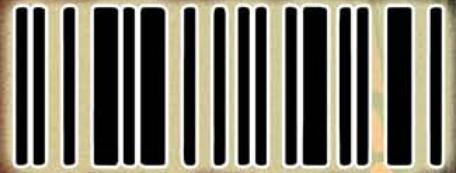


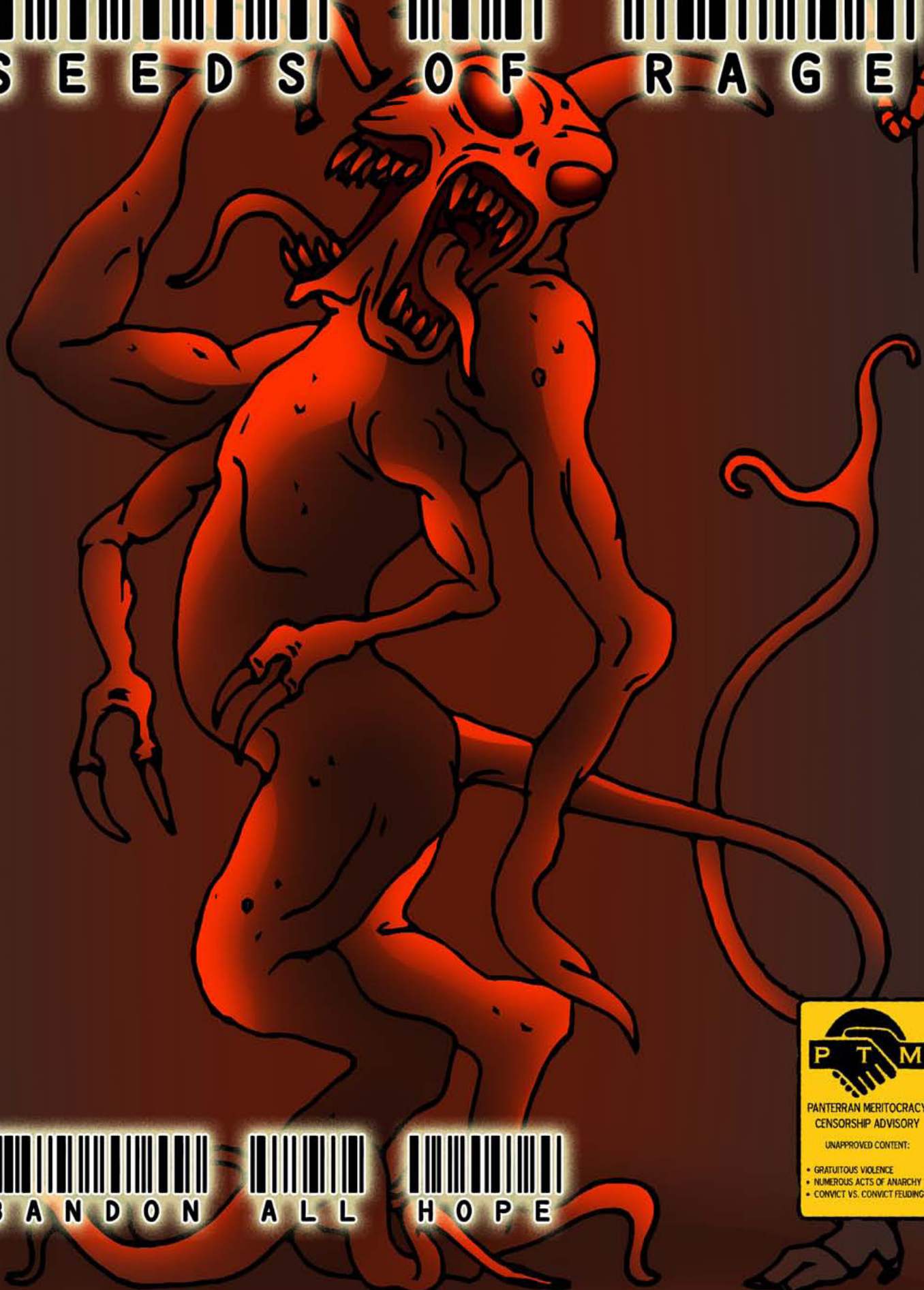
S E E D S



O F



R A G E



A B A N D O N



A L L



H O P E



PANTERRAN MERITOCRACY  
CENSORSHIP ADVISORY

UNAPPROVED CONTENT:

- GRATUITOUS VIOLENCE
- NUMEROUS ACTS OF ANARCHY
- CONVICT VS. CONVICT FEUDING



**S E E D S   O F   R A G E**

AN ADVENTURE FOR ABANDON ALL HOPE  
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SPECIAL THANKS TO GENCON  
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S E E D S



O F



R A G E



*Seeds of Rage* is an introductory adventure for the horror role-playing game, *Abandon All Hope*. In *Seeds of Rage* the players will be introduced to the *Gehenna*, setting of *Abandon All Hope*, as survivors of the opening phases of *Perdition* itself. Throughout the adventure the characters will be motivated by the need to stay one step ahead of their enemies, evade the bizarre phenomena of *Perdition*, and come out alive.

## SUMMARY

*Seeds of Rage* is, in essence, a short story in which the player characters take on the role of survivors of the event known as *Perdition*. In the adventure the characters, driven by the impulse to escape certain death (fires and demons in their cell block), are in a race to find some sort of safety in the chaos. But in the process they will encounter further dangers in their path. The PCs soon discover that other prisoners have survived and have even begun creating their own “safe zones” for mutual security and protection, and with this knowledge the characters seek out one of them as a temporary sanctuary.

Along the way the characters will make a bitter enemy, possible recruit allies and followers, and forge a tenuous agreement with a former serial killer. They will ultimately have to confront their pre-*Perdition* enemy, a convict who has made contact with a very dangerous faction (the *Ultramax Psychos*), before they reach the safety they’ve been searching for.

## SETTING

The action in *Seeds of Rage* takes place in only a small part of the prison ship *Gehenna*. While the area covered may seem reasonably large to the players, try to reinforce in them the idea that the area encompassed by the action (referred to in the adventure as “D-wing”) is just one remote corner of the ship, an area roughly equivalent to a handful of city blocks. Considering that the ship itself is larger than the largest Terran city, this area should seem insignificant in comparison...

## INTRODUCTION

Unlike future adventures planned for *Abandon All Hope*, *Seeds of Rage* is an introduction to the setting, and as such begins *before* the actual events of *Perdition*,

the assumption of the prison-ship *Gehenna* into the dimension colloquially known as “Hell”. The adventure begins several hours before the ship’s fateful crossing into the unknown...

Before play, print out the following section and make sure that all players have had a chance to read it; it provides brief background information (in addition to the information in the basic rulebook) about the starship, *Gehenna*, and the player characters’ role aboard her.

*The year is 2657. Five years ago you, and many men and women like you, found yourselves on the wrong side of the new world government, the Pan-Terran Meritocracy, more commonly known as the “New Regime”. Whether you came from mother Earth itself – that dirty, war-torn, industry-covered heap of stone orbiting the Sun – or one of her fledgling colonies eking out an existence among the stars, the agents and informants of that vain and self-righteous movement found you. Terrible forces clutched the empire of man, and from it came a radical drive to purge the human race of its black sheep... and you were, admittedly, among the worst of the flock. The New Regime sought to expel from its midst all criminals and killers, the socially depraved, predators, unproductives, and anyone else who didn’t fit in with their grand vision for the future of humanity, Earth, and her growing empire. As such, you were one and all rounded up, stripped of your former lives and identities, given identity numbers and identical uniforms instead, and herded aboard a gigantic colonial barge converted into a “prison-ship”, the starship Gehenna.*

*Gehenna. In ancient Terran legend it was the Hadean place where the souls of the condemned were to live out their existence in a sulfurous, foggy gloom, the garbage heap of the afterworld where those denied Heaven would wander aimlessly for eternity. What a fitting name. The ship itself is five miles long, propelled through the stars by its nuclear-powered Daedalus drives, and piloted and maintained by a legion of robotic automatons known as the “custodians”. Atop the ship is the primary habitat module, the prison itself, roughly the size of a large Terran city and consisting of*

millions of cells, corridors, maintenance halls, power stations, infirmaries, cafeterias, exercise yards, psychiatric treatments centers, etc. – all fully contained within walls of beryllium to protect it and its “inhabitants” from the cold of the emptiest reaches of space and the heat of the most brilliant stars.

It is day 1865 of your sentence aboard the Gehenna, a robot-controlled prison-ship on an automated course through unknown space.

## START HERE

When you are ready to begin play, read or paraphrase the following:

*Day 1865. Like most days you find yourself waking, washing, eating, and working in a sort of fugue. Life aboard the Gehenna is, for lack of a better term, Hell. You are each one of almost ten million condemned souls aboard this ship, prisoners packed up and sent away to be forgotten by the zealots on Earth so they can pursue their dreams of Utopia. You are human trash, consigned to the garbage heap of humanity.*

*You are packed into tiny metal cells, dressed in clothes so pitifully made that they are threadbare, doing little to protect from the numbing cold that grips the ship as it passes through the void between stars. Food on the ship comes in three varieties; nutrient sludge, canned protein, and dehydrated meal pills that taste about as appetizing as they sound. Everything is bland. Everything is recycled by the ship’s industrial processors; scraps of food and human waste are piped to monolithic plants beneath the prison module where it is re-processed, enhanced with chemically-cultivated proteins, and served right back to you. By God, you’ve even seen men mistake their toothpaste for food aboard this ship.*

*Today you and your fellow prisoners from cell block D5134 are in for a treat. Today is a “work day”, and as you all know, work is better than sitting in your cell and wasting another day watching the rust spread on the bulkheads. Sure with work comes the possibility of injury; who knows what the custodians have planned for you, welding damaged sections, assisting in repairs to the aging processing*

*plant, harvesting crops from the agro-domes, etc. But with the possibility of injury also comes the possibility of death, and as the saying goes, dying is the only kind of parole you’ll ever get from a sentence to Gehenna.*

*You were rounded up by the monitor custodians at 0530 hours and, after exiting cell block D5134, loaded aboard D-wing’s maglev transfer train. Promptly at 0600 hours it began to move, its aging magnetic rails shuttling you and your fellow work gang to a deep part of the ship where human hands are more expedient than robot ones.*

## CHAPTER 1 - WORK GANG

The action begins at a work site deep in the bowels of the gargantuan prison-ship, an area once populated by prisoners but deserted after a devastating fire. When the players are ready, continue reading:

*Your worksite today is a dilapidated part of the ship that suffered from a catastrophic fire last year when a fuel conduit breached. Over one hundred prisoners died in the fire, trapped in their cells, but also a tremendous deal of damage was done to the structure of the ship in this section, causing it to be condemned. Now, a year later, repairs are necessary in other parts of the ship, and the custodians have brought you here to scavenge salvageable metal to assist in these repairs.*

The PCs are part of a “work gang” of convicts assembled from their cell block. There are a number of other prisoners here, all of whom will potentially play a role during the coming adventure (some significant, others not). These non-player characters are described below, along with additional information characters may learn by making a *Social check*.

An attribute *check* is performed using a D12. When a check is called for, a player rolls D12 and compares it to the attribute in question (in this case, *Social*). If the dice result is equal to or less than the character’s attribute, the check is a “success”. Otherwise the check fails.

**Convict 7462187, “Slag” (for game statistics, see the chapter titled Meal Time).** Almost seven feet tall, broad at the shoulders and powerfully-muscled, “Slag” looks like he might have been a grunt in the last war, but his defiance of all authority rules out any possibility of past military experience.



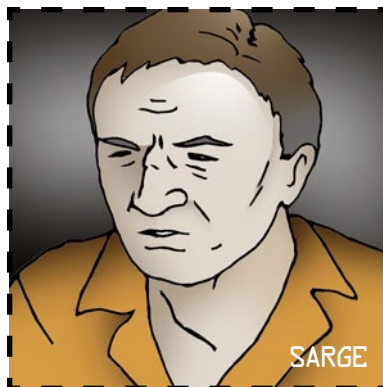
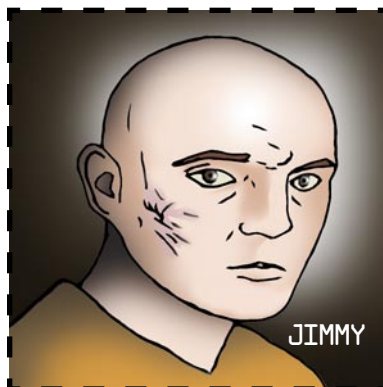


*If any character passes a Social check, this additional info is learned:* A former boxer and body-builder, Slag's origins on the streets left him with a pitiless dog-eat-dog mentality that, in the ring, led him to kill his most evenly-matched rival to eliminate the only other contender to the prize. Not exactly a smart guy, he genuinely was surprised when he was sentenced to *Gehenna* for murder. *There is also a rumor that Slag has been trying to join the Ultramax Psychos, a prison faction composed almost entirely of the most violent criminals aboard.*

**Convict 9486548, "Radio" (treat as Joe Average).** Known around the cell block as the "information guy" (see *The "Radio" Room* in the next chapter for why), and being rather slight of frame and build, "Radio" works overtime to make sure he's got more friends than enemies.

*If any character passes a Social check, this additional info is learned:* "Radio" was involved in the brutal Michigan Uprising of 2649 (an incident involving separatists disillusioned by the rising New Regime, and a missing nuclear bomb), though he claims he's innocent. Apart from being implicated in domestic terrorism against the New Regime, Radio's a pretty agreeable guy, having adapted to life as a convict rather well.

**Convict 9644518, "Sugar Daddy" (treat as Fixer).** "Sugar Daddy's" a slick and glib-tongued survivor, using his ability to manipulate others to build a small empire (or what he humbly calls a "mom-and-pop operation") finding what people need and supplying them – for a price. Sugar Daddy mainly deals in mundane goods and luxuries, but has been known to scrounge up drugs and even weapons on occasion. It's only because of his value as the cell-block "hook-up" that he hasn't



been knifed, though; he can be an arrogant prick when its clear he holds all the cards.

*If any character passes a Social check, this additional info is learned:* Rumor has it that "Sugar Daddy" was a serial rapist, or at least guilty of using date-rape drugs on more than one occasion before being caught and sentenced for crimes of depravity.

**Convict 8180030, "Jimmy" (treat as Joe Average).** If not marred by a jagged, puckered scar on one cheek, "Jimmy" would be just another face in the crowd. His philosophy is to remain out of the way and out of trouble. He doesn't have many friends, largely because he's so forgettable. And, it seems, he *likes* it that way.

*If any character passes a Social check, this additional info is learned:* Back on Terra, Jimmy was a cat burglar who knew some success, at least until he ran afoul of his financial backers, members of the Family. After he tried to cheat them out of their share the Family's goons scarred him and set him up for the big fall. Jimmy considers himself lucky (they let him live, after all).

**Convict 4685855, "Sarge" (treat as Religious Crazy).** Like "Sugar Daddy", "Sarge's" past isn't entirely clear to the rest of the cell block, but what *is* known is that he's ex-military (the other cons know this because they've seen his Special Forces tattoo in the communal showers). Tight-lipped, and more often than not content to spend his days alone in his cell, Sarge is the ideal inmate, wordlessly cooperating with the custodians and having nothing to do with the illicit affairs and bad behavior of the other prisoners. He is not well-liked. *A Social check, nets no additional information about Sarge.*

In addition to their starting gear, all prisoners present have been issued cheap *breath masks*, *goggles*, a generic “*salvage implement*” (a sort of heavy-duty tool; consider these to be the same as an **improvised weapon - shovel**), and a “wheeled collection bin” (i.e. a wheelbarrow). One out of every three prisoners is also given a *flashlight* (you may want to roll to see which character is given this useful item).

