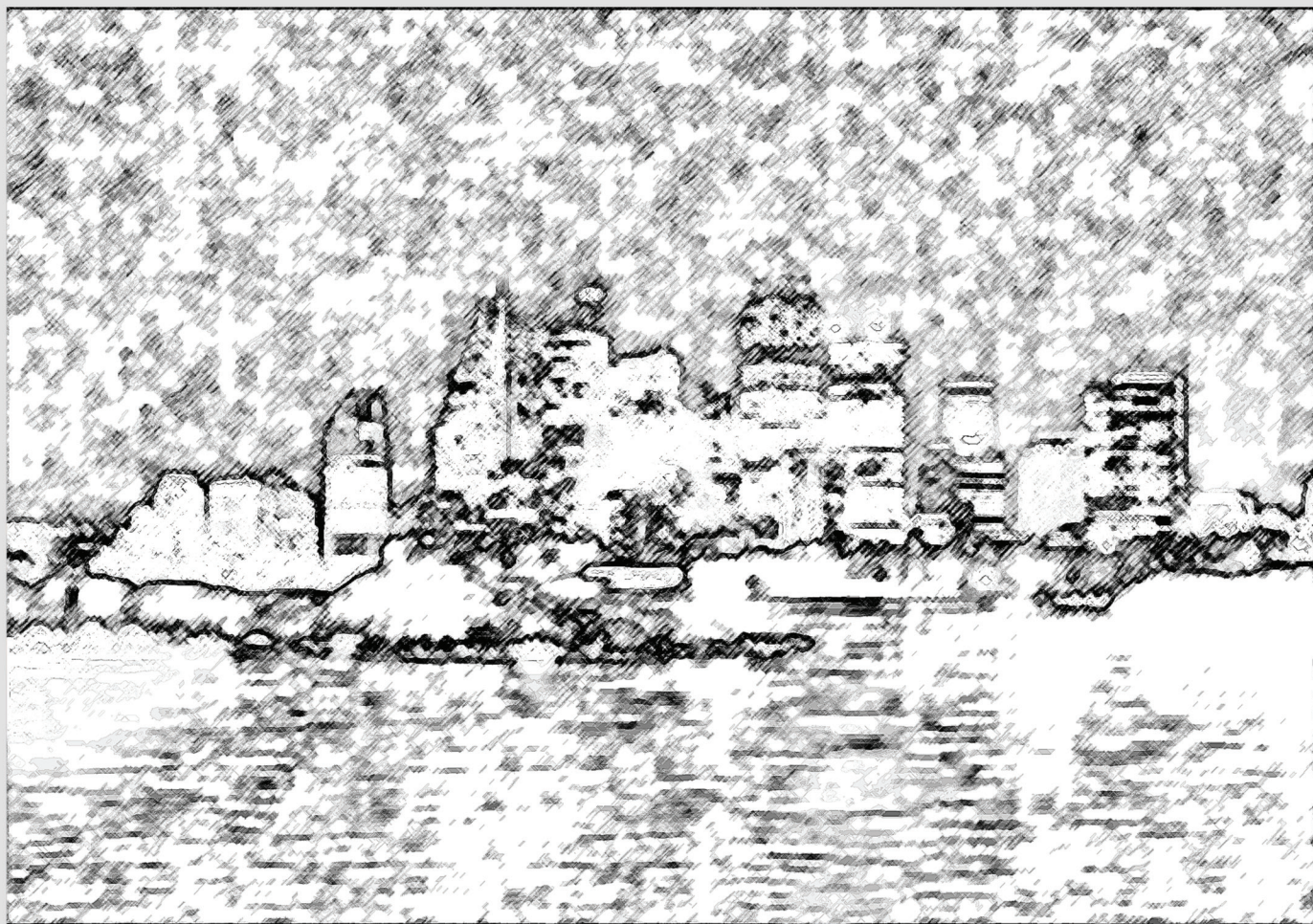


WELLSTONE CITY: UNCHRONICLED



DEATH OF THE PROPHET

FOR THE SAVAGE WORLDS SYSTEM



SGG 12016



WELLSTONE CITY: UNCHRONICLED

DEATH OF THE PROPHET

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This game also references the Wellstone City setting produced by Silver Gryphon games. It is highly recommended, though not required, to have a copy of that setting as this adventure references people, places and edges found in that book. This adventure is considered to be a follow up to the Two-Bit Thugs adventure for Wellstone and references events that took place in that adventure.





