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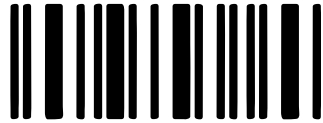
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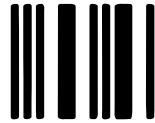
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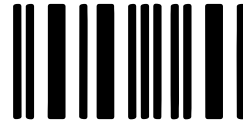
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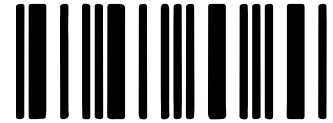
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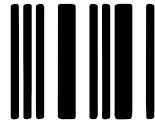
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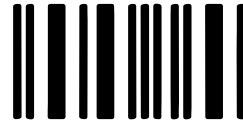
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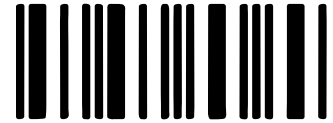
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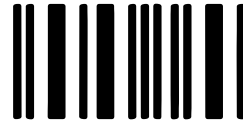
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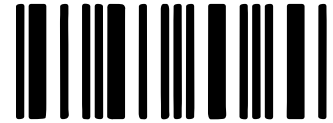
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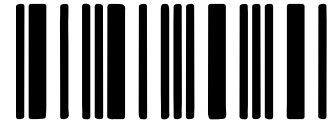
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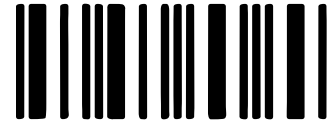
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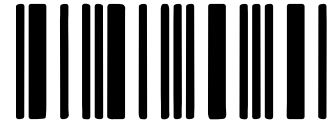
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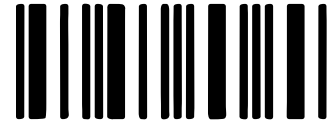
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AN ADVENTURE FOR ABANDON ALL HOPE
BY DOMINIC COVEY

LAYOUT, EDITING, PRODUCT MANAGEMENT: CHRIS DAVIS

EDITING:

CHRIS VAN DEELEN

PLAYTESTING:

AIDAN SPANGLER, BILL
FRENCH, CHRIS MCDONALD,
DAN CATHEY, DARRELL
DUNNING, AND TODD ZUPAN

ARTWORK:

DOMINIC COVEY



WWW.RPGOBJECTS.COM

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At RPGObjects.com you will find many resources such as maps, adventures, articles, character
sheets, as well as products only sold via the web

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Sins of the Past is an adventure for the science-fiction/horror role-playing game, *Abandon All Hope*. Having survived *Perdition* and managing to keep themselves alive since, the party finds that there's more at stake than just survival. Various forces are moving towards an enigmatic goal, one which seems threatening at best, apocalyptic at worst. With the help of old allies the characters begin to set in motion a plan to build strength, so that when the enemy's schemes come to fruition there will be at least some show of resistance against the powers of the Nether.

SUMMARY

The adventure begins rather innocuously, with the player characters looking for a safe place to camp while they gain their bearings. It has been some time since the troubles of *The Right To Live* took place, but from the darkness a familiar face soon makes an appearance: **Shel**, a troublemaker whom the characters defeated on behalf of the *Jailhouse Giants*, is discovered trying to access a shipboard computer - for seemingly inexplicable reasons.

After capturing **Shel** and interrogating her as to her purpose and mission, the characters realize that something is afoot with the growing "axis" of gangs being built by **Blade** (of the *UltraMax Psychos*) and **Lucretia** (of the *Daughters of Slaughter*). Setting out to find someone who can make use of this information, the characters stumble upon old friends, the *Furies*, who are more than eager to find out what their rivals, the *Daughters*, have been planning.

The *Furies* are recovering from their sound defeat at Sanctuary, but their new leader, **Patch**, is quick to accept the party's story at face value. Moreover, she hopes the PCs' previous dealings with the *Jailhouse Giants* will prove to be an asset in negotiating an "alliance" of their own. With the *Furies* and 'Giants' working together, **Patch** hopes to begin the process of raising a coalition capable of holding off whatever campaign **Blade** and **Lucretia** are building up for.