*As soon as you disembark from the maglev train your entire group is immediately set to work. This part of the ship is icy cold, as the life support systems in this section of the ship have only been set to the minimum to sustain life while you are present. It is also extremely dark, as the fires inflicted considerable damage on the electrical systems here, and so you have only a few flashlights (and the distant glow of the waiting train) to work by.*

From the maglev terminal the corridors leading into the old burned-out section of the ship quickly turn into passages choked with rubble. Metal bulkheads warped and deformed by the tremendous heat of the fire, fallen support beams, and webs consisting of miles and miles of scorched wiring must be cleared, cut down, and sorted through. It’s hard work, and the day has only just begun. The characters are immediately set to work clearing rusted, burnt rubble for sorting and processing; a not untypical task, but one that is exhausting and can lead to minor injuries.

*A single **monitor** custodian moves among you, overseeing the operation. The glow of its eerie display screen, set in the blank panel that would be its “face”, provides a steady beam of light in which you can only just see the soot-covered faces of your fellow cons. Its metallic, tentacle arms wave in the air around it as it moves among you. Once you are all gathered, a steady, female voice issues from the monitor’s voice modulator, addressing everyone present:*

*“Attention, prisoners. Today is work day, and to motivate you the Warden Computer is willing to offer a reward to the convict who clears the most rubble in this work session’s allotted eight hour timeframe. Aware that many of you find cigarette smoking ‘pleasurable’, the Warden Computer has decided that today’s reward for showing exemplary dedication to this important task will be an additional ration of 100 cigarettes –”*

*Before the monitor can even finish its sentence, everyone around immediately races to get to work;*

*100 “smokes” is not an insignificant thing, and while the computer may assume they are collected for pleasure, in reality smokes are also useful as the prison’s unofficial currency...*

At once the scene becomes one of frenzied activity; prisoners rush off to find choice bits of debris, wiring, or sheet metal to dig, cut, pry, or tear from the walls and collect in their bins. Unless the PCs are not motivated by the idea of a reward, they will probably realize getting to work would be a good idea.

## THE COMPETITION

The “competition” to be judged the most “dedicated” by the custodians is broken down by two-hour phases of hard labor. Each phase, all characters participating must roll a D12 and add her Prowess score, and consult the table below to see how well she does:

RESULTS	SCRAP GATHERED
2-5	10 lbs.
6-9	20 lbs.
10-13	25 lbs.
14-17	50 lbs.
18-21	100 lbs.
22	200 lbs.

*A character with the Chain Smoker trait gets -2 to this roll. A character with the Scrounger trait gets +2 to this roll. Other traits do not affect the outcome.*

Each character may roll a maximum of *four* times (i.e. simulating eight hours of work). After the fourth and final roll, total up the amount of *Scrap Gathered* (in pounds) to determine who “wins” the competition.

Note that the other non-player prisoners present are also competing, so roll for them as well. It is possible that an NPC will win the competition instead of a player-controlled character (except for **Slag**; he is knocked out of the competition by the *Accident!* event; see below).

CONVICT	PROWESS	CURRENT SCRAP TRACK:
Slag	8	
Radio	6	
Sugar Daddy	5	
Jimmy	6	
Sarge	5	

## CHEATING

Sometime during the competition, **Sugar Daddy** attempts to steal scrap from the wheelbarrow of one of the player characters. You can randomly determine who he tries to steal from, or (more realistically) he will try to steal from the weakest-looking character instead.

The character who is stolen from may make a *Wits* check to notice what **Sugar Daddy** is up to. If she fails, **Sugar Daddy** manages to steal 1D4x10 lbs. of scrap. If the *Wits* check is successful, however, **Sugar Daddy** is caught in the act. **Sugar Daddy**, for his part, will deny trying to steal, and if the PC lets him go there will be no further trouble. If he confronts **Sugar Daddy**, however, this causes a scene and the other prisoners gather, expecting a fight (indeed, this may lead to a fight, though **Sugar Daddy** tries to avoid it if possible). Regardless, after 1D4 turns the **monitor** custodian arrives to break up the fighting, separate the convicts, and if necessary, tranquilize one or both to prevent further violence.

## ACCIDENT

Sometime after the *Cheating* event, and close to the last roll for scrap (third or fourth), an event occurs that sets the stage for later developments. Choose whichever PC is closest to **Slag** in scrap accumulated; she will be the one present when the following happens:

*As you and your fellow convicts work at break-neck pace to salvage as much as you can, exhaustion slowly sets in. Your eyes grow sore from working in the dim light, your muscles strain, and numerous minor cuts and abrasions mark your hands, arms, and feet from the excruciating task of stripping metal and loading it into carts.*

*Slag works nearby. He is a hulking brute, the kind of convict that spends most (if not all) of his free time in the fitness center using weights to improve his already considerable muscles. He is by far the most physically powerful in the group and seems confident he will win the reward, laughing boastfully as he works.*

*All of a sudden there is a strange sound, a distant groan of metal.*

Allow the player to determine what her character does, but it is in vain; the event that is about to happen will occur regardless. You may wish to ask the player what her Reflexes are, if only to make it seem like she isn't fast enough to prevent what happens.

*Suddenly the ceiling of the tunnel Slag is working in collapses; the panels above fall on top of him and a huge metal support beam crashes next to him, just barely missing his head. In a fraction of a second the giant is buried under a heap of rubble.*

Nearby prisoners immediately move to help **Slag**; though he isn't exactly loved, if he turns out to be alive, no one wants to be blamed for not helping. The **monitor** arrives 1D4 turns later, at which time if **Slag** hasn't been completely extracted, he will be.

Luckily **Slag** proves to be relatively alright, suffering only minor abrasions, inhalation of ferrous dust, and a broken wrist. As the **monitor** arrives, **Slag** vigorously blames the one PC who was with him for the accident, claiming she was somehow responsible. Though he rants against the pain, he is sufficiently injured where he must be excused from work... and this also means he loses the competition. Before he is lead off by **Radio** and **Jimmy**, **Slag** turns and glares at his new "nemesis" and warns: "I'll get you..."

## CHAPTER 2 - BLOCK D5134

The player characters' "home" is cell block D5134, one of several thousand cell blocks separated into modules and connected by a labyrinth of miles and miles of dark corridors, populated only by roving custodians, automated cameras, and the odd vermin that found its way aboard (and thrived) during the ship's construction.

The cell block is detailed below. After the *Work Gang* episode, the characters are returned here where they are allowed to rest, explore the layout, meet other NPCs, and possibly spend any "smokes" (left over from character creation, or won in the work-competition) they have to trade. *Note that only the exit is kept locked during "daytime" hours; cells remain open so long as the prisoners are on good behavior. Thus, interaction and fraternization between prisoners is permitted.*

### LOCATION KEY

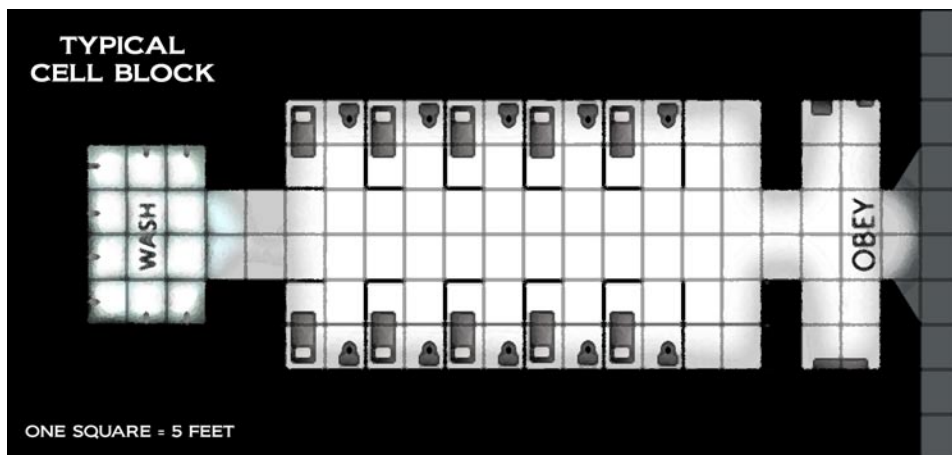
Cell Block D5134 has several locations of interest, and these are detailed briefly in the section below.

#### 1. SLAG S CELL

**Slag** lives in relative comfort – for a slob. Though he has the muscle to get what he wants from the other cons, he doesn't take care of what he gets and spends his smokes wastefully, and so his cell is littered with only junk and garbage.

The one thing of note, however, is the *shiv* he had hidden under his mattress (player characters may connect that he has hidden a shiv somewhere in his cell after the *Meal Time* event; see below).

*Note that during this episode, Slag is not present, as he is off getting his broken wrist taken care of by the custodians. He returns in Meal Time.*



Needless to say, Radio is also the local “bookie” taking bets on the nightly games.

If you want, you can generate random news if and when the PCs visit Radio prior to *Perdition* (or you can save these and use them as “rumors” the PCs overhear in the *Meal Time* episode). Typical prison “chatter” going through the tubes includes:

#### 2-4. GENERIC CELLS

These cells may be empty or inhabited, at the Warden’s discretion. Treat all NPC convicts as generic NPCs (i.e. **Joe Averages**).

#### 5. THE RADIO ROOM

**Radio** lives in this cell by himself. Radio is a rather well-liked figure in cell block D5134, simply because he is in possession of a “voice tube”. The “voice tube” is a section of steam pipe that runs through his cell (the only cell on the block with such a configuration), close to the ceiling. Only one cell per block has such a cell, and his just so happens to be that one.

No one knows who, but years ago a convict learned that he could unscrew a part of the cell block’s steam pipes and, by listening closely, hear what was going on in the cell block above or below. Ever since, prisoners throughout the ship have used this ingenious system to communicate news, events, and other goings on back and forth.

Every night, before lights-out, prisoners will gather as close to their walls as possible to either hear for themselves or ask Radio to tell them what’s going on. Typically these goings-on involve the latest prison gossip, the official declaration of new rivalries/faction wars, the proclaiming of alliances between gangs, the reading of “obituaries” (a.k.a. “parole announcements”), and play-by-play commentaries of prison “pit fights” (gladiatorial matches fought, without custodian consent or knowledge, in the maintenance corridors, thanks to weak-willed janitorial trustees who look the other way, as well as abundant bribery).

#1 - Spangler The Mangler will be fighting against the Mad Frenchman in the tunnel-games tonight. Odds are 2-1 in the Mad Frenchman’s favor.

#2 - Convict 6800451 was caught passing information about the guy who shanked 6810678 to a monitor custodian. The *Family* (a prison faction) has put a bounty on 6800451’s head. Can you say “dead man walking”?

#3 - Cons in cell block E1266 claim to have harvested a fair amount of *kaleidoscope*, which they’re selling at 50 smokes a hit. But quantities are limited.

#4 - Because of a glitch in the Warden computer, prisoner 5636377 is getting abnormal ration allotments, which he’s used to stockpile cigarettes. If someone could manage to get into his cell in cell block A8443 he might get away with a pretty penny...

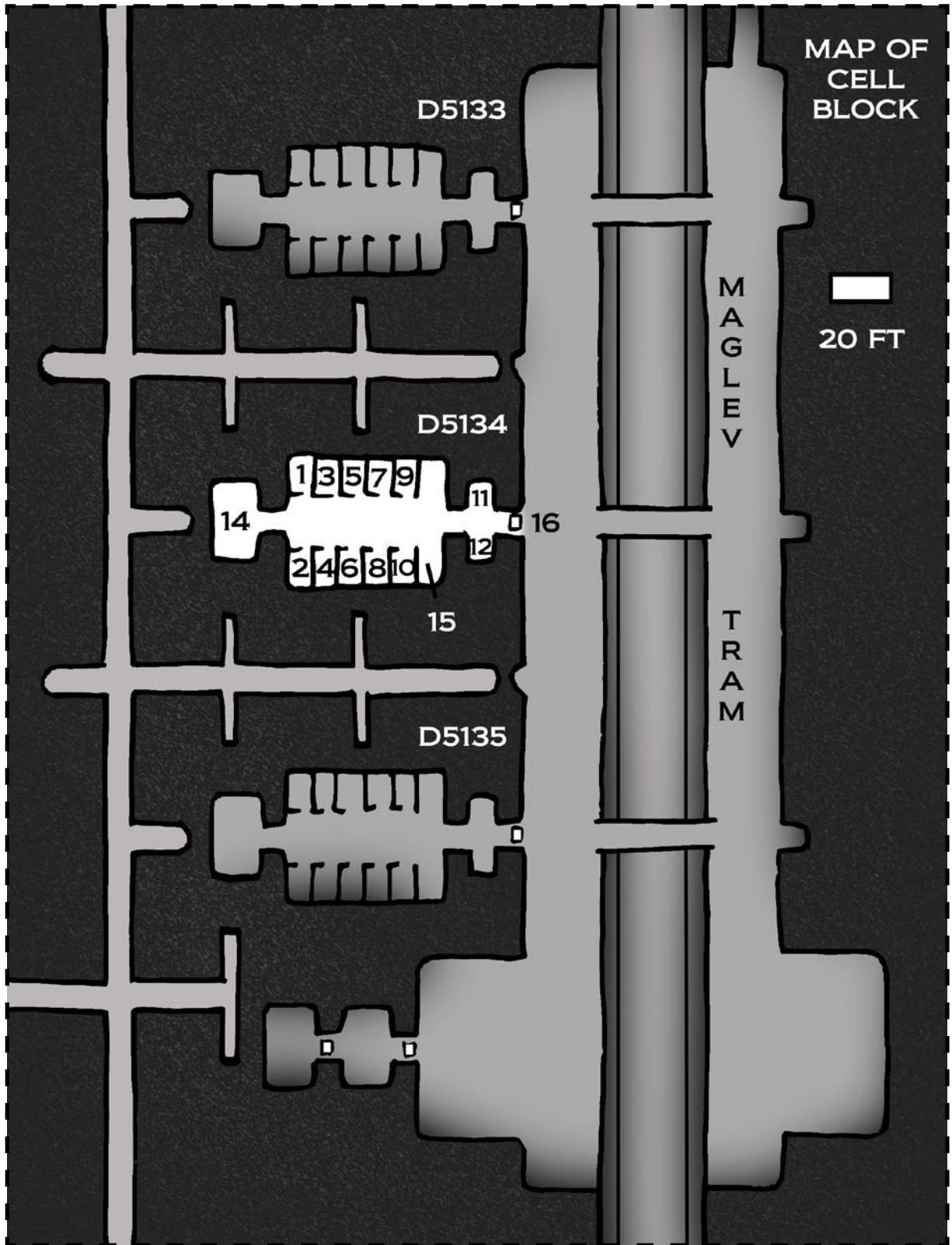
#5 - Someone claims to have found the code for the security doors leading to the female-convict section of D-wing. The code word is RUSSMEYER.

#6 - I got a buddy who’s tapped into computers at the Psychiatric Ward on R-level. Says the alarms went off at 0245 hours this morning. According to him, the psychos in the deep isolation ward all went berserk for about two hours straight. Says they were ranting and raving about “Hell and judgment”, and “*Perdition*’s coming” or some crap like that.





S E E D S O F R A G E



## 6. THE CANDY SHOP

**Sugar Daddy** resides in this cell, which he has managed to decorate with some success to resemble a “parlor”, complete with a lamp made from scavenged parts and a knit shade (care of the girls in the female-convict block who needed a favor), and psychedelic watercolors somehow obtained from Psych Ward and painted by the drugged-up psycho-convicts.