DEATH OF THE PROPHET

The Wellstone Prophet, a conspiracy paper that is available on news stands every Friday, and has been for the last 20 years, missed its delivery for the first time in the history of its run. The news channels and social media networks were instantly hit with the news of a small building that was torched in the early morning hours, and its owner, one Geoffry Canter, is missing. A quick investigation by the Fire Chief, William Griggson, has revealed that the fire was definitely not an accident and it appears that multiple incendiary devices were used along with potent accelerant. This was revealed to be in addition to the acetone that was kept in the building for cleaning the small printing presses. Once the fire hit the acetone the building burned to the ground in a matter of minutes.

By the time the fire department arrived, the only thing they could do was control the blaze to keep it from spreading to the surrounding buildings. The owners of the two adjacent structures have not been able to be reached at this point; but the stores suffered heavy smoke damage and some broken windows. The two buildings in question are Interstate Antiquities, a small mom-and-pop antiques merchant, and Johnson and Johnson Grocery, a family owned corner grocery store.

PC INVESTIGATION

If the PCs are not directly involved with the arson of the Prophet, then they have a variety of ways of getting involved with the story. Those listed below are simple suggestions, and it is obviously not inclusive of all of the ways the characters could begin their investigation. For a little extra push, maybe a contact of one of the PCs is asking them to look into this for any variety of reasons.

WHAT REALLY HAPPENED

If the PCs were not involved, here's what happened. The Prophet had been running some stories that were particularly damning of Police Chief Hanson. The upcoming story on impending Martial Law, combined with a few other stories had been critical of Chief Hanson and had named him specifically on charges of corruption, racketeering, and even assassination. To top that off, someone claimed to have snapped a picture of the lake monster, and Mrs. Hanson has a lake home that she keeps out on Ishekiowa; there was no way that the Chief is going to let their lake turn into some kind of media circus because of a mythical creature.

The other two articles that can be found by the PCs discuss Renfeld, the Wellstone Killer, and the crumbling power base of organized crime in Wellstone City. While those two articles are not particularly related to this adventure, they can serve as nice lead-ins for subsequent adventures if the GM elects to use them as such.

The Death of the Prophet was carried out, if not by the PCs, by a group of five dirty cops from Little Italy. They used SWAT tactics and hid their numbers well, but not well enough. Payment was a paltry 10,000 each for the job, but money is money, and Chief Hanson wasn't going to have any more smearing of his name or invasion of his lake home by those damn monster hunters.

INTERSTATE ANTIQUES

Mr. and Mrs. Anderson, owners of Interstate Antiques would like to hire someone to investigate the fire; they're sure the police are just going to sweep it under the rug and they are willing to pay private investigators or independent contractors to find out who did it and why. There are several ways to get the PCs involved on this, and if this is worked into an existing adventure, perhaps there is another edge for the party to become involved.

PROPHET READERS

The characters (or at least one of them) is a reader of the Prophet and is deeply concerned over the absence of the weekly paper. Any one of dozens of possible conspiracies could be coming to light, and paper did seem to be getting more and more paranoid over the last few weeks. Something must have happened to Geoffry and the party needs to find out why!

PRIVATE INVESTIGATORS

Where there are mysterious circumstances, there's money to be made. The Private Investigators just need to find out who is in a position to pay them, and then solve the arson mystery. If the Chief Griggson is right, maybe that's a good place to start; he might know more than what he told to the papers, and there could be clues at the crime scene.

INDEPENDENT CONTRACTORS

There might not be any money in this, but generally where there's conspiracy in Wellstone, there's a quick buck to be made. This doesn't ring organized crime hit or anything gang related, but maybe the ol' Prophet actually uncovered a kernel of truth in the vast amounts of crazy that it's been peddling. There could be money changing hands at several places in this equation, and if the situation is played right, the party could skim some cash off every single one of them.

DIRTY COPS

Someone hit this place, that's clear. Fire Chief Griggson practically screamed that the place had been Molotoved, and you sure haven't heard anyone clear this place for a burn. Torching a business under the Interstate takes balls of solid steel;

someone's either muscling into the area or that kook publisher finally pissed someone off. Either way, someone is muscling in on your turf and you didn't get your cut, so some one is going to get a little cut of their own, and a whole lot of them until you find your way to the bloody truth.

