 to determine the process of removing the gospog seed.

Benthe

Attributes: Agility d12, Smarts d10 (A), Spirit d8, Strength d4-2, Vigor d4

Skills: Arcane (Pheromones) d12, Fighting d10, Notice d8, Persuasion d12, Riding d12, Stealth d10, Survival d10, Tracking d8.

Pace: Fly 8; **Parry:** 0; **Toughness:** 4

Special Abilities:

- **Improved Dodge:** Opponents are at -2 to hit a benthe when it is aware of their presence.

- **Pheromones:** To affect a target, a benthe must first attach itself, which requires a touch attack roll. Once secured, they emit pheromones by rolling Arcane (Pheromones), opposed by the host's Spirit check. If successful, they effectively gain the Puppet power, able to control the behavior of the host by manipulating their emotions. This lasts for 1 minute, but each raise increases the time by one increment (1 hour, 1 day, 1 week, etc.), after which time the host may choose to make another opposed roll to regain control. Being dominated by a benthe isn't entirely bad -- the host becomes immune to fear effects and to Taunt or Intimidation attempts.

- **Slow:** On a solid surface or underwater, benthe can only move at a Pace 1, and can't run.

- **Size:** Benthe are fist-sized, so suffer -2 to Toughness, but attacks made against them are at -2 due to size.

EPILOGUE

Though the characters were sadly unable to rescue the president, Cassandra Evans and Dennis Quartermain survived the incident. It takes the characters a day or two get them safely out of the Living Land, which they do without incident.

Once they get back into Core Earth, Quartermain can contact the Secret Service, which arrives in an hour in a black helicopter. The two heads of state ask the characters to go with them so they may be properly rewarded. Assuming they accept a reward, the characters fly to Houston, where they are rewarded with the thanks of the acting U.S. government and a contact number for Cassandra. GMs may also wish to provide the characters with some money, a modest expense account, or a base of operations, though keep in mind the U.S. government is not in a state of fiscal strength and can offer only limited monetary reward.

With the Vice President's treasonous act revealed, he is arrested and sent to prison awaiting trial. Dennis Quartermain is next in line for the Presidency. Shortly after he takes office, he creates the Delphi Council, a special operations agency in charge of handling the Possibility Wars, and places Cassandra Evans in charge. The characters now have excellent contacts in the White House and Delphi Council, which can lead to future adventures.