**Daddy** is the local go-to man, and his cell is packed with stuff in hidden niches, including a removable floor panel underneath his bed, a stuffed mattress, in his shoes, etc.. These items include a **riot baton**, two **syringes**, three doses of **jump** in a glass bottle, a **hydrogen cell** (10), and a **light rod**. He can get other items on request, of course, but for the time being this is all he has to trade (anything else takes time, as it requires him to call in “favors”).

In addition to this, wrapped in a watertight package in the water-tank of his toilet is a bundle of 250 smokes. *All of these items require a separate Wits check to locate.*

## 7 AND 10. GENERIC CELLS

These cells contain generic convicts (treat as **Joe Averages**) at the Warden’s discretion; or they may simply be empty.

## 8. JIMMY S CELL

**Jimmy** lives a relatively simple existence, with only a few affectations from home in his cell. Secretly, however (and perhaps known to a few characters, at the Warden’s discretion), he longs for the day the *Gehenna* settles into orbit around a new planet and begins its mission of colonization. Jimmy yearns for a new life, and anyone looking hard enough in his cell will find his **collection** of well-read books on the penal colonies of the past (such as Australia, St. Helena, etc.).

## 9. SARGE S CELL

Compared to the other prisoners in cell block D5134, **Sarge** lives a Spartan lifestyle indeed. Possibly because of his military background, but also because he has few contacts with which to acquire things (and favors), **Sarge’s** cell is small, simple, and uncluttered with personal possessions.

A search of **Sarge’s** cell (requiring a *Wits* check) uncovers two items of interest, however; a **flashlight** concealed in **Sarge’s** hollow metal bedframe, and a partially-completed **zip gun** (it simply lacks a *Torsion component*; Sarge has already invested the BP needed to complete it, so if that component can be found the weapon can be completed with little effort).

## 11. FIRST AID STATION

This first aid station is nothing more than a small niche with a **first aid pack** on the wall.

## 12. ALARM STATION

The alarm here requires *Access 1* to activate. When it goes off (in the event of fire, escape, riot, etc.) it locks down all cell doors, triggers an audio alarm here in the block and in the corridors outside, and communicates a security danger to the local custodian center.

## 13. CENTRAL ANNEX

This is merely a broad passageway between the cells in the cell block. It is used as a recreation area during daylight hours; at night the monitors stationed in D5134 patrol this area, keeping an eye on the sleeping prisoners.

## 14. SHOWERS

The walls of white tile here have long since turned yellow and brown from moisture and mildew. The showers are large enough to accommodate the population of the entire cell block. Due to conservation efforts by the Warden computer (and to prevent prisoners from making background noise sufficient to drown out the sounds of rape), water only runs at certain times of the day (0500 hours and 1800 hours respectively).

A creative character might locate at least a bar of soap here, which could, with the *Improvisation* trait, be crafted into **brass knuckles** (treat the soap as a *Rigid component* for this purpose only).

## 15. MONITORS

This is simply where the cell block **monitors** reside when not moving up and down the central annex or escorting prisoners in/out of the block.

## 16. EXIT

The main entrance/exit to the cell block is a standard security door, which slides down from above to firmly seal the chamber off from the central corridor.

## ASSIGNING CELLS

You can randomly determine which cells the PCs are in by rolling D10, assigning one PC at a time (exceptions – none of the PCs should be put in cells #1, #8, or #10). It is possible (and probable) that one or more PCs will end up sharing cells either with each other, or with an NPC.



Mealtime.  
Two hundred prisoners  
in a space designed  
for half that amount...



A fight erupts at the  
back of the chow line -



But it's just a distraction  
as an all-too familiar face  
sneaks up from behind...



... SLAG!

## MEAL TIME

The action continues once the characters have settled in, conducted any business with **Sugar Daddy** (or anyone else), and are ready to move on.

At around 1830 hours the convicts are assembled and marched, single-file, through the newly-opened cell block exit to the corridor outside. They are accompanied at all times by two **monitor** custodians; they may spot (with a successful *Wits* check) a **narc** custodian zipping in and out of the shadows as they emerge into the central corridor, before going into a ventilation duct near their cell block (this is a clue that there are passages behind cell block D5134, which will be discovered later if the PCs don't figure it out for themselves).

From here they join prisoners from the neighboring cell blocks D5133 and D5135 on the maglev tram, which at 1840 hours disembarks down the central corridor to the community mess area.

*The community mess area is an enormous cafeteria designed for the inhabitants of up to eighteen separate cell blocks to gather for meal times. While the food on the Gehenna is as reprehensible as its inhabitants, eating is a compulsion that most inmates inevitably succumb to. More importantly than food, however, is the fact that meal time affords convicts a chance to interact with other prisoners, share news, play games, and fraternize.*

*There are nearly two hundred prisoners crammed into the cafeteria tonight, and the place is buzzing. Automaton custodians serve nutri-sludge onto trays for those waiting in the switch-back line at the food counter. The tables are almost all taken up already, one faction or another laying claim to one corner or side and giving threatening looks to those who would impinge on their "territory". Skinheads at one table, members of the Family at another, etc. One table, overlooked by its own vigilant **monitor** armed with a crackling **cattle prod**, seats some thirty female prisoners from D-wing's half-dozen female-only blocks, the self-titled "Daughters of Slaughter", though they give you little attention as your group walks past.*

Allow the players a chance to have their characters interact here with other prisoners; they can engage in personal conversations, listen for rumors, etc. However, before long an unexpected event occurs. **Slag**, having been released from the infirmary for

dinner time, has come looking for one PC in particular on a mission of vengeance. He's brought some allies as well to help him pull it off...

*As you move to get in line, there is a sudden noise, a shout, and row on the far side of the cafeteria. Looking you see a large group of Ultramax Psychos – a notorious gang whose followers include the prison's worst killers – causing trouble with members of the Jailhouse Giants, another prison gang known to be violently protective of its members. The leaders of the two opposed factions – the cold-blooded, murderous "Blade" leading the 'Psychos, and the sunglasses-wearing "Johnson" representing the Jailhouse Giants – face off as their followers get ready to fight.*

***Monitors** throughout the cafeteria area, spotting this, rush off to restore order. As soon as they are gone, however, there is a second commotion near the back of the line you're standing in. In a moment the convicts waiting there are thrown aside, and through the crowd comes a very angry-looking **Slag**, hand reinforced with a splint, his face red with rage. He is followed by a pair of hulking skinheads not unlike himself, all of them intricately tattooed and looking quite intimidating.*

Any character who makes a Social check notices that the tattoos on **Slag's** "friends" are significant, indicating that **Slag's** followers are junior members of the *Ultramax Psychos*, a prison faction for psychos – very dangerous dudes indeed. Apparently, it seems, **Slag** has new friends now. To humor their new "recruit", **Blade**, leader of the *Ultramax Psychos*, has arranged a distraction to draw off the custodians in the cafeteria so that **Slag** can get at his chosen prey and prove he's a killer to the gang.

**Slag** is intent on revenge. While **Blade**, **Johnson**, and their respective gangs combat the custodians elsewhere, **Slag** immediately singles out whichever PC he has picked to be his (unwarranted) nemesis, his eyes bulging and his mouth spitting hate. He challenges that PC to a fight, here and now. Because he's nursing a broken wrist he seems vulnerable, but in reality he has an "ace" hidden up his sleeve - a concealed **shiv**.

## THE FIGHT

In addition to propelling the story forward, this scene offers you and your players a chance to learn *Abandon All Hope's* combat system.



Combat begins by comparing Reflex attributes; whoever has the highest between Slag and his foe goes first. On his turn, **Slag** will use his *Brawler* trait to attack twice, saving his *Fifty-Two* trait for a theatrical blow when it's most needed (use your discretion on when would be the best time). *The rules for combat are detailed in the Warden Only! section of Abandon All Hope.*

**SLAG (MURDERER - DAMNATION)**

PROWESS	8	SOCIAL	4	GUILT	5
REFLEXES	6	INTIMIDATION	9	DESPAIR	0
WITS	5	PSY POTENTIAL	0	INSANITY	4
WILLPOWER	5	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Brawler	Convict Basic Gear
Cold-Blooded	Shiv
Fifty-Two	
Insane (Rage/Mild)	
Obsession (Revenge)	

If **Slag** is reduced to Health 6 or less, or if the fight has gone three turns without event, he surprises everyone present as he draws the **shiv** concealed in his overalls. He will then use this weapon to try and *kill* his opponent.

Note that because he is *Insane*, **Slag** can continue to fight even after being reduced to 0 Health or less. He can remain standing for eight turns before collapsing.

If other PCs attempt to get involved in the fight, keep in mind that **Slag** is accompanied by two members of the *Ultramax Psychos* (treat them as generic **Thugs**) who will engage the other characters if they intervene.

**CUSTODIANS INTERVENE**

Hopefully the PC(s) will be able to deal with **Slag** without being knocked out. If the fight seems to be going badly for the PC, have 1D2 **monitor** custodians (or a nearby **trustee** overseeing the kitchen line) notice what is going on and intervene - just in time.

*Behind The Scenes:* This encounter serves several purposes. First off, it gives you and the players a chance to try out the combat system. Secondly, it introduces the PCs to **Blade**, leader of the *Ultramax Psychos* (who they will meet again), as well as **Johnson**, the leader of the *Jailhouse Giants*, to whom the PCs will find themselves running before long.

Concerning the fight, the idea here is that **Slag** should either be beaten or, failing that, be prevented from killing the character he has come to identify as his enemy. Once he is beaten or the custodians/trustees intervene, **Slag** will either be taken away (if knocked out) or will be forced to give up the fight, but he will do so only angrily, promising to “finish what he started” with the PC at a later date...

**MEALTIME**

The fight in the mess area is duly disrupted and **Slag**, vowing revenge once more, departs. The other characters are left to finish their meal, after which they are once more assembled and, as before, shuttled back to their cell block on the maglev tram to spend the rest of the evening.

The characters have some time to engage in any business they wish now that they've returned to cell block D5134. The NPCs busy themselves with their own affairs; **Slag** remains in his cell, plotting revenge; **Radio** gets on the voice tube as the night's tunnel games begin down on G-level (after which he starts taking bets on who will win or lose; this gives the characters a chance to win some extra smokes before events turn for the worse in the next chapter). **Sugar Daddy** leaves his “shop” open for about an hour (during which the PCs can trade, if they haven't already), before joining Radio in listening in on the games. **Sarge**, as always, remains to himself, pretending to be engrossed in the reading of an old dog-eared book (however, as soon as everyone's out of sight he goes back to working on his **zip gun**; see his cell for details).

At roughly 2000 hours the main entry alert (a series of three flat tones played over the cell block intercom) goes off, denoting that a prisoner is being brought into the cell block. **Radio**, **Sugar Daddy**, and **Sarge** all emerge as the main entrance opens and four **monitors** enter the cell block, escorting a single prisoner who looks to have just survived a month-long stint in solitary confinement.

*Entering the cell block come four monitors, each bearing a short message on the display screens reading simply, “Prisoner Transfer - Stay Back”. Between them walks a sagging, small man in standard prison overalls, his tortured face obscured by a tangle of hair. Without a word he is taken to an empty cell and confined. The remaining two monitors leave the way they came, and the exit to the central corridor once more closes.*

The convict, whoever he is, says nothing to the player characters, and simply sits in the darkness of his cell (cell #10), facing one wall. The PCs can see the CIN stenciled on his overalls, however, allowing them to make a *Social* check to identify him by reputation. *Note that if any of the characters has the Trustee trait, one of the monitors will inform her of the new arrival's CIN, his crime (multiple arson), and warn her that the new convict is not to be trusted or let out of her sight.*



The characters are now expected to cease all activity and enter the normal sleep cycle. One by one the other prisoners begin to settle down; **Radio** corks up his “voice tube”, **Sugar Daddy** counts his smokes one last time before going to bed, **Jimmy** puts away his books and gets some rest.

Ten minutes after lights out, any character adjacent to **Sarge's** cell can make a *Wits* check to hear the sound of subdued activity (**Sarge**

retrieves his unfinished zip gun and continues to work on it). He will stop his work if he realizes he is being spied on, hiding the weapon and ignoring any questions from the PCs.

No noise comes from **Slag's** cell. The brute is quietly brooding in the darkness, planning deadly revenge.

Twenty minutes after lights out, any character adjacent to **Freak's** cell is automatically awakened by sounds coming from the neighboring cell. If the character listens, he hears Freak reciting the following:

*“It's coming... judgment for all. The precipice looms... we're all going to die...”*

*“It's coming... judgment for all. The precipice looms... we're all going to DIE...”*

*“It's coming... judgment for all. The precipice looms... WE'RE ALL GOING TO DIE!”*

**Freak** continues to recite this for several seconds, his voice growing louder and shakier until at last one of the **monitors**, drawn by his ramblings, moves over to his cell and, speaking in a calm, methodic voice, soothes **Freak** into silence...

### INITIAL RUMBLINGS

Twenty minutes later all of the characters will have fallen asleep; a day's labors hauling scrap, fighting in the cafeteria, and dealing with the ominous warnings of their insane new cellmate has left the PCs drained and exhausted. But at precisely 2315 hours, another event occurs that shakes the characters from their sleep.

Roll D6 for every character in the party to see who is awakened (note that any character with the *Sixth Sense* trait automatically wakes up). On a roll of 1-3 she remains asleep; otherwise she wakes up. At least one player-controlled character must wake up.

**Convict 5516341, “Freak” (Maniac).** “Freak” looks, in many ways, like only the hollow shell of a man. Though only twenty-four years old, he looks far older as his hair has gone prematurely white and his eyes are deep-set and red-rimmed. He possesses a strange, nervous “tick”, and a distant, far-off look that can be deeply unnerving.

*If any character passes a Social check, this additional info is learned:* According to the grapevine, Freak was convicted of multiple acts of arson on Terra, resulting in over twenty deaths, before being sentenced to the *Gehenna*. Believed to be a pyromaniac, he was subjected to psychobaric treatments and, after attempting to kill another prisoner (convict 5778169) shortly after being released, was re-committed for a period of prolonged isolation. Now out again, he has been moved to cell block D5134 temporarily to protect him from reprisals by 5778169's comrades.

Regardless of what the characters make of the new arrival, a short time after **Freak** makes his appearance the lights are dimmed and, ten minutes later, “Lights Out” is declared.

### LIGHTS OUT

At exactly 2200 hours, as is routine aboard the ship, a state of “Lights Out” is put into effect. Read or paraphrase the following:

*One long, flat tone sounds over the intercom, and with that all light levels drop to minimal. The cells in the cell block become dark, while the central annex becomes dim. The **monitor** custodians in the annex enter quiet mode, dimming all lights except for their central display screens, which display a simple command: SLEEP. One custodian moves to the near end of the annex, while the other relocates to the far end. Soon all is quiet.*

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Once you've determined who wakes up, take those players out of the room and read or paraphrase to them the following:

*You are awakened from your sleep by a strange rumbling sensation. As your eyes struggle to open you are confronted by a wall of darkness, the familiar sight of the cell block during the standard "night" cycle. However, the trembling sensation you felt before continues to vibrate the walls and rocks you gently in your cot. It is an unfamiliar sensation that is both surprising and unsettling.*

► All characters who awake must immediately make a *Despair* check. This is done with the player rolling D12 and comparing the result with her character's Willpower attribute. If the result is equal to or lower than her character's Willpower, it is a success and she suffers no ill effects. If the check is failed, however, that character accumulates +1 *Despair* (mark off a circle on that character's character sheet), reflecting the strange sense of dread pervading the air...