Getting the cooperation of the *Jailhouse Giants* won't be that simple, however. **Dr. Needles**, plastic surgeon to the stars and former serial killer, has taken over the gang in the absence of its previous boss, *Johnson*, and isn't about to relinquish command - or invest any resources in some "foolish alliance". With luck the

characters will work carefully to find exploitable flaws in **Needles'** secure little setup, and convince him to come around - or else they may have to resort to taking him out by force and installing someone more agreeable to the plan.

However they deal with **Needles**, once they've secured the cooperation of the 'Giants' the characters soon learn that **Patch's** ambitious plan is bound to fail without intimate knowledge of **Blade** himself. As the "supreme commander" of the terrible axis of demon-enslaved gangs that is brewing deep in the ship, an understanding of **Blade** and his tactics will be vital for victory. To this end the characters must find someone who knew **Blade** well. That person turns out to be **Johnson**, a hero who, it was thought, died defending the "stronghold" he helped create.

With the hope of finding such assumptions false, the characters set out to locate the ruins of "Sanctuary" and discover evidence of what happened to **Johnson** (and where he was taken). This journey will take the characters through an abandoned part of the ship that due to failing life support systems, is slowly succumbing to the sub-zero temperatures of space. In addition, the tremendous pressures that devastated *Gehenna* in many sectors will present serious obstacles to life and limb that the players must overcome. Through this cold and lightless system of collapsed tunnels the characters will pass, until finally they locate Sanctuary. But one last threat faces them: a *demon* that has been pursuing them since they left the safety of the 'Giants' new home hopes to lead them to ruin, as well as destroy the cowardly madman who returned to Sanctuary after the battle that left it a burning wreck.

CHAPTER ONE - STORM ON THE HORIZON

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

You find yourselves navigating a series of dark tunnels, flooded to about knee depth with icy cold, brownish-colored sewer water. You're not particularly alarmed by the state of the area, because in the past week or so you've seen large areas of this part of the ship flooded, and power is down virtually everywhere.

Life has become a day-to-day struggle to find food, drinkable water, and a safe place to rest for the night. Wash, rinse, and repeat. You've learned through your experiences of when to fight, and when to run. The ability to move in silence has proven to be just as important as the ability to box, use a knife, or shoot a gun.

You're cold, wet, and you smell. But at least these tunnels seem to be leading somewhere relatively secure. You've been following stenciled signs on the walls towards an inter-level communications and computer center; if the rumors from other survivors are to be believed, such places are often capable of being secured against intrusion. If things go well, you may have a mini-fortress to hole up in, at least for a night or two.

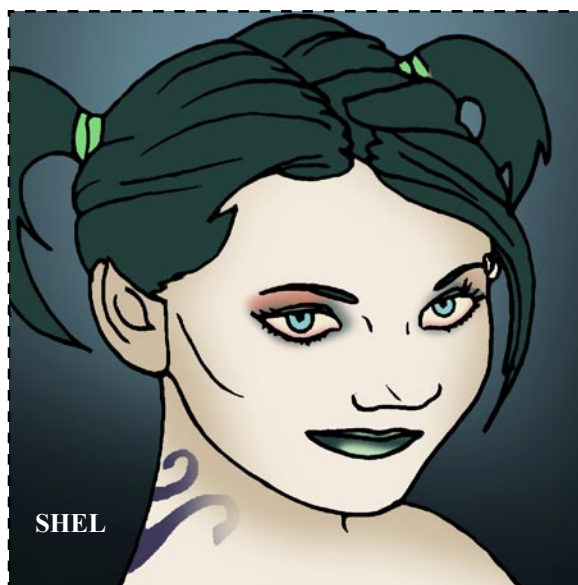
As usual you scout out the area cautiously, making sure that no one else has staked out the area as their own little hiding place. Luckily it proves to be empty, save for the rotted remains of a trustee or two who probably died here during Perdition. The communications center itself is pitch black, its numerous computers completely without power. What's more, the chamber features a sizeable raised area for its computers and consoles, creating a reasonably dry place to bed down.

Just when you prepare to enter, there is a slight electric crackling in the air - it's enough to make you freeze in place. As you watch from hiding, the crackling grows louder and the two corpses sitting at the consoles seem to inflate like fleshy balloons. Within moments each splits open in the fashion of an overripe fruit. From inside slithers a pair of pulsating, bloated beasts with six tentacles, six tails, and six baleful green eyes that appear to scan the darkness with cold, alien intelligence.