SUPERNATURAL INVESTIGATORS

The Prophet has been like a roadmap of the weird in Wellstone for years. Lately it's been focusing on missing persons and their locations in conjunction to the wellstones. It's possible that someone cracked the pattern and whoever—or whatever—is doing the killing was not very happy to be found out. Revenge was swift, and now someone needs to avenge the Prophet.

CRYPTOZOOLOGY INVESTIGATORS

The Lake Ishekiowa monster is a myth, and it's a pretty big one for Wellstone. It's rumored to be the same plesiosaur-like creature that lives in Loch Ness and Lake Champlain, but eye-witnesses say that there are ridges of short spines down its back. It could be a giant salt water crocodile; it could be an ancient Sarcosuchus as well. There are those who say the Prophet has turned "Ishy" from a tourist attraction into a larger affair, and all of the researchers are annoying the locals in the Parish. Maybe one of them had had enough; maybe someone writing to the Prophet had discovered the final bit of missing evidence about this elusive monster.

THE FIREBOMBERS

You're pretty sure you got away clean. I mean, you made sure to stay on the sidewalk, you used the most common brand of 180 proof on the market, you wore gloves...you're a professional! The pay you got wasn't what it was supposed to be, and to be honest, you have been uneasy about this whole voice over the phone, cash at an anonymous drop stuff anyway. This job just didn't feel right. Something is off. To top it off, one of your own crew has been acting weird lately; he could be informing on you, but to whom? For what? More importantly, can you investigate and get this pinned on someone else?

RENFELD

The so-called Wellstone City Serial Killer is known only as Renfeld, the only known suspected picture of him was at a gas station and he was wearing an army jacket with his name patch showing "Renfeld." No one seems to know much about him, or even if that is his real name, but there have been 30 serial killings in Wellstone City that all point to one man with the same style. Arson is not Renfeld's normal mode of operation. Never-the-less, his name is being thrown around as a possible suspect.

INVESTIGATION

If the PCs are investigating, they can determine through good role-playing or good rolls that there were at least four and possibly five individuals involved; they parked across the street and they left impressions in the soft dirt that haven't been trampled by the investigators on scene. None of the police investigating seem too concerned; with the upswing of violence in Wellstone lately, they're just there to do their job and go on to the next violent crime. Inside among the rubble they find four short manuscripts that escaped the inferno. They are "The Lake Ishekiowa Monster: Found at Last," "Disorganized Crime, How the Mighty are Falling," "Renfeld is the Wellstone Killer!" and "Martial Law to be Declared!"

VIDEO TAPE

There is also a surveillance tape from Interstate Antiques that could be obtained, for the right price, of course. The shop owners didn't want the police to have it because they don't feel that the police will do their job, where the investigators don't get paid if they don't come up with something. Mr. and Mrs. Anderson of the antique store are particularly interested in solving this case and will help the investigators in any way they can, especially if it means the police won't be snooping around ineffectually.

WITNESS

A wino by the name of Jacob hangs out behind Johnson and Johnson Grocery. He hasn't left, but he's gotten very scarce with all of the police around. If the PCs can pin him down and interrogate him without scaring him away or into

silence, he will tell the investigators everything they need to about numbers of arsonists, what they were dressed like, and the vehicle they were in. Even if the PCs do scare him into being quiet, he will talk under the proper motivation.

SOLVING THE CASE

All of the clues needed to solve the case are present. It's up to the GM to put all of the pieces together. Once the clues are followed, no matter how haphazardly, there will be some sort of ultimate confrontation. There could be many smaller altercations on the way through the scenario, and those who are encountered should use templates from the Wellstone City setting book, or simply come up with your own antagonists on the fly.

WILD CARDS

As far as Wild Cards and GM Bennies are concerned, there are as many Wild Cards in the adventure as the GM wishes to throw at the PCs, plus the PCs themselves. All of the major antagonists could be Wild Cards, or just the ring leader that they are up against; it is completely up to the GM to determine what would best challenge the party.