*Behind The Scenes:* Unbeknownst to the PCs, the *Gehenna* has come dangerously close to a spatial anomaly, the gravitational effects of which are only now being felt. If the characters could see outside the ship (which of course they can't... though other prisoners elsewhere can, leading them to panic, though for now the PCs are blissfully unaware), they would see their vessel approaching a massive "tear" in the fabric of space, an enormous, gaping wound in the universe through which an ominous, hellish-red light pours, illuminating the *Gehenna* in an otherwise lightless void of empty space. Terrifyingly, the *Gehenna* is headed on a course that will take it straight through this hole and to whatever waits on the other side.

Any commotion/conversation arising from this strange event causes the **monitors** to approach the cells of the inmates in an effort to calm them. The **monitors** display messages such as *SLEEP* and *KEEP CALM*, while their voice modulators spit out such rubbish as "Return to your cot, convict," or "Do not worry, do not worry". If the PCs refuse to desist, the **monitor** will reach into the cell with its tentacle extension and use its tranquilizer on that character.

During this time the other NPC prisoners awaken and simply listen. A few have their own theories, whispering them to anyone who seems abnormally shaken ("No I've never felt anything like this before... maybe we're just passing through an asteroid belt or something..."). The only NPC who seems unusually affected is **Freak**, who is now a whimpering wreck in

his pitch black cell; anyone listening simply hears him whispering the same phrase over and over again:

*"WE'RE ALL GOING TO DIE..."*

Looking into his cell, **Freak** appears to be sitting up in bed, rocking back and forth, sweat beading on his forehead and trickling down his face. He is obviously in extreme duress, but he will not calm down nor respond if spoken to. Once the **monitors** have calmed the other prisoners down, continue to the next episode.

## TRUSTEES ASSEMBLE!

Read or paraphrase the following:

*It is now 2330 hours, just fifteen minutes since the strange rumblings began. Despite the uneasy feeling that comes with the fact that your miles-long home is now swaying beneath your feet, you were about to drift back to sleep when everyone is suddenly pulled awake by a tremendous "lurch" that everyone can feel as the ship seems to buck and shudder. Loose items in everyone's cells go flying, and you hear the distant sound of a crash somewhere beyond the cell block, followed by the blaring of the general cell block alarm. The subsonic rumbling, which had almost become a lullaby of sorts, is now drowned out by long, shrill tones droning repeatedly over the intercom. In an instant the lights in the central corridor flicker on, followed by the lights in every cell, illuminating the mess created by the violence of that one, sudden lurch. Soon everyone is awake, either sitting up in bed or simply listening, wide-eyed, afraid to move. Understandably, your fellow convicts begin muttering excitedly about what could be happening.*

(Though its unlikely to happen, if any of the players mentions she is looking for **Slag**, she notices that he is also awake, sitting in his cell and staring through the darkness at his nemesis, apparently oblivious to everything that's going on. A slight, smug smile shows on his face.)

Minutes later one of the **monitors** moves down the central annex to the cell of any and all prisoners who have the *Trustee* trait (at any level). If there are no characters with this trait, the following event does not occur (skip to *Disaster!*):

*One of the **monitor** custodians moves to your cell. A message, apparently meant for your eyes only, appears on its screen: FOLLOW.*

The trustee(s) cell door unlocks, opens, and the **monitor** leads the character(s) from her cell and out of the cell block.

*The central corridor, rarely seen by any convict at night, is eerily dark. With only the light of the custodian to navigate by, the corridor, ribbed with support beams high overhead and buttressed along the walls, reminds you of the throat of some enormous leviathan. Feeling dwarfed by your surroundings, you follow the **monitor** to an area not far from your cell block where two more **monitors** await. With them are just under a dozen other convicts, all of them looking just as unsure and frightened as you in the weak light of the custodian's display screens.*

*Behind The Scenes:* Recognizing some form of “event” has occurred, the Warden computer has alerted the **monitors** on several levels to muster a force of trustees (in this case those from cell blocks D5133, D5134, and D5135) to be prepared in the event of a ship-wide panic.

Once the trustees are assembled, the **monitors** inform them that, as trustees, they are to be armed and ready “as a precaution”. If asked why, the monitors cannot say (nor do they know). The trustees are instead led to the local *armory* (**area 23** on the adventure map).

## THE ARMORY

*You are led down several dark passages to a security door that only opens after the motley group of trustees has assembled. Not once, but twice the ship shakes suddenly underfoot, causing some among you to gasp in surprise, but the monitors seem unaffected.*

*As the door opens, automated lights flicker on and the monitors lead you inside. Cabinets and racks containing arms and equipment are illuminated in the harsh neon light. Two of the **monitors** move to pick up weapons and begin distributing them to the astonished trustees.*

The armory contains enough equipment to arm a standard 12-man trustee response team. See **area 23**, later, for a detailed list of what this level's armory contains. PCs present may wish to make a note of where the armory is and what it contains, as they may need the equipment in the future...

Once the trustees are equipped, the **monitors** take them to the “assembly point” along the central corridor where they join another dozen trustees from cell blocks D5136, D5137, and D5138. Similarly armed

and armored, these prisoners are just as surprised and uneasy as those from D5133-D5135, and in the absence of further orders (the **monitors** merely instruct them to “remain where they are and wait”) rumors run wild:

#1 - One trustee claims that when he was dragged from his cell, he passed a security station where, on the screen, he saw a security diagram of the ship showing “anomalous readings” on the outer hull...

#2 - One of the trustees confidently explains to the rest that this is just a drill.

#3 - One of the trustees claims there have been reports of strange electrical phenomenon in the forward parts of the ship.

#4 - One of the trustees claims that ALL Enforcers have been sent to secure the tram stations throughout the ship. That is usual in circumstances where riots are expected.

#4 - There are rumors of riots in the ultramax cell blocks; could this be why the trustees are being assembled?

Ten minutes after assembly, the **monitors**, after a long silence, each display a simple message: *STAND DOWN*. The trustees are disarmed, the armory closed up, and the trustees (confused and with more questions than answers) are dispersed and led back to their respective cell blocks and cells.

*Behind The Scenes:* The Warden computer, programmed only to deal with internal threats such as prisoner riots, does not know how to deal with what is really going on—approaching the “rift” that is sucking it into Hell, the *Gehenna* is on a collision course with the anomaly. Even as the PCs are led back to their cells, fateful events are in motion and within an hour all Hell will break loose...

## DISASTER!

Whether or not any PCs are trustees and thus learned any of the rumors above, eventually all of the player characters find themselves back in cell block D5134. Despite whatever happened, apparently the Warden computer has called off the alarm, indicating it believes it is safe for the convicts to return to their sleep cycle.

Things aren't so peaceful in D5134, however; in fact, the tension is running high. Though the lights slowly go off again, most of the prisoners remain awake, chattering excitedly and postulating out loud on their theories concerning what's happened/happening. **Slag**



and **Sarge** do not join the conversations (unknown to anyone, **Slag** is slowly slipping deeper into insanity over the imagined slight of the day, while **Sarge** is finishing his **zip gun** while everyone is distracted), but **Radio**, **Sugar Daddy**, and **Jimmy** all have their own ideas, from the *Gehenna* passing through space debris to the ship nearing a habitable planet, to explosions or fires on another level. **Radio** moves to the “voice tube” and listens in on the chatter; apparently the lurch and vibrations are being felt throughout the ship, and the prisoners in the other cell blocks throughout D-wing are just as anxious as those in D5134.

**Freak**, if anyone’s looking, is slowly descending into a fit of insane panic. Sixth senses bristling, Freak can “feel” the goings on in the ship (in fact, you may determine that any character with Psy Potential 5% or greater also has a strange “feeling” that something is just not “right“, gaining an automatic +1 Despair); in game terms, the inexplicable dread he’s feeling is driving Freak’s Despair gauge through the roof. When, twenty minutes later his Despair gauge reaches 10, Freak triggers a *psychic ability* (see *Escape*, below for details).

*Fifteen minutes later, while several of the prisoners are still discussing what could be going on, the alarms once more go off, drowning out all conversation. Just as suddenly the entire ship rocks and shakes, but this time you all hear the definite sound of an explosion, followed by another, not too far away on this level and the one below. The walls shudder and the bulkheads seem to bulge and twist in places, evidence that the ship is under tremendous structural stress!*

*“What’s going on?!” someone screams in the intermittent darkness.*

*“Get us out of here! We’re all going to die!” another prisoner yells to the custodians, though the robots merely whirl about in place, unwilling or unable to do a thing to prevent what’s happening.*

All characters must now make a *Reflexes* check (performed like a *Willpower* check, in that each player must roll D12 and compare it to her Reflexes attribute). Those that succeed suffer no ill effects; those that fail take 1 point of Health damage from jostling or being thrown to the ground by the sudden lurch in the ship.

The *Gehenna*, subjected to tremendous forces as it continues through the “tear” in reality and into Hell’s dimension, is beginning to take serious structural damage. The custodians, however, are powerless

to deal with the problem, and the **monitors** simply enter standby mode, awaiting orders from the Warden computer. They do not listen to cries for help from the prisoners.

Continue reading:

*While the walls buckle and groan, steam pipes running the length of the central corridor begin to vibrate, the sound growing from a slight hum to a violent, dangerous clanging in seconds. One by one the pipes break loose or burst, filling the air with clouds of scalding steam. Two large sections collapse entirely, the first landing on one of the **monitor** custodians and smashing the robot to pieces. The second **monitor**, seeing the danger to the cell block’s integrity, retreats out of the cell block entirely. The second section of ceiling crashes into Jimmy’s cell and almost crushes him as well, but as the pipes burst open, jets of fire sweep outwards filling the cell with bright orange flame. Jimmy is instantly engulfed in the fire, and with a horrified and agonizing shriek the trapped man begins to thrash and scream.*

► Jimmy is slowly incinerated in his cell, unable to escape the gushing flames which continue to fill his cell. Seeing this awful event requires all PCs to make a *Despair* check or instantly accumulate +1D2 Despair. Within moments Jimmy perishes, his body burnt to a crisp.

## PERDITION

The rumblings were just gravitational precursors to *Gehenna* being drawn through the rift into the dimension of Hell. When the prison-ship finally reaches the breach, and is sucked through, the event that will come to be known as “Perdition” occurs. To the prisoners locked up in cell block D5134, that moment looks like this:

*As Jimmy burns, and the other prisoners scream in panic, the ship once more lurches to the awful sound of its aging structure under stress. Beds are toppled and personal items spill to the floor. The lights in each cell and in the corridor flash and pulse; some explode in a shower of sparks.*

*In the distance can be heard a strange, muffled “knocking”; the sound of exterior bulkheads giving way to intense pressure, expelling the contents of those cell blocks nearest the outer hull of the ship (and their inhabitants) into space. Moments later this awful sound passes, but strangely now the air immediately becomes rancid, filled with an*

*odd, unidentifiable odor that, though unfamiliar, seems to tug at your primal instinct to flee. You are distracted, however, as the sound of the ship slowly coming apart is joined by a high-pitched screech that in moments grows deafening, forcing everyone to clasp their ears in agony. At that, weird displays of green electricity manifest in the corners of each cell, crackling along every metallic surface and leaping to each person present. The electrical phenomenon proves harmless, causing only a tingling sensation, and soon dims to a dull glow like St. Elmo's fire clinging to limbs and clothing.*

*Though this initial phase seems harmless, the next is not. A few seconds later the ship lurches again, this time far more violently, followed by the sounds of more explosions deeper in the ship. Now emergency lights come on, painting everything in a vivid red and leaving deep, dark shadows wherever the light doesn't touch.*

At this point choose a fitting result on the table below for each player character present. This is a side-effect of the ship passing into Hell:

**#1 (the character with the highest Despair):** You are not alone in your cell – strange creatures literally “appear” out of thin air around you. They resemble gigantic worms with six stalked eyes and waving tentacles, but they are somehow indistinct, as if trapped between dimensions. The creatures seem attracted to your terror, but as they slither menacingly towards you, they suddenly wink out, leaving only a slimy trail to prove they existed.

**#2 (any character):** Stronger, brighter electricity flashes in the cell next to yours. The prisoner there screams as the electricity creates a vortex around him. He looks to you with terrified eyes for help, but a moment later the electrical storm disappears and he vanishes with it.

**#3 (the character with the highest Guilt):** The metal of your cell walls seems to shift and bulge as it was merely skin pulled tight over muscle. In a moment the bulging spots take the shape of faces, some human, and others utterly monstrous. The alien faces seem to regard you with clinical interest, while the human ones merely scream in terror. You recognize them as the faces of your past victims!

**#4 (any character with the Damnation personal goal):** You see your fellow convicts screaming and panicking, but you are overcome by a strange calm. In the shadows of your cell you see a shape, a smooth and

almost featureless face cloaked in darkness. It does not threaten you, or frighten you. In fact, it feels like a brother to you.

A mouth appears on its smooth face and whispers in your mind: “Our time has come. Be ready. You have much work to do...”

► All of these events require those who seem them to make a *Despair* check or accumulate 1D3+1 *Despair* immediately.

## CHAPTER 3 - ESCAPE

*Whatever you saw – or think you saw - A second later there is a loud BOOM from the central corridor, outside of the cell block, followed by the thundering sounds of a collapse. The ship shakes again, dust and cinders sweep through the cell block entrance, and terrified screams echo from blocks 5133 and 5135, lasting for several minutes before being drowned out by the sounds of secondary explosions and the groan of the ship's aging metal struggling to stay firm against whatever forces are affecting the Gehenna.*

All seems lost when, after the latest explosion, convict 5516341 (aka **Freak**) reaches *Despair* 10, triggering a *psychic power*. Read the following out loud to the players:

*The fire in Jimmy's cell begins to grow, obscuring the terrible sight of his charred corpse as it spreads into the neighboring cells. With a cold, heart-gripping realization it becomes clear that if you don't get out soon, you'll all suffer the same fate.*

*At that moment a voice echoes through the burning cell block, emanating from convict 5516341's cell:*

*“NO... NO... NO... I DON'T WANT TO DIE HERE!”*

*As if to answer his defiant will to live, a strange electricity fills the air. The hair on the backs of your necks stand on end. Sixth senses all around are triggered. Though it seems impossible, you stand dumb as something unbelievable occurs.*

*5516341 lets off an ear-piercing cry that seems at the same time panicked and utterly inhuman. As if reacting to the sound, the bulkheads of the cell block rumble and, in places, burst open, causing the collapse of more ceiling panels and pipes. The sound of a roaring “boom” comes from the*

*showers. In that same moment, every cell door in the block suddenly swings open as if torn free by an invisible hand of force!*

This should be the first time PCs have ever witnessed a psychic power in use, and they should be rightly dumbfounded (certainly the other NPCs will be). However, after dust settles it should gradually become clear that the convicts are all now *free*; from here let the players decide what their characters do.

#### WHAT THE NPC'S DO

**Slag** is quick to recover from the panic and, during the confusion, runs from his cell and to the *showers*, where he escapes into the poorly-lit maintenance tunnels. He will appear later in the adventure. PCs must make a *Wits* check to notice his escape; they should not be able to catch him, however.

**Freak**, as soon as his cell opens, flees out the front exit; he will be found later at **area 22**.

**Radio**, **Sugar Daddy**, **Sarge**, and any other convicts in the cell block all remain put, frantically questioning one another if they saw what **Freak** just did. Eventually **Sugar Daddy** claims its best to stay here and fight the fire, and after that, wait for help to come. But **Radio**, who's been listening to the "voice tube" in his cell, motions for the PCs to come and listen.