The two demons that have manifested are **Nexper Sexts**. Call for Despair checks.

Unless the characters attack or otherwise make their presence known, the two demons will not notice the party. If observed from hiding, the demons seem to investigate the area, tearing apart the remnants of the dead bodies as if clumsily searching for any sign of life to quench. After one minute, failing to find anyone alive in the room, the two demons dissolve into thin air.

If the characters attack, however, the demons remain and fight; in addition, a female convict soon enters the room to investigate the sounds of combat.



If there is a battle, or if the characters wait, a member of the *Daughters of Slaughter* emerges from a flooded side tunnel. She wears a **gas mask**, making her hard to identify, but she is in fact a young woman named "Shel". The PCs may have encountered **Shel** in the past (in the adventure, *The Right To Live*); if this is the case, she will be astonished but eager for revenge when she recognizes the PCs.

Shel (convict 8113745) was involved in industrial sabotage and a string of robberies to fund domestic terrorism when she was just a youth, earning her a sentence on the *Gehenna*. After Perdition she led a small group of desperate convicts in killing random passersby for their equipment, smokes, and drugs. She later fell in with the *Daughters of Slaughter*, who gave her new purpose serving the demons of the Nether.

* **SHEL (ANARCHIST/DAMNATION)**

PROWESS	7	SOCIAL	7	GUILT	5
REFLEXES	7	INTIMIDATION	8	DESPAIR	2
WITS	9	PSY POTENTIAL	0	INSANITY	2
WILLPOWER	2	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Brawler	Makeshift Armor
Fifty-Two	Breath Mask
Public Menace	Brass Knuckles
Quickness	Basic Tools
Seducer	2 <i>Light Rods</i>
Sociopath	<i>Codebook (see below)</i>
Steely-Eyed	

* If **Shel** did not survive *The Right To Live*, simply replace her with a female NPC of similar skills and fighting ability.

WHAT'S GOING ON

Shel is on a *mission*. The two **demons** were in fact summoned in a *Flesh Sacrifice* ritual and "sent" ahead of her to scout out the computer center and clear the room. Unless the characters made themselves known, the demons will have found no one present and will have then vanished, making it a much easier fight to overcome **Shel** on her own.

Shel was sent to reactivate the power here and access one of the room's computers with a set of *basic tools* and a special computer *codebook* provided by the *Daughters*. The codebook will give her access to a part of the ship-wide network, allowing her to do a *trace* on a specific individual. This will basically allow her to tap into the Warden computer's prisoner tracking system, allowing her to pinpoint the exact location of that individual. The individual in question is **Patton**, current leader of the *Protectors* faction. **Shel** herself is unaware of the reason for this trace, and she is only following orders given to her by her superiors.

If the PCs do not emerge from hiding after the demons leave, they may watch as **Shel** reactivates one of the computers and begins her search. Note however, that before she gets very far she will notice the party, and a fight is inevitable.

Shel will surrender if reduced to 5 Health or lower, throwing away her weapon and cowering before the characters.

BREAKING SHEL

Once the demons are either slain or avoided, and **Shel** is defeated, the PCs will have a captive - and one who is apparently up to no good. Unfortunately, **Shel** is not going to talk without some persuasion. And the only thing that impresses her kind is sheer *ruthlessness*.