THE AFTERMATH

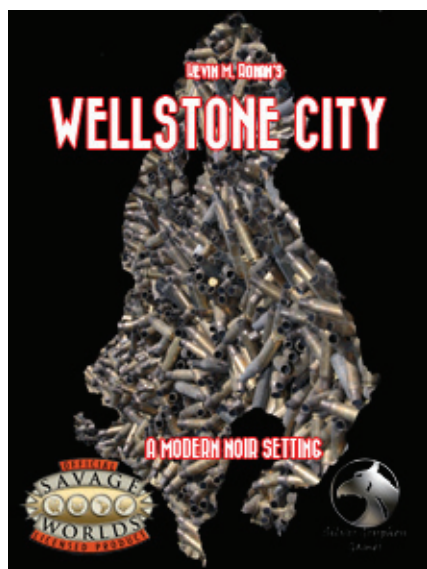
Whether there was a turf war settled because of this adventure, one started, or even favor among smaller factions of Wellstone City, the PCs will be known just a little bit better by the seedier elements in the City. It's possible that no matter what the outcome, the PCs could find themselves in possession of some new real-estate, especially if the arsonists turn over on Chief Hanson. The PCs could find themselves being owed a favor from the Fire Chief's office, or even from the Mayor's office in order to stay quiet. The role-playing aspect of this adventure has potential to change the PCs' standing in the entire city, depending on how they play it out. GMs need to be careful not to give the party too much power with those favors though, other wise it will be costly in later Wellstone City Chronicles.

WANT MORE WELLSTONE?

Do you want to get into the City some more, get into its seedy underbelly and really dig into the crime families and the possibilities for wealth and reputation on the mean streets and in the dark alleys? If you want more, we've got it!

Click on the cover images below to learn more about any of the products you see! Get it today, play it today!

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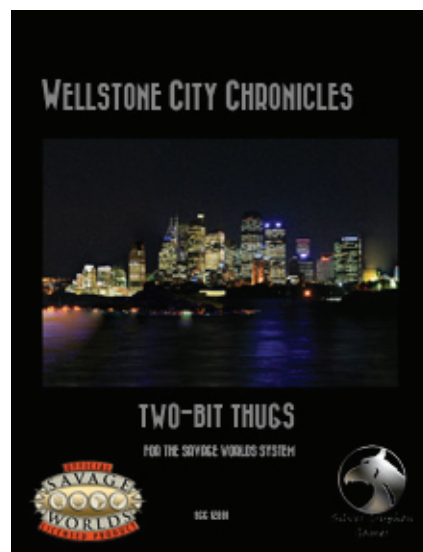


WELLSTONE CITY

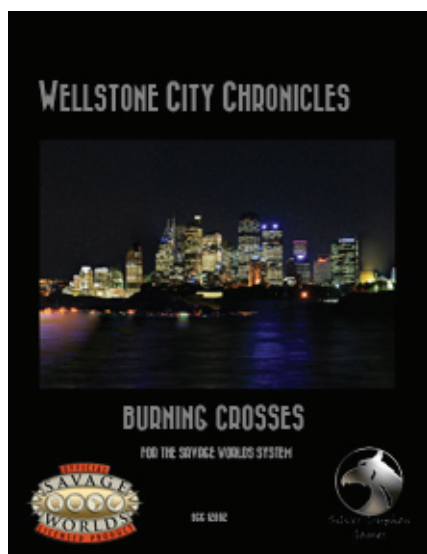
Life in the big city is tough, no matter if you're scraping the bottom of the barrel or living high on the hog. The worth of a man is often measured by the price on his head and the amount of lead needed to bring him down. There is money to be made as long as you don't mind getting your hands dirty, no matter what side of the law you're closest to.

TWO BIT THUGS

Building on the story arc started in the adventure, Public Transit Assassins, Two-Bit Thugs allows the characters to keep exploring Wellstone City, adding a slug of new NPCs and two new locations. The party has opportunity thrust upon them when a mistress of the high circles of Wellstone City gets caught in a gang war crossfire in the neutral borough of Wellstone Park. No matter what their standing is with the various crime syndicates, or even the FBI, at the end of Public Transit Assassins, they have another opportunity to gain favor among the crime lords of Wellstone.



DEATH OF THE PROPHET

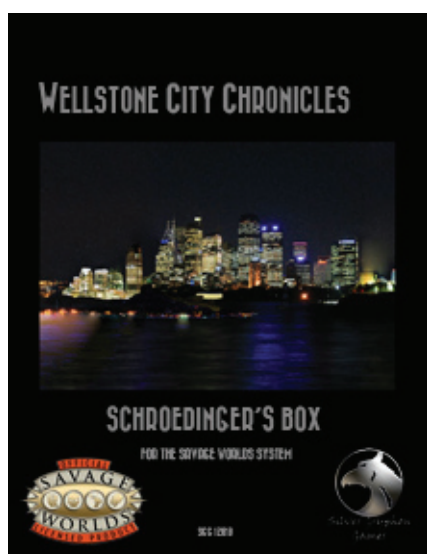
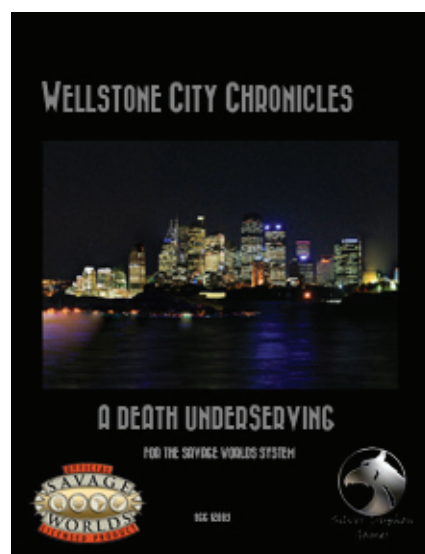