Any character agreeing to listen hears, through the storm of background noise, a little of what's going on the levels above. The character hears panicked screaming and horrified shouting, the sounds of panic and gunfire, and soon a monstrous *roar* of indeterminate origin that drowns them all out. Moments later the sounds of fighting intensifies, and a single voice can be heard:

*"MY GOD! CLOSE THE DOORS! WHAT... WHAT IS THAT THING?"*

Again there is a monstrous roar, a crescendo of screams, and soon the pipes fall silent.

After this, **Sarge** listens to any arguments, but ultimately joins the PCs if they voice a willingness to let him follow.

#### GETTING EVERYONE TO GO

Convincing the other NPCs to join is a wise idea, as the player characters may need the extra help, and as it is not entirely clear what's going on, staying together in a crisis should seem a smart option. To convince **Radio**, **Sugar Daddy**, and the other cons (of which 1D4

survived *Perdition*), at least one character must succeed at a *Social* check per NPC. Each time they fail, one NPC refuses to join them. Roll for each NPC present. Those NPCs who stay will be slaughtered 1-2 hours after the PCs leave by a band of **devourers** emerging from the southern tunnel (they eventually investigate this area and slaughter anyone who didn't already flee).

#### MOTIVATING THE PLAYERS

To keep the action moving, motivate the players by periodically describing the shaking of the ship, the distant sound of explosions, and a growing sense of dread. You can also roll on the table below every few rounds to describe what's happening while the characters remain indecisive:

ROLL	WHAT HAPPENS
1	Ceiling panel collapses; one character must pass a <i>Reflex</i> check or take 1 pt. of damage.
2-3	Ship shudders and shakes; no effect.
4-5	Sudden jolt; all characters must pass a <i>Reflex</i> check or take 1 pt. of damage.
6	Eerie shrieking is heard echoing through the corridors; the <b>devourer</b> at <b>area 22</b> emits its <i>keen</i> , forcing all characters to pass a <i>Despair</i> check or accumulate +1 <i>Despair</i> .

#### TUNNEL KEY

The adventure map of the area around *cell block D5134* is populated with a few locations of interest. These are described below:

##### 1-16. CELL BLOCK D5134

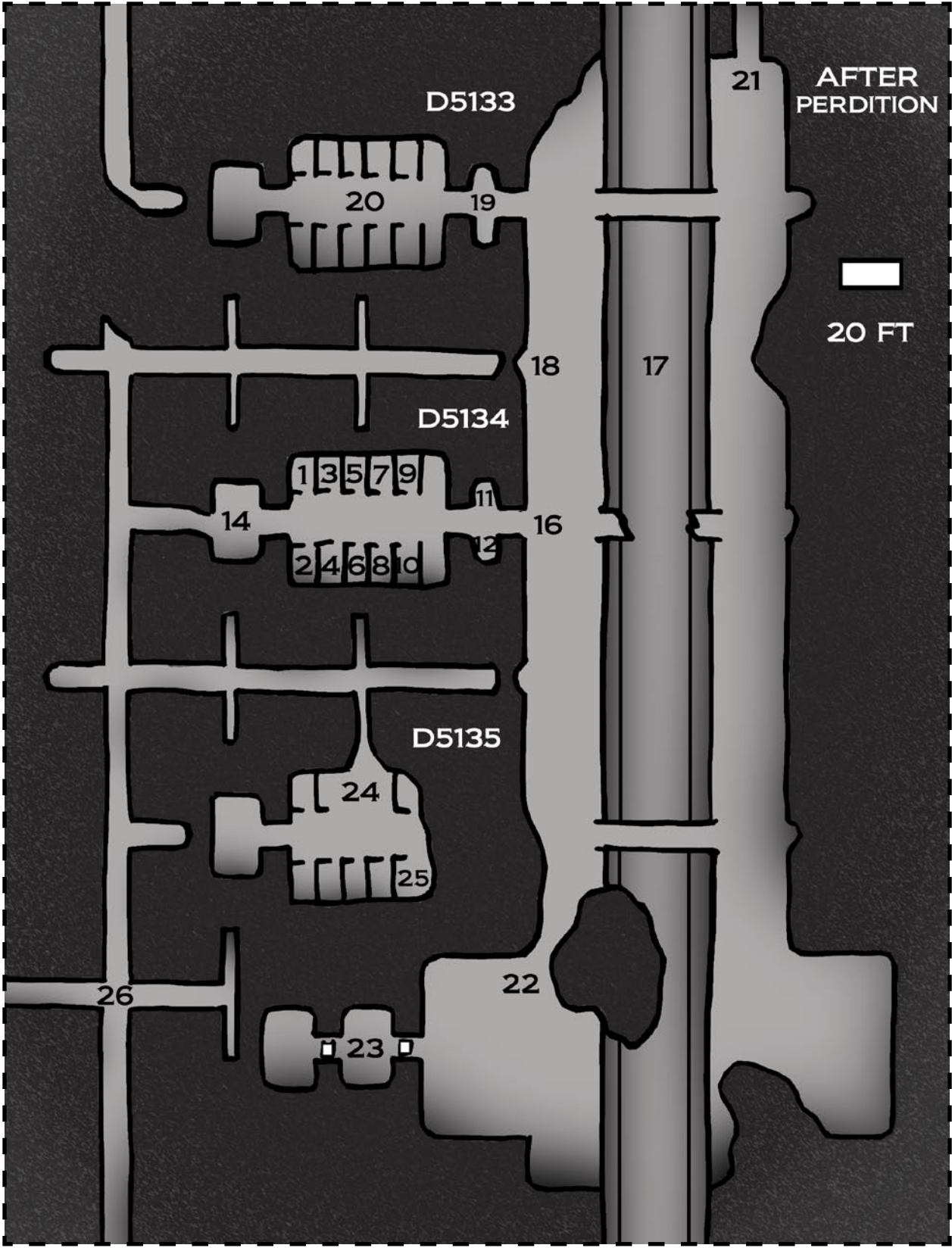
These areas are described in the *Cell Block D5134* episode, above. Note that the area is in a state of disarray, with fires beginning to burn out of control. Note that the front entrance remains open after the **monitor** custodian retreated to the central corridor.

**Area 14**, the *showers*, has suffered the most; the integrity of the bulkheads there has given way, creating a collapsed section that reveals the maintenance tunnels behind the cell block. Characters investigating the showers will notice this new "exit" and can explore further.

##### 17. CENTRAL CORRIDOR

*Emerging into this area you feel a strange sense of foreboding. The central corridor is unlit, but what you can see in the dim light of a few smoldering fires suggest a great deal of damage. Metallic rubble and serpentine coils of sparking wire litter the floor, or dangles precariously from the ceiling above. The walkway over the tramway appears to*

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*have collapsed, and the maglev train is gone. It is eerily quiet here, though in the distance you hear muffled explosions and the tell-tale groaning of metal.*

The central corridor is empty. Because it is dark, characters will need a light source (luckily **Sugar Daddy** has a few **light rods** in his possession; see *Cell Block D5134* for details).

### 18. VENTILATION DUCT

Allow each character passing by this point to make a *Wits* check. If any one of them succeeds, the party notices that the ventilation duct here has come loose, revealing a passage beyond. The characters can use this passage to enter the maintenance tunnels.

### 19. FIRST AID STATION

This is the first aid station for cell block D5133. A **first aid pack** hangs on the wall here, apparently unused.

Characters remaining here must make a *Wits* check to notice strange sounds coming from **area 20**.

### 20. CELL BLOCK D5133

*The lights here flicker on and off at random intervals. Coming through the sole entrance, you are horrified to find over a dozen dead bodies scattered all around the central annex. Many of them appear to have been literally torn to shreds.*

*You are just as surprised to see several convicts (in trustee uniforms) scavenging through the carnage as they are to see you.*

► Characters entering this area must make a *Despair* check or gain +1 *Despair* from the sight of so many dead bodies.

The scavenging convicts are understandably jumpy, possibly leading to conflict with the party. Treat all four of them as **Trustees**. One of them, their “leader”, wears a **riot helmet**.

If the PCs attempt to talk, allow the party to make *Social* checks to get the trustees to talk. Otherwise the trustees threaten to attack and urge the characters to move along.

If successful, the scavenging trustees explain they came from D4000 block, to the “north” (off the map), which suffered a catastrophic series of events that they themselves are at a loss to explain. They do not know what happened to the inhabitants of cell block D5133.

They only know that when the alarms went off in their cell block (after the *Trustees Assemble* episode; they were mustered just like any PC trustees in cell block D5134), their section’s automatic fire doors began to close and they decided to flee into the maglev tunnels rather than be trapped. They walked here along the maglev tunnels, only to arrive after the explosions and fire.

The scavengers have no illuminating theories on what is going on, more importantly, what caused the massacre here. They are not interested in following the party. Their leader “Bryce”, has only a rudimentary plan, and that is to lead his men south and further down the maglev tunnel. If pressed (requiring an *Intimidate* or *Social* check), he admits he has heard a “voice” telling him safety is to the south. If the PCs try to dissuade him, or publicly criticize his plan (and the fact that he’s hearing “voices”), he will grow enraged and will fight to preserve his authority with (and control over) his men.

Bryce, if left to continue, will lead his men to certain death. The tunnel south is infested with dozens of **devourers** moving slowly up from D6000 block. The creatures are some ways off the map, but anyone heading into the tunnels will likely encounter them as they shamble through the dark - and risk becoming quickly overwhelmed.

► PCs that kill Bryce to save his men receive no *Guilt*, but if they do not intervene and later learn what has happened to them, they automatically gain +1 *Guilt*.

### 21. PASSAGE NORTH

*A dark tunnel leads off to the “north”.*

This passage originally led to D4000 block, running parallel to the maglev tracks. However, about five hundred feet beyond the passage entrance, rubble has completely obscured it, preventing further passage.

A similar passage leads south (not included on the map key); it is less damaged than this passage, but about three hundred yards in a large group of **devourers** is slowly making its way towards the party’s current position...

### 22. DEVOURER

*The central corridor appears to have suffered a tremendous collapse at this point; metal rubble, panels, and wiring has formed an enormous column rising from the corridor floor to the ceiling high above.*

Numerous dead bodies lay scattered about, and a single convict, back turned to you, appears to be rummaging through them. As you approach he turns to face you, revealing that he's not rummaging through their stuff but eating their corpses, and he is not a "he", but rather a grotesque monster only wearing the skin of a man, with a bloated head bearing sunken black eyes and two livid purple-grey tongues writhing in the air as they slip from the creature's oversized mouth.

The "monster" is, in fact, a *demon*, an entity known as a **devourer**. **Devourers** are entities native to the dimension of Hell, which feed on suffering and fear like a delicacy. Normally without a body, the **devourer** has taken control of a convict's corpse and, through possessing it, mutated it to better serve its purposes.

The **devourer** immediately attacks. Note that like all demons, **devourers** cause characters to accumulate Despair. See the devourers statistics in the *Warden Only!* section of the rulebook for details.

Characters searching the bodies of the dead find convict 5516341 ("Freak") among them. After the disaster in cell block D5134 he fled here hoping to locate the *armory*, only to stumble on prisoners fleeing **area 20**. Their combined Despair, in such close proximity, caused the manifestation of the **devourer** which killed them all.

► In addition to finding *Freak*, those who search also find 2D20 Smokes on the corpses here.

### 23. THE ARMORY

*At the far end of this recessed niche is a steel security door. A red light flickers above the doorway, revealing a small computer console next to the formidable portal.*

This is the sole *armory* serving the surrounding cell block complex. Trustee characters will have been brought here during the *Trustees Assemble!* episode, earlier, and will recognize the place.

The armory is currently sealed, requiring someone with at least Access 1 to enter. Alternatively, a character with the *Hacking* trait can attempt to use the computer console here to bypass the access scanner and open the door. This requires a *Wits* check, performed with a +2 modifier to the roll (that is, the character attempting the check must roll D12,

add 2 to her roll, and compare it with her *Wits*; if it is equal to or below, she succeeds, otherwise she fails). After three failed attempts the computer locks out, preventing further attempts to enter the armory.

If the PCs manage to get into the armory, they find it is separated into two sections; the first section holds all Control Level 1 weapons and armor from the list below. The second section is sealed behind a second security door; this requires *Access 2* to bypass (there is a similar computer that may be hacked, just like the one outside). This second section holds all Control Level 2 weapons and armor from the list below.

ITEM	QTY	CONTROL LEVEL
Riot batons	9	1
Riot helmets	4	1
Light rods	2	1
First aid packs	2	1
Riot armor	2	2
Mace canisters	2	2
Scatter gun	1	2
Rubber rounds	4	2
Tear gas rounds	2	2

### 24. CELL BLOCK D5135

*Coming down this tunnel you spot a hellish red light ahead, and a wave of heat assaults you.*

Cell block D5135 suffered a series of steam explosions similar to D5134, and the majority of the prisoners there were killed. Part of the structure collapsed, caving-in the entrance to the cell block, but thankfully another section also opened in the disaster, creating an exit into the maintenance tunnels.

► Everyone is dead in D5135 (except for a prisoner in **area 25**), and charred bodies litter the ground. Characters witnessing the wholesale destruction here must make a *Despair* check or accumulate +1 Despair.