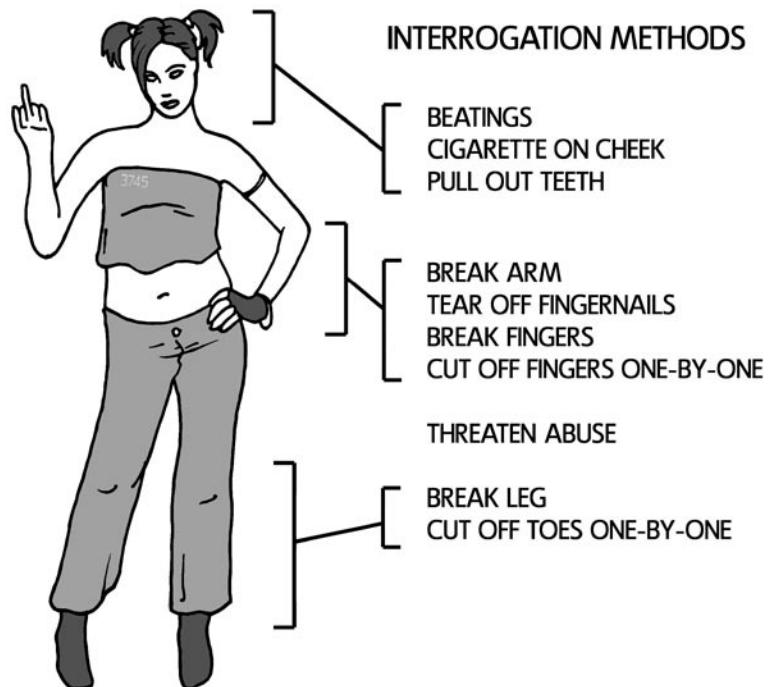
The characters have several possible options for getting **Shel** to talk. Unfortunately, attempting to enter into a reasonable discussion is not one of them. Which option they use is up to them; present the nearby illustration to the players to show them a list of more "realistic" options to choose from.

The possible interrogation methods they can use are listed here for the Warden's convenience:

INTERROGATION METHOD	OPP. INTIMIDATE CHECK	GUILT CHECK
Beatings	+0	-0
Cigarette on cheek	+1	-1
Pull out teeth	+2	-2
Break arm	+0	-0
Tear off fingernails	+1	-1
Break fingers	+0	-0
Cut off fingers one-by-one	+2	-2
Threaten general abuse	+0	-0
Break leg	+1	-1
Cut off toes one-by-one	+2	-2

Each method of interrogation requires the character(s) to make an opposed Intimidate check with **Shel**. Each interrogation method can only be used *once* against **Shel**, whether successful or not. In addition, each time a listed method is attempted: a Guilt check is required to avoid accumulating Guilt for torturing her. *More brutal torture methods grant a bonus to the opposed check, but also provide a penalty to the Guilt check.*

Unless a player specifically refuses to have her character get involved, all of the party members must make Guilt checks after each torture method is used. Characters who fail this check accumulate +1D2 Guilt. *On a more positive note, they may now purchase the*



Torturer trait if they have sufficient BPs (and meet the normal pre-requisites); instead of having to wait for a chapter break to do so.

WHEN SHEL FINALLY CRACKS

Assuming the characters eventually succeed, **Shel** cracks. She will relate the following bits of information to her captors:

- She was sent by the *Daughters of Slaughter* to get one of the computers here up and running.
- She was told to use stealth because there is believed to be a cell of *Furies* in the area; since the events that took place around Sanctuary (in *The Right to Live*), the *Daughters* and the *Furies* have become mortal enemies.
- **Shel** was given a *codebook* that, once the system was online, would allow her to perform a trace on a specific prisoner.
- That prisoner was *Convict 0001452*; **Shel** does not know the convict's real name or significance. She does not know why the *Daughters* want to pinpoint *0001452*'s whereabouts.
- A character must succeed at a Social check with a +2 penalty to identify *Convict 0001452*. If successful, the character realizes that *0001452* is more widely known as "Patton", leader of the prison faction known as the *Protectors*. He was a renowned Special Forces commander in the Terran military before the Purge, and joined many former soldiers in exile when the *Gehenna* was sent into space. *If the characters do not succeed at this check, don't worry, Katherine will relate this information to them later.*
- Once **Shel** pinpointed his coordinates on the ship, she was to relay the information to her superiors.

Shel has little else to relate to the party, and will attempt to negotiate her release. She cannot be trusted for long, however, and if spared will likely slip away and try to reunite with the *Daughters*; if this is the case, they may encounter her again in the future, this time with additional *Daughters* allies. Ultimately, what the party does with her is entirely up to them.

SWITCHBLADE SISTERS!

Following their strange encounter with an old enemy, the characters may be left wondering what the *Daughters of Slaughter* are up to. They're not the only ones. Another all-female gang, the *Furies*, has been keeping tabs on the *Daughters* and the actions of their members. **Shel** did not go to the computer center unobserved.