BURNING CROSSES

Hot on the heels of Two-Bit Thugs, the most powerful crime syndicate in Wellstone City, the Cross Clan is having some major internal issues. It seems that information relating to the family and its activities is making it to the police. They know there's a lot of money changing hands, but the upper echelons of the Brothers Cross can't find out from their own interrogations who is behind any part of this.

A DEATH UNDESERVING

Luis Batista, a once powerful Cuban drug runner, is grieving and out for revenge. His oldest son has been murdered and Batista is determined to set things right. To this end, he and his youngest son, Manny, have employed the services of the Players to find the person responsible for Tomas' murder. They will pay handsomely for the identity of the murderer. They'll pay even more to get their hands on him.

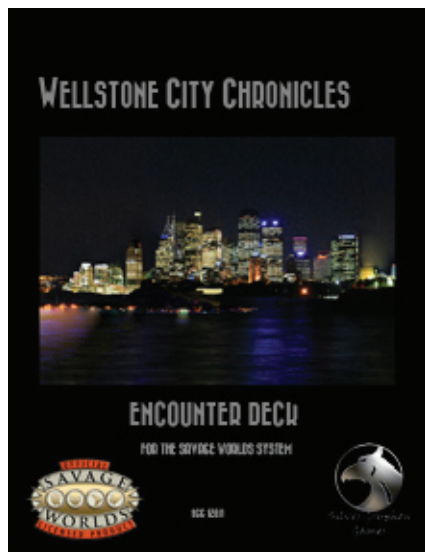
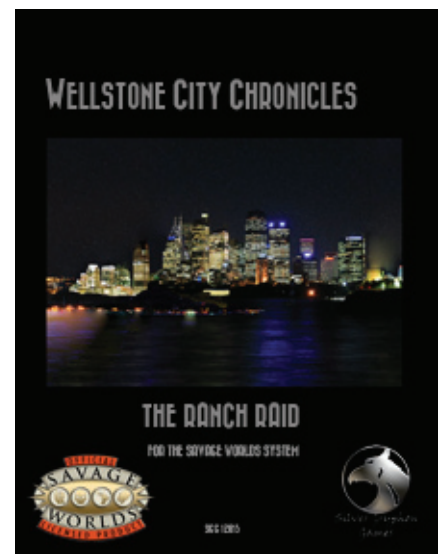


SCHROEDINGER'S BOX

Jerry "The Rat" Pauluzi has crossed sold out, and almost every major crime syndicate in town either wants him dead or has pulled their protection from him. With a few well-placed calls and a letter from the Black Dragons, even the PCs catch wind of his location; a hardened hotel used for witness protection in extreme cases. The Black Dragons want him out alive, while everyone else has a price on his head so big that it's scaring the small fish away, but the big time hitters are all drooling at the chance to hit Jerry and cash in big-time.

RANCH RAID

Things have gotten hot in Wellstone, maybe a little too hot. The best thing you can do is lay low, especially after that whole hotel fiasco. Then this job just lands in your lap. It's perfect: it's in Mexico, it's dealing with Wellstone City scumbags, and it's working with a high-level security company with few real ties to the City. As a matter of fact, it's almost too perfect...



WELLSTONE CITY ENCOUNTER DECK

This concept, designed to run with the Wellstone City setting for the Savage Worlds system, adds extra dimension to your games in Wellstone! It gives the GM a much needed tool to generate random encounters within the setting that can be slipped into any of the existing Chronicles, or any of the adventures that the GM has created. Capturing the essence that Wellstone City is a vibrant, alive, and evolving setting, it lets the players know that they are not alone and that their actions have consequences and allow them to make many contacts, allies, and of course, enemies.