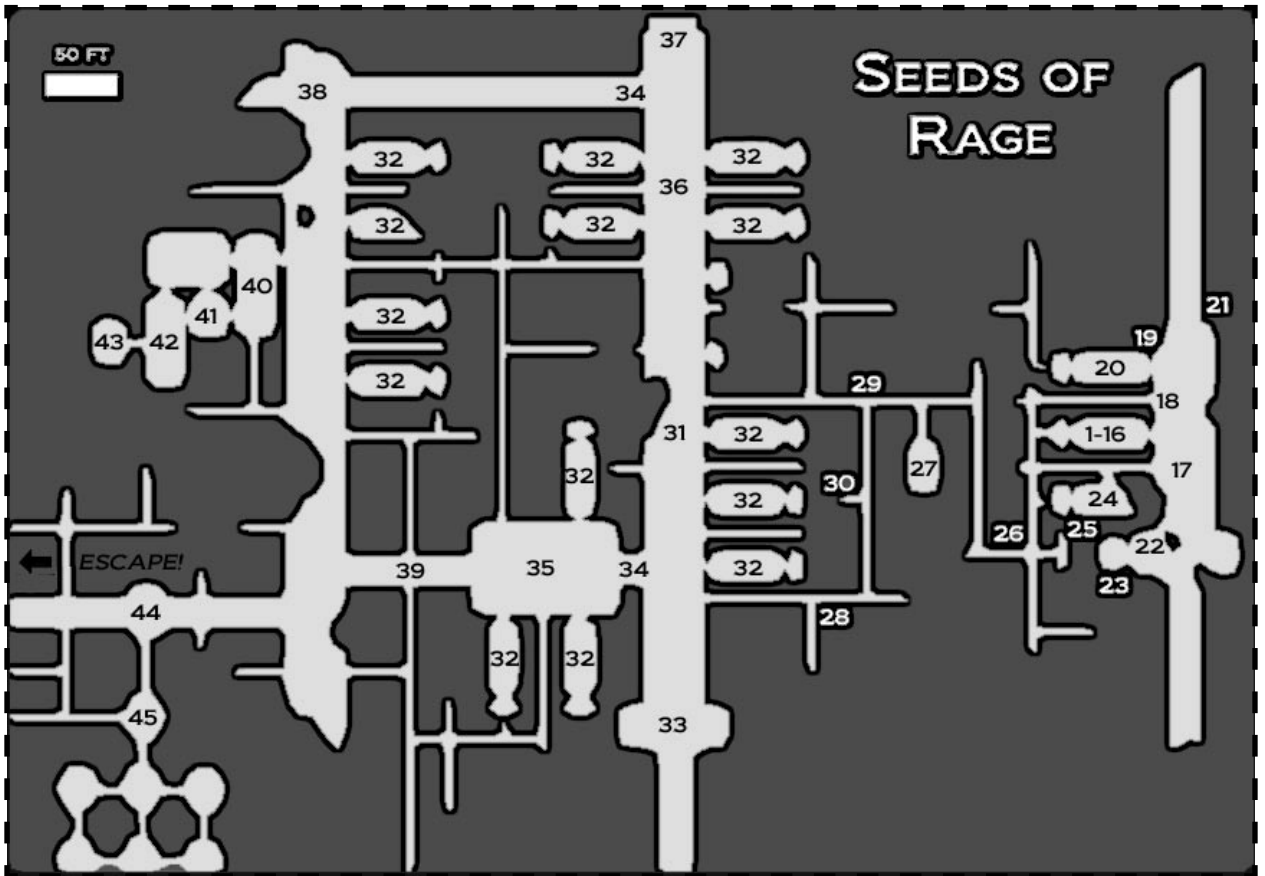
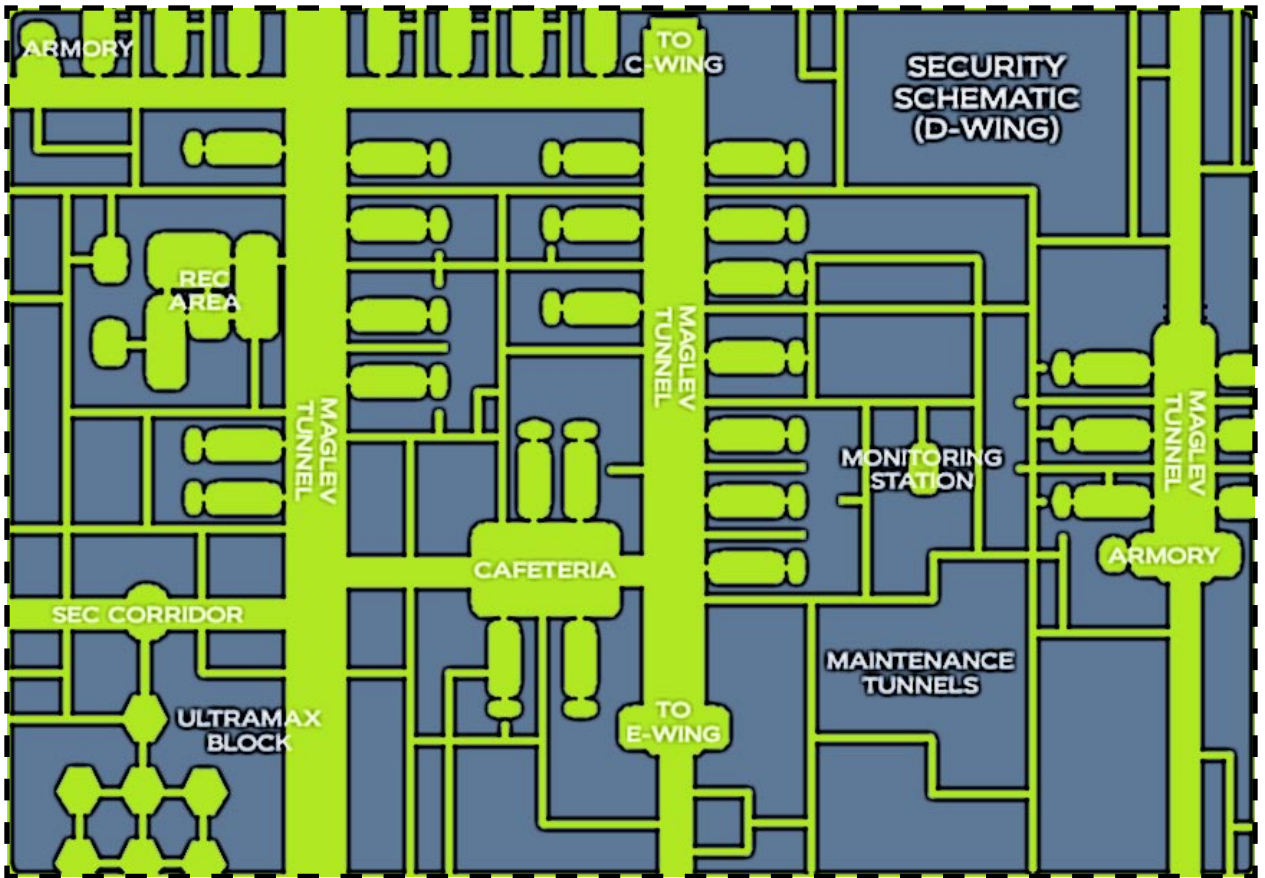


Note that if the PCs make any noise, the prisoner trapped in **area 25** will call out to them.

### 25. FELIX

*Fire and smoke are quickly filling this cell block. A small, balding man with a bleeding wound on his head, still trapped in his cell, beckons desperately for you to help him.*

SEEDS OF RAGE



The man in this cell, *convict 6343631*, is known locally as “Felix”. A *Social* check passed by any of the PCs allows them to recognize him for what he is, a vice offender convicted of child molestation and murder.

Felix begs to be released, as the fire here is gradually spreading and, if not freed, he will be burned alive. It is their choice whether to free him or not, but to do so will require a combined Prowess of at least 15 to remove the damaged door sealing his cell.

► If the characters do not free Felix he will certainly perish here, an act that requires them to make a *Guilt* check or accumulate +1 Guilt. If they allow him to join their “party“, use the statistics for a **Chester** (see the *Warden Only!* section of the rules) for Felix when in combat. If the PCs do free Felix, he will follow them until they reach safety. He will generally cower in a fight, contributing little, but he will not otherwise turn against them.

## 26. TUNNELS

*A darkened tunnel extends out of sight. Every now and then a weak red light flashes on the ceiling, each light separated from the next by twenty or thirty yards. Its just barely enough light to navigate by.*

The characters have located the maintenance tunnels running behind the various cell blocks. Dark, damp, and cramped, these passages are filled with various hazards (steam pipes, water mains, irregular footing, etc.), but nothing too dangerous.

## 27. MONITORING STATION

*Out of the darkness you see a tiny shape emerge – a narc custodian prowling in the tunnel. The appearance of the clandestine surveillance robot here makes you realize there are more to these passages than meets the eye, and that these must have also been used for spying on the inhabitants of the nearby cell blocks.*

*The narc whirls around when it sees you and scoots off into the shadows, taking a nearby turn around a corner.*

If the PCs follow, read the following:

*The diminutive spy-bot seems to have entered a secret chamber hidden here among the tunnels. The chamber is filled with computer equipment and screens hooked up to various concealed cameras throughout D-wing.*

If followed, the **narc** disappears into a ventilation passage, preventing the party from pursuing it any further.

Though the **narc** is gone, the numerous monitors here can be observed if the PCs think of it; each provides a rare glimpse as to what is going on in other parts of the ship and, more importantly, in the passages and rooms ahead of them. The various screens show the following:

- A camera view of a deserted cafeteria filled with over two dozen dead bodies (this is a view of **area 35**).
- A dimly-lit view of a maglev tunnel, in which lie several massacred *trustees* (this will be Bryce and his men, if the PCs were unable to stop him from leading them down the southern tunnel).
- A camera view of what seems to be an empty recreation area, with pool tables, pinball games, holovid booths, etc. From the shadows a large, dark shape darts off the screen, defying any opportunity to get a good look at it (this is a view of **area 40**).
- A momentary view of **Slag** running down a huge central corridor littered with corpses (**Slag** is currently in **area 31**, though he won’t be there by the time the PCs get there).
- A schematic view of this level (allow the PCs to take a look at the map reproduced on page 22 for 10 seconds, after which the screen goes blank).
- A view of almost fifty prisoners armed with various weapons working together to barricade a cell block. They seem relatively well-organized, and leading them is a familiar face - **Johnson**, of the *Jailhouse Giants* (this is a view of the “safe zone” tat will be hinted at throughout the adventure).

► This last image shows some promise of hope, hope in the chance of finding a safe place or sanctuary amid the chaos. *Just seeing this reduces everyone Despair by -1 (i.e. the fact that so many prisoners are working together gives them hope)*. If none of the players has the idea to make going there their goal, have any NPC present suggest the idea of trying to find this place and hook up with the other prisoners (“There’s strength in numbers...”)

## 28. DANGER

*Up ahead the corridor is split in two by a terrible gash no doubt created during the same event that wreaked havoc in your cell block. The gaping wound falls into lightless depths below, while white-hot sparks cascade down the shaft from above at unpredictable intervals.*

This location provides a potential obstacle for the characters, though it can be crossed if they are determined to do so. Just attempting requires a *Despair* check; those characters that fail gain +1 Despair.

To cross, each PC must succeed at a *Prowess* check; those that fail are in danger of falling to their deaths, though they are allowed a *Reflexes* check at the last moment to catch hold of the near side and climb back to safety. Those who fail both checks are killed.

Even if the characters succeed at crossing, there is a danger of catching on fire from the sparks. Each time a PC crosses, roll 1D5; on a roll of 1-3 the character is fine, on a 4-5 she is burned for 1 point of Health, and on a 6 she *catches fire*, taking 1D6 per turn until she succeeds at a Reflex check to put it out.

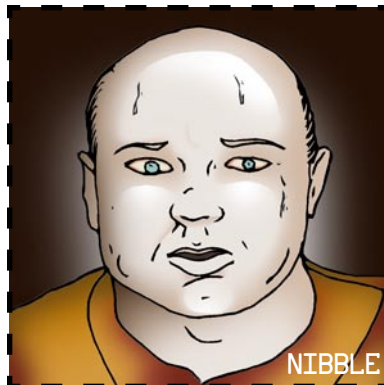
**29. LURKER IN THE DARK**

*A pale-faced man suddenly appears at the edge of your light. His prison overalls are soaked with blood. He seems afraid of you.*

The man, *convict 4913654*, has been lurking in the maintenance passages since the walls collapsed at **area 24** (*cell block D5135*). A non-descript individual, he seems harmless enough, and plays the part well. He is wary of the characters and seems terrified of what’s going on. If asked how he got here, he explains that when the walls came down he and three other prisoners escaped into the tunnels; he claims the other three left him behind when he “got injured” (hence the blood).

Any character making a *Social* check recognizes 4913654 as a man nicknamed “Nibble” by the occupants of cell block D5135. A mild-mannered desk clerk in civilian life, rumor has it **Nibble** was sentenced to *Gehenna* after he was convicted of murdering a runaway child and eating her remains.

If his past is mentioned (note that if the characters have **Felix**, from **area 25** with them, he will identify **Nibble**), **Nibble** will deny it, and may flee if pressed. However, if he goes undiscovered, **Nibble** will try to join the party, though at the first opportunity he is alone with a single PC (or NPC) he will try to kill her, drag her body off, and devour her.



**NIBBLE (MURDERER - DAMNATION)**

PROWESS	7	SOCIAL	5	GUILT	7
REFLEXES	7	INTIMIDATION	5	DESPAIR	3
WITS	6	PSY POTENTIAL	10	INSANITY	4
WILLPOWER	4	PSY STRENGTH	2	HEALTH	20

TRAITS	GEAR
Extra Health	Convict Basic Gear
Isolation	
Insane (Rage/Mild)	
Obsession (Human Flesh)	
Psychoharic - Lvl 1	
Psychopath	

**30. DEAD END**

*You come to what appears to be a dead end in the corridor. Blood streaks on the floor lead to a pile of three dead bodies, which have already begun to stink.*

**Nibble** (see **area 29**), a relapsed cannibal, murdered his three fellow escapees and, after eating choice parts of their cadavers, dragged them here to hide for later. If **Nibble** joined the party he will do everything in his power to prevent the PCs from coming here and finding his “stash”.

**31. CENTRAL CORRIDOR - WEST**

*You emerge into an enormous central corridor; not unlike the one outside your own cell block. It is strangely quiet here, except for the distant sound of groaning metal. The lights have all failed, requiring you to use your own light sources.*

This corridor was the scene of a panicked rout soon after *Perdition*. A large group of 100+ prisoners, having escaped their cells, attempted first to go north to escape to the next wing then, after encountering the **panic feeder** at **area 37**, fled south. None of them managed to get past the **enforcer** blockade at **area 33**.

Traversing this corridor should be an eerie experience. Footfalls echo, lights just barely cut through the heavy darkness, etc. The PCs may find random shoes discarded in the panicked rout of the prisoners, dying **light rods** left behind, etc.



### 32. CELL BLOCKS

*This cell block is dark and appears to have been deserted in a hurry.*

Most cell blocks the PCs encounter will be empty, their occupants having vanished leaving signs of violence, fire, and bloodshed, but little else. Each time the PCs search an area marked **32**, roll to see what (if anything) they find there:

ROLL	DISCOVERY
1 *	A massacre, dead bodies everywhere, etc. There's a 10% chance the party encounters a group of 1D4 <b>devourers</b> among the corpses.
2-3	Looter. The characters encounter 1D2 looters rummaging through the dead bodies and empty cells. These looters should be treated as <b>Joe Average</b> . They have nothing valuable, though they may have information (see <b>area 39</b> , <i>Roving Convicts</i> , for sample rumors they might know).
4-6	Empty and abandoned. Though there are signs of looting and vandalism, searching the cell block reveals nothing of value.
7-8 *	Lunatic hiding out. If the characters search, they find a single madman (treat as a <b>Maniac</b> ) who attacks them thinking they'll give away his hiding spot by their presence. He will not listen to reason.
9-10 *	Other convicts. The characters encounter a small group of convicts who are on edge or are otherwise territorial. The 1D6 convicts (treat as <b>Joe Average</b> ) will attack the player characters on sight.

A location marked with an asterisk (\*) will have valuables; roll on the table below to see what the PCs find:

ROLL	VALUABLES
1	1D2 <b>components</b> (1-2 <i>rigid</i> , 3-4 <i>torsion</i> , 5-6 <i>precision</i> )
2	1D2 <b>light rods</b>
3	1D2 <b>hydrogen cells</b>
4	1D4 <b>ration packs</b>
5	1D2 <b>first aid packs</b>
6	1D20x10 Smokes, plus <i>roll again</i>

### 33. ENFORCER BLOCKADE

*Further down the corridor you see three dim red lights. An awful odor emanates from the area just a few dozen paces ahead.*

This area marks the location of the tram station connecting this level with the next. A force of three **enforcers** were sent here just after Perdition to maintain order (to prevent the tram from being overrun), and they continue to monitor the approach to the station.

Tragically, a mob of convicts came here after fleeing the **panic feeder** at **area 37**. Though warned, in their panic they attempted to overrun the **enforcers** but were slaughtered when the custodians, mistaking them for a rioting crowd, opened fire. Even worse, their *sonic beamers*, overheating from use, malfunctioned, causing them to *disintegrate* the "rioters" *en masse*.

The three **enforcers** still maintain their merciless vigil, obeying their orders to prevent anyone from escaping. They will fire on anyone who does not immediately turn back, or any character bearing *gear* not allowed by her current Access.

*Warden's Note:* Since an encounter with three **enforcers** would likely be lethal for a small group of inexperienced PCs, assume the custodians do not pursue the party if they try to flee back the way they came. The only exception is in the case of PCs found carrying items not allowed by their current Access level; in this case the **enforcers** will pursue said character(s) until they surrender their gear and move on. Such gear will be confiscated if dropped or left behind in the party's flight.

### 34. BARRICADES

*The passage here is blocked by what looks to be a makeshift 'barricade' of overturned beds, mattresses, and lockers. Though obviously constructed as a means of defense, whoever set up the low wall is nowhere to be seen.*

Various groups of prisoners attempted to set up makeshift defenses after encountering demons in the corridors. Despite their attempts the defenders were either overrun by the monsters or simply abandoned the barricades.

The barricades are only effective in battle; without anyone defending them the PCs can easily climb over them (or push them aside).

### 35. CAFETERIA

*You're sure you've been here before, but it was never quite like this. Your lights reveal a cafeteria-turned-battleground. Convicts from neighboring cell blocks must have retreated here during some intense fighting; there is blood, slime, bullet holes, and empty casings all over the place... as well as over two dozen dead bodies, many of them torn limb from limb.*

► Characters entering this area and surveying the carnage must make a *Despair* check or accumulate +1 *Despair*.

The party's assumptions are correct; after *Perdition*, the newly-freed prisoners of the surrounding cell blocks came here to put up a defense against the "invaders", but were slaughtered to a man.

A search of the cadavers uncovers 1D4 **shivs**, various **improvised weapons**, and a **mace canister** (2).

### 36. ROARS

*The eerie quiet of the central corridor is suddenly disrupted by an inhuman "roar" from down the passage north. It is a sound that nothing natural could possibly make.*

The roar the PCs here at this location comes from the **panic feeder** at **area 37**. The roar serves as a warning against exploring further up the passage...

### 37. THE BEAST

*A dim red light pulses on and off up ahead. The smell of death is heavy here.*

This marks the northern end of central corridor west, which at one point connected this wing with the next. A large group of convicts, fleeing the cell blocks west of here just after *Perdition*, came here hoping to escape to the imagined safety of C-wing. Instead there was a blowout in C-wing, and as the blast doors came down (sealing off the entire passage), the massed group of terrified convicts began to panic.

The density of so many panicking individuals in one area created a spike of despair that brought the attention of an extra-dimensional entity known as a **panic feeder**. As the prisoners railed against the sealed safety doors, the enormous alien entity manifested among them, immediately scooping up screaming prisoners and eating them whole. Those that managed to escape fled in a rout down the central corridor towards **area 33**, leaving the **panic feeder** behind.

► The **panic feeder** is currently devouring the last of the corpses, leaving the entire end of the passage strewn with blood, bones, and dismembered limbs. Characters seeing this scene must succeed at a *Despair* check or accumulate +1 *Despair*.

In addition, the **panic feeder** itself will turn to attack the newcomers unless they immediately withdraw. Note that since an encounter with a **panic feeder** could be potential disastrous for an inexperienced and under-armed group of convicts, you may want to give the characters a chance to get away once they've seen the beast. The **panic feeder** will not pursue them.

### 38. WILD CUSTODIAN

*You are drawn here by a strange sound echoing through the maze of halls. Ahead you see the source: a monitor custodian, apparently malfunctioning, ramming itself over and over again into the wall. There appears to be something attached to it, like human remains, a mass of limp flesh and bone that glistens wetly in the darkness.*

The **monitor** here is no longer functioning properly due to damage it has inflicted on itself in an effort to remove the "parasite" that has attached itself to it. The "parasite" is a **death slither**, a vile form of demon that resembles a disembodied human spine and skull, bristling with the visceral remnants of flesh and tissue.

The **death slither** will give up "gnawing" on the **monitor** once the PCs come within a reasonable distance, at which time it will detach itself and move to attack the nearest party member.

### 39. ROVING CONVICTS

*You are startled when you see a number of other convicts heading your way. They seem equally wary when they see you.*

There are six convicts altogether (treat as **Joe Average**), all armed with **improvised weapons**. They will not immediately attack, and can be approached. One of them is badly wounded after being pulled from beneath a collapsed beam. The four men and two women came from cell block D6001, having barely escaped a blowout (during *Perdition*) that killed almost everyone in cell blocks D6001 to D6010. They are the sole survivors, and the passage behind them collapsed some time ago.

The convicts have explored some of this level and are planning to move on. If the PCs offer medical assistance (i.e. use the *Medical Knowledge* trait, or offer a **first aid pack**), they will trust the PCs more

and will tell the party a few things about what they've seen/heard:

#1 - The convicts heard weird noises, screams, etc. when this all began. They theorize "aliens" of some kind have boarded the ship and are killing convicts on various levels.

#2 - The custodians in some areas have been relocated to deeper levels for some reason. The convicts speculate they are fighting off the alien invaders. It's not clear who's winning.

#3 - Many prisoners are still trapped; some have gone *insane*, others appear to have vanished entirely, but many more are simply dead. Those who have managed to get free appear to have the same thing in mind – it's everyone for themselves.

#4 - A large group of convicts from the *Jailhouse Giants* are trying to establish a "safe haven" in and around cell block D9665, using makeshift fortifications and weapons from trustee armories. They say anyone who's willing to fight is welcome to join them. It sounds like the best place to head if you don't think you can make it on your own.

#5 - There's a rumor that a cell of the *Ultramax Psychos* has managed to fortify one of the ultramax cell blocks. They've managed to get their hands on some heavy weapons and claim they'll be able to withstand the storm. They're shooting at anyone who doesn't have the Ultramax Psychos tat.

#6 - This particular group is headed towards D9665 to hook up with the *Jailhouse Giants*.

► If the PCs are aware that the turrets are active at **area 44** and do not tell these convicts, these men and women will be killed when they attempt to pass through that area. If this is the case, when the characters go to **area 44** they will find the roving convicts massacred, and as a result will automatically accumulate +1 Guilt for not warning them.

#### 40. RECREATION AREAS

*You have entered a complex of inter-connected rooms and chambers. This entire area seems to have been a recreational facility for good-behavior prisoners; you find unlit workout rooms, holovid suites, pool tables and arcade games, basketball and racquetball courts, a swimming pool, etc. It is eerily quiet here, as if the occupants simply "vanished" into thin air.*

This whole complex was reserved for low-threat prisoners, namely trustees and convicts deemed "cured" through psychiatric treatments and drug therapy.

The quiet and darkness that pervades the halls may seem a welcome respite to the PCs, at least until the PCs near **areas 41** or **42**.

Characters searching this area will find any number of **improvised weapons**, as well as a large number of abandoned personal possessions, including 1D100 Smokes.

#### 41. THE PREDATOR

*The labyrinth of empty, dark corridors is suddenly revealed to be inhabited after all. In the center of a workout room you see a collection of butchered corpses, in the middle of which a monstrous entity rises. The thing resembles a giant slug with six tentacles and a like number of eyestalks, and a large gaping maw that opens and hisses menacingly at you as it notices your arrival.*

The creature here is a **nexper sext**, a demon of despair that feeds on panic and terror. Manifested by the panic that overcame the prisoners here, it drove them all towards **area 42** where they were trapped when Dr. Needles sealed the security door there. It took its time devouring the rest, leaving the remains of their bodies to litter the hall (and for Dr. Needles to see through his cameras).

The **nexper sext** attacks the player characters on sight. Note that this creature is unusually difficult to kill, because it *paralyzes* its foes with its gaze. The PCs will have to be lucky to kill the creature before they are all frozen in fear!

#### 42. TUNNEL OF DEATH

*This short tunnel is filled with dead bodies, all arranged around a sealed security door at the far end of the corridor. Flies buzz all around.*

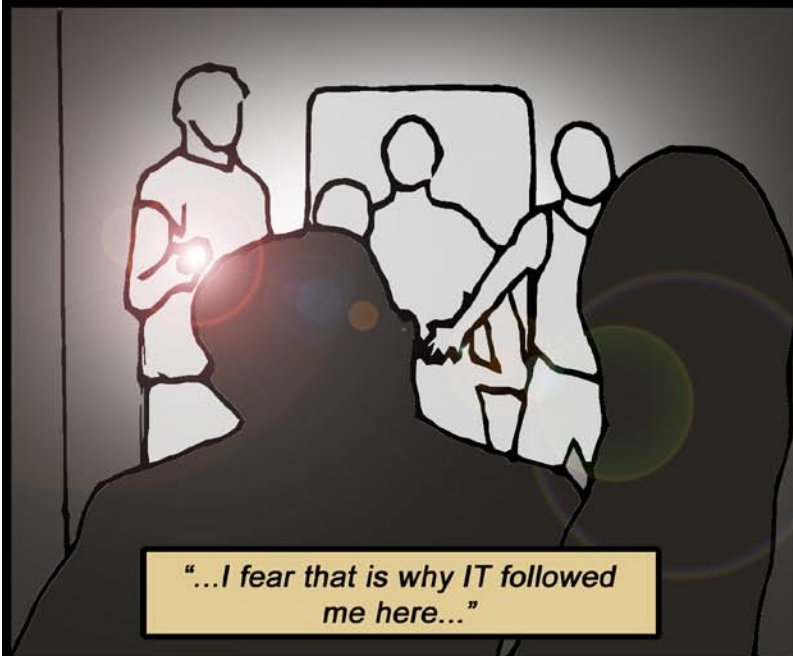
There are some two dozen men and women here, all of whom were trapped on this side of the security door by **Dr. Needles** (see **area 43**, below) when he got to **area 43** before them. Unable to batter down the door, the predator (see **area 41**), catching up to them, killed them all.

► Seeing this carnage requires the characters to succeed at a *Despair* check or accumulate +1 *Despair*.

"Hello. It's good to see someone has come to my rescue. I suppose I should thank you."

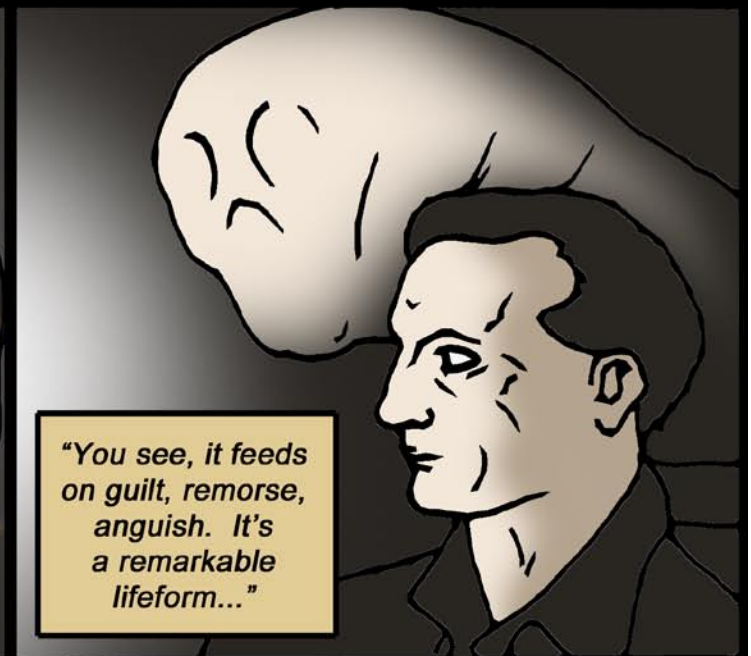


"I'm impressed you've made it here. I watched so many others die on the other side of that door..."



"...I fear that is why IT followed me here..."

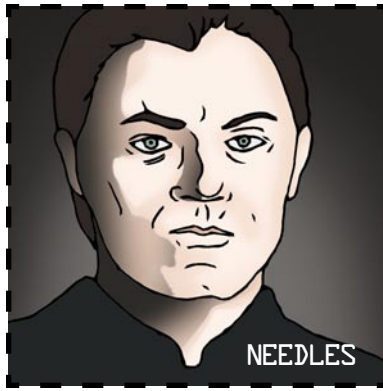
"You see, it feeds on guilt, remorse, anguish. It's a remarkable lifeform..."



"But it will soon grow tired of whatever amusement it gets from observing me, to be sure. And when it does..."

### 43. THE GOOD DOCTOR NEEDLES

The door here will only open if the player characters have dealt with the **nexper sext** at **area 41**. Only then will the chamber's sole human occupant allow the door to open.



*This chamber is dark, lit only by the dim glow coming from the various computer screens situated at a single control console. A vague human shape can be seen sitting at this console, and as you enter he takes the cigarette from his mouth and greets you, leaning into your light. He is a handsome older man with a dignified streak of grey in his otherwise jet black hair. He speaks with an educated accent.*

*"Hello. It's good to see someone has come to my rescue. I suppose I should thank you."*

The man is convict 3586661, known as "Dr. Needles" here in the low-security cell block. A *Social* check reveals that, in another life, **Needles** was a convicted serial killer, a highly-educated plastic surgeon who became so detached with his work that he began to kill his patients (the rich wives of politicians and celebrities were his clientele) for pleasure. He was condemned to *Gehenna* for his crimes, but through good behavior and anti-psychotic drugs he earned trustee status and a ticket to low-security quarters.

**Dr. Needles** is a genius by most standards. Highly intelligent, he was a resident of this wing when *Perdition* occurred. Seeing his fellow prisoners devolve into panicked madmen, turning on one another for weapons or merely to escape, he had hoped to remain hidden once he witnessed the manifestation of **devourers** and the **nexper sext** among his fellow convicts. **Needles** quietly retreated here, and using the computer consoles sealed the doors to the recreation area to prevent the other convicts – and demons – from getting to him. The other convicts died as a result of his actions, but he feels no remorse for what he did, seeing his actions as justified for they did, after all, save his life.

**Needles** has been observing the evolution of events since locking himself up here in his little hideaway. He has watched, through the monitors here, the behavior of his fellow prisoners, the panic and massacres, and the progress of the PCs as they came here. He has seen **Slag** join up with the *Ultramax Psychos*,

he knows something of their conspiracy, and has also watched the *Jailhouse Giants*' attempts to fortify themselves at cell block D9665.

More importantly to **Needles**, however, is that he has been watching the demons as well. From his observations he has come to form theories on the nature of the demons, what attracts them, and has even begun to postulate as to what happened to the ship.

#### NEEDLES (MURDERER - DAMNATION)

PROWESS	5	SOCIAL	8	GUILT	5
REFLEXES	7	INTIMIDATION	8	DESPAIR	0
WITS	10	PSY POTENTIAL	5	INSANITY	2
WILLPOWER	8	PSY STRENGTH	1	HEALTH	20

TRAITS	GEAR
Educated	Convict Basic Gear
Extra Health	First Aid Packs (x2)
Isolation	Syringe
Medical Knowledge	Cardiolax (x3)
Obsession (Women)	Zip Gun
Quickness	
Sociable	

**Information:** Dr. Needles is the player characters' best hope for a source of clear-headed information and direction. Unfortunately, **Needles** is also insane; he is, after all, a confessed serial killer, and he won't deny this. He is remorseless about the actual deeds he committed, though he does regret what killing has done to him (namely put him in prison and put him in a position where he is not trusted).

The party's encounter with **Needles** should be one of strangely civil interaction with an underlying current of tension simmering just beneath the surface. Should the PCs trust him? Can they let him live? Can they allow him to join them? **Needles** makes no aggressive moves, makes no threats, and for intents and purposes is eager to cooperate with the PCs. He has no intention to turn against them, but his reputation (as a serial killer) stands against him.

**Needles** can and will relate the following information to the party if they remain cooperative:



#1 - **Needles** believes the *Gehenna* has crossed through some sort of spatial anomaly and into another dimension. The effects recently felt throughout the ship, including prisoners seeing “creatures” winking in and out of sight, seem to suggest the ship crossed some kind of “barrier” and is no longer in the universe once known to man.

#2 - The doctor will explain his theory on demons. Having observed several manifestations through the security cameras here, he believes that the “demons” are entities native to this dimension. He postulates that they are attracted by fear and terror, and possibly other negative emotions, the presence of which causes them to either take physical form. He has seen, on his cameras, demons manifest as a result of mass panics, as well as among the insane inmates on E-level. He also suspects there are demons of *Guilt*, and if asked why, go to *The Shadow*, below.

#3 - **Needles** is aware that many prisoners are dead, and others will soon die as a result of the ship’s current state as well as the onslaught of demons. But he knows that groups of prisoners are forming all over the ship, some hoping to fight off the scourge or simply hide. Some may even have darker designs, he theorizes.

#4 - The doctor knows that **Johnson** and the *Jailhouse Giants* are trying to fortify one of the cell blocks. With a nod of respect he admits he thinks **Johnson** may have the best chance of setting up a safe zone, even if temporary, to which he and the PCs can flee. Even if the *Jailhouse Giants*’ safe zone is discovered and overtaken, before that happens they may learn more about what’s going on and even trade for weapons or gear that will help them in their fight to survive.

#5 - **Needles** also knows the *Ultramax Psychos* have taken over another ultramax cell block as their “headquarters”. A large number of *Ultramax Psychos* are present there, and they pose a significant danger to everyone in the area. More importantly, the cell block they have taken is close to a custodian control center that controls a corridor leading to the *Jailhouse Giants*’ safe zone... a corridor bristling with gun turrets originally intended to keep prisoners in, but possibly just as effective at keeping convicts *out*. The doctor believes that if the *Ultramax Psychos*, being the *Jailhouse Giants*’ enemy, manages to get these turrets up and running, they can effectively shut off the sole corridor leading from D-wing to the *Jailhouse Giants* safe zone and other parts of the ship. If this happens, **Needles** and the PCs alike will be trapped here in D-wing with whatever creatures remain.

**What To Do:** What the PCs ultimately choose to do is up to them. When and if **Dr. Needles** finds out the PCs are searching to join the *Jailhouse Giants*, he will show an interest in teaming up with them (in fact, his intellect will go a long way in helping the *Jailhouse Giants* build up its defenses; but this is for a later adventure). He is an intelligent character and his knowledge of medicine (he will heal the party as a show of goodwill) will help in getting the *Jailhouse Giants* to grant them membership should they get to the safe zone alive. The only problem is, **Dr. Needles**’ not alone here...

**The Shadow:** Due to his having sealed off the doors at **area 42**, **Dr. Needles** was responsible for the deaths of numerous convicts who were only trying to escape the chaos. This act attracted a **soul shadow**, a demon of guilt which now lurks in the shadows of the recreation area. The **soul shadow** has taken particular interest in **Needles**, and he it, both sharing a sort of mutual respect and fascination with the other. But while the **soul shadow** is currently studying **Needles**, the doctor suspects it will eventually try to kill him, and hopes the PCs will deal with it.

Just as soon as **Dr. Needles** informs the PCs that they are “not alone” (or if they ask him about his theories on “demons of guilt”), the **soul shadow** emerges from the shadows as if “stepping” out of the darkness. **Needles** is secretly afraid of the creature, and will remain behind the computers until the PCs deal with it.

If the PCs allow **Needles** to join, he reveals a hidden cache of supplies he had the foresight to bring with him, including two **first aid packs**, a **syringe**, three doses of **cardiolax** (one of which he has used on himself, explaining why he is so calm in the presence of the **soul shadow**).

#### 44. TURRETS

By the time the player characters arrive here the *Ultramax Psychos* will have seized control of the control center overseeing this area’s operation. Led by **Blade**, a psychotic megalomaniac, the *Psychos* have turned the turrets on anyone attempting to flee through “their” territory.

*Two large steel pillars dominate either side of this broad chamber. These “pillars” are recognizable as turrets, intended to deter prisoners from escaping from the ultramax complex beyond.*

*There are dead bodies everywhere, and it seems the turrets have been turned around to face outwards, instead of in...*

There are two **automated turrets** here, and they are set to fire on automatic if the PCs enter the room beyond 10 ft.

Once the PCs recognize the desperation of their situation, either by testing the turrets or turning back, a voice crackles over the prison intercom, echoing through the chamber:

*“That’s right, we’re in control here. This is Ultramax Psycho territory now, and you don’t belong. You and the rest of the riff-raff are as good as dead anyway. You should just embrace what’s coming.”*

*A moment later a different, deeper (and more chilling) voice comes over the ‘com:*

*“Unless you’re willing to reap what you’ve sown... We have a little pup here who needs to prove he’s got the teeth to make the cut. And I know he’d love to go toe-to-toe with you.*

*“So let’s make this fair. You and your friends, and he and his new cellmates. What do you say?”*

The second voice belongs to **Blade**, leader of the *Ultramax Psychos*. **Blade** doesn’t care if the PCs live or die, he’s only interested in knowing he’s recruiting the best of the best. He knows **Slag** will fight like a demon to kill his hated adversary, and the PCs will fight like Hell to survive. All in all it should be a good test for his new recruit (**Slag**), and provide good entertainment to boot.

If the PCs agree, the doors to **area 45** open and the party is wordlessly given the “OK” to move on... If they refuse, **Blade** will sarcastically wish them the best of luck before terminating the conversation. The turrets won’t open fire, but if the PCs push on, they will.

*Warden’s Note:* If the characters don’t cooperate with **Blade**, you may have to do some ad-libbing. Assuming the PCs defeat the turrets, they’ll still have to get past the security doors to **area 45**, and once there, fight their way through the *‘Psychos* to get to the tunnels leading to the *‘Giants’* safe zone (and the end of the adventure). This will require you to devise a much larger combat at **area 45** (involving all of the *‘Psychos* present, **Blade** included) - something that should be very difficult indeed!

#### 45. ULTRAMAX

*The passages beyond the security doors are lit by a cool, white, clinical light. But the place is anything but clean. After having been freed from their cells, the prisoners here appear to have defaced everything, decorating it more to their liking.*

*Entering the main annex, you see that the cell block is a hexagon of seven tiers, rising vertically with an open central gallery in the middle. Toilet paper, laundry, etc. has been strung from the railing of the upper levels like tinsel. More unsettling, however, are the dead bodies strung up with nooses and hung here and there like ornaments.*

*A hellish red light – like a raging firestorm - shines from the outer window of the cell block, flooding the gallery and the cell block floor. Expecting to see the dead black of space, you are surprised by the inexplicable red color...*

*A huge gang of prisoners has gathered, moving to the railing of each tier, chanting like savages of some deep jungle tribe as you emerge into the light.*

*Standing at the base of the gallery – like gladiators in the ring – is Slag and four fellow gangers, armed and ready. By the look on Slag’s face, it seems he’s been waiting for this moment with great eagerness.*

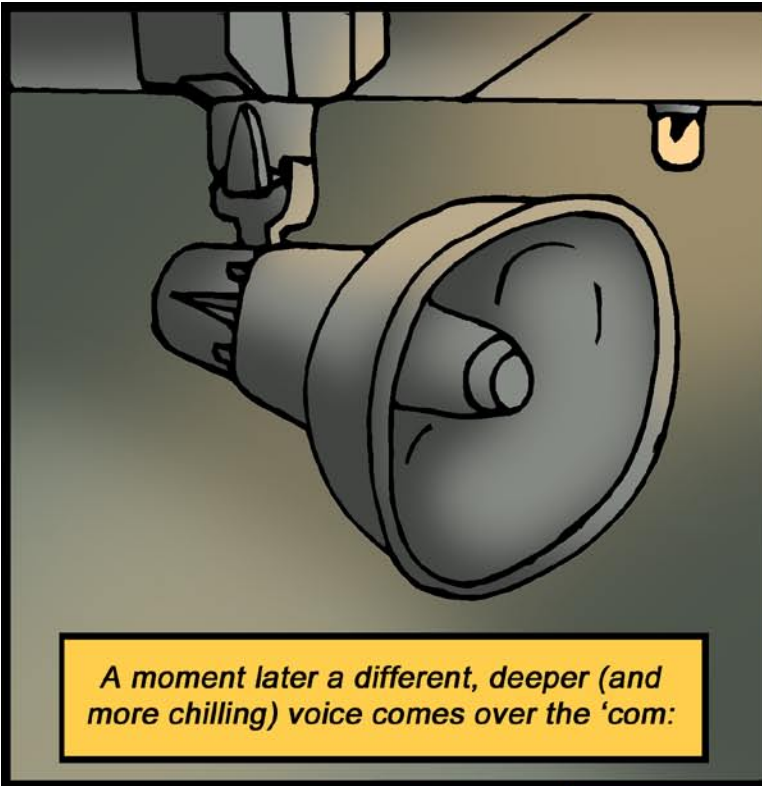
*Before the fight begins, Blade, leader of the Ultramax Psychos, appears on the fifth tier, high overhead, pushing through the crowd of cheering prisoners. He looks down the “pit” and addresses both sides:*

*“The only rule: NO MERCY.”*

*Blade turns and, raising his eyes and hands to the pulsating maelstrom visible outside the ship, continues:*

*“May the Dark Ones favor the winner!”*

With that, **Blade** reveals he and the *Ultramax Psychos* have in fact turned to worshipping the demons of this new dimension. But the *‘Psychos* haven’t given up on all sanity just yet – the PCs still have a chance to kill **Slag** and win their freedom before **Blade** changes his mind!



A moment later a different, deeper (and more chilling) voice comes over the 'com:



"So let's make this fair. You and your friends, and he and his new cellmates. What do you say?"



"May the Dark Ones favor the winner!"

The fight immediately begins with **Slag** ordering his men to attack all but his chosen nemesis; this character **Slag** personally engages in hand-to-hand fighting. **Slag's** statistics have not changed (though he is fully healed), and in addition to his bare hands and **shiv**, he now also possesses a **zip gun**, which he hopes to use to finish off his prey.

The other four '*Psychos* should be treated as generic **Thugs**.

### KILLING SLAG

During the fight **Slag** taunts and ridicules his enemy, all while his eyes burn with anger and his mouth hisses with hatred. To those facing him, it is clear he is succumbing to rage during the fight and, if he is killed, this inhuman rage causes the manifestation of a **violation**.

In game terms, when **Slag** finally drops (remember, he can fight to Health -8), roll to see what type of secondary effect occurs before, just 1D4 turns later, he rises again as a **violation**, intent on continuing the fight!

In this new incarnation, **Slag** should be very difficult to kill, but not impossible. The **violation's** combination of attacks and its *venom* should keep the characters challenged. If the characters seem to be losing, this would be a good chance for any NPCs accompanying the party to prove their worth by joining in the fight (if only to take hits, distracting the monster from the player characters).

If the characters defeat **Slag** both times, there is a silence among the *Ultramax Psychos*. Not out of respect for the fallen, but of surprise at the PCs' competence. **Blade** moves to the edge and speaks:

*"I guess he was found... wanting."*

With that the PCs are free to go. At **Blade's** order the west door out of the block opens and the PCs can escape.

### THE END?

The corridors beyond **area 45** are dark and deserted. Though it seems danger could very well be lurking around every corner, the tunnels – labyrinthine as they are – prove to be empty.

**Dr. Needles**, if he joined the group, ponders the revelation of the *Ultramax's* strange proclamation about "Dark Ones". Normally he'd chalk this up to the fact that they're all psychotics, but the red glow seen in the cell block (emanating from outside the ship) forces **Needles** to seriously consider the idea that they have, in fact, crossed into Hell...

Though the implications are dire, for now the PCs should be intent on getting to the *Jailhouse Giants'* safe zone, now that the way seems clear. Whether **Johnson** and the sanctuary they're seeking will be there or not, or whether it has been overrun, will be discovered in the next adventure for *Abandon All Hope...*

### FINAL REWARDS

For surviving *Seeds of Rage*, the player characters each receive a reward of 200 Build Points, which they can spend to improve themselves now that the adventure is over. In addition, for getting past the initial danger of being trapped in D-wing, the characters may each reduce their current Despair by -1D6.

Bonus rewards are also awarded to player characters depending on their specific Personal Goal. These rewards should be given privately between the Warden and each individual player so as not to reveal their secret motivation to the rest of the group.

Suggested rewards are outlined below:

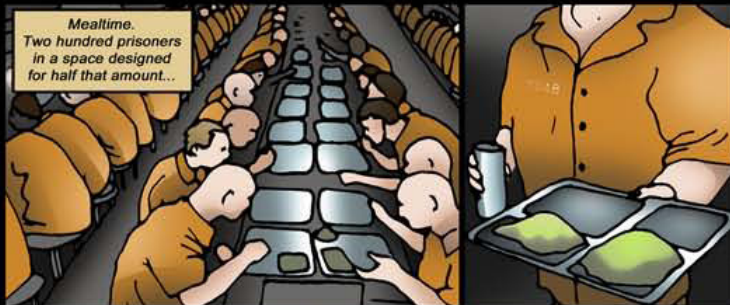
#### ► REDEMPTION

Characters with this goal gain bonus points for selfless acts of courage and sacrifice, as well as bringing hope to other players characters and NPCs alike.

- For conspicuous acts of bravery and character (taking on an enemy so that others can flee, using up her own resources, i.e. a *first aid pack*, to help another character, etc.): +25 Build Points (award up to two times).
- For every NPC whom the characters saved during their escape to the "safe zone": +10 Build Points (award up to five times).







Mealtime. Two hundred prisoners in a space designed for half that amount...



"Hello. It's good to see someone has come to my rescue. I suppose I should thank you."



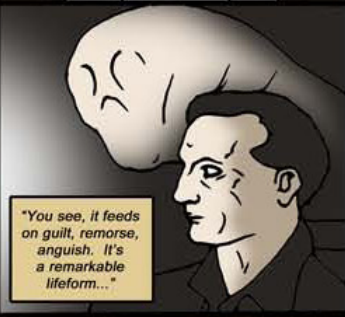
"I'm impressed you've made it here. I watched so many others die on the other side of that door..."



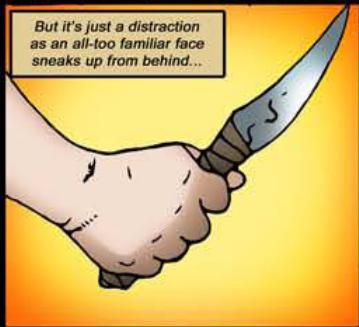
A fight erupts at the back of the chow line -



"...I fear that is why IT followed me here..."



"You see, it feeds on guilt, remorse, anguish. It's a remarkable lifeform..."



But it's just a distraction as an all-too familiar face sneaks up from behind...

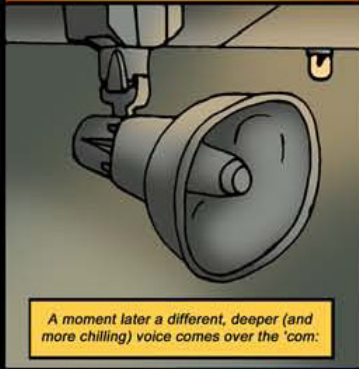


... SLAG!



"But it will soon grow tired of whatever amusement it gets from observing me, to be sure. And when it does..."

DAC 7/10



A moment later a different, deeper (and more chilling) voice comes over the 'com:



"So let's make this fair. You and your friends, and he and his new cellmates. What do you say?"



"May the Dark Ones favor the winner!"

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