A short while after leaving their now-compromised campsite, the player characters are come upon by a small group of *Furies*. They had been following **Shel**, and are keen on finding out what she was carrying. Read the following:

From out of the darkness comes a throwing knife, which imbeds itself in a pipe running just inches above your head! Soon more figures can be seen, a motley group of women armed with a variety of knives and shivs.

"Put down your weapons!" one of them shouts.

The four women are "switchblade sisters", a term used for more experienced members of the *Furies* gang. They serve **Katherine**, a woman who has become the *ad hoc* leader of the *Furies* since *Perdition*. The four gangers are intent on taking the party captive to find out what they took from **Shel**, but having no love for non-gang members they are more than willing to kill off all *but* one PC to accomplish this goal!

The characters can avoid combat by immediately complying (holstering their weapons), or trying to talk their way out of trouble. The latter can be accomplished in a number of ways, including providing in detail how they helped save the *Furies* in *The Right To Live* (assuming the player characters played that adventure), mentioning that they've met and worked with **Katherine** before (also assuming they helped her and her companions out in the aforementioned adventure), or making an opposed Social check with the 'sisters. If any of these are successful, the 'sisters will cautiously relax their posture and explain why they're here.

4x SWITCHBLADE SISTERS (VICE OFFENDER/SURVIVAL)

PROWESS	8	SOCIAL	2	GUILT	2
REFLEXES	9	INTIMIDATION	8	DESPAIR	4
WITS	7	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	7	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Brawler	Convict Basic Gear
<i>Caged Angel*</i>	Switchblade (treat as <i>shiv</i>)
Comstock Style	First Aid Kit
Knife-Fighter	
Stronger	
Woodbourne Shuffle	

If the PCs put away their weapons, or otherwise convince the 'sisters they can be trusted, continue with the following:

Apparently satisfied, the woman who spoke earlier continues. "You're in Furies territory, and we make the rules here. You encountered a little skank earlier - one of the Daughters of Slaughter. What was your business with her?"

Give the players a chance to explain their characters' actions. The *Furies* are enemies of the *Daughters*, so telling the truth wouldn't be a bad option. *Lace*, the 'sister in charge of this small group, already knows the characters took the **codebook** off of **Shel**, and is somewhat aware of her mission. She is simply giving the PCs a chance to come clean; if they use deception, try to trick the 'sisters, or conceal the fact that they took the **codebook**, they will only look like liars when *Lace* finally reveals she knows the characters have it.

Eventually it will come out that the *Furies* were following **Shel's** movements and are aware she had a codebook. *Lace* insists that the party come with her to talk to the interim leader of the *Furies*, a woman she refers to as "Patch".

CENTER FOR EDUCATION & BETTERMENT

Ever since Sanctuary fell, the surviving *Furies* in this part of the ship have set themselves up in a deserted *Education & Betterment* facility - better known as a "reform school". E&B centers were located every few levels aboard the ship, providing a place for convicts to come to better themselves through literacy, education, and social programs (attending an E&B center was one of the first steps a convict might make to show he was willing to work towards gaining *trustee* status).

The *Furies* have been killing time here to allow their members recuperate from wounds, the shock of *Perdition*, etc. In addition, the time spent here has allowed their current leader to begin coming up with plans for how to track down those *Furies* who've been lost, stranded, or otherwise separated from the rest of the gang. Part of this involves tracking the movements and activities of the *Daughters of Slaughter*.

The party will be taken here to meet with the gang's new commander, **Patch**. **Patch** is currently using the old administrative office as her temporary "headquarters". She and her followers have amassed a considerable stockpile of improvised weapons, and even begun constructing handmade firearms and bombs. The characters will likely pass through parts of the reform school where this activity is currently

underway, giving them a glimpse not only of the numbers of *Furies* (close to fifty or more) here, but also the resources at their disposal.

Patch will meet the characters in her headquarters, a shamble of a room taken up by periodic tables, posters of the alphabet, and basic diagrams explaining the complex relationships between the PTM's government branches. She keeps company with two high-ranking *Furies*, though besides brandishing *room-brooms* and remaining vigilant, these latter refrain from conversation.

The characters may have met "Patch" before, though she's not immediately recognizable. Formerly known as *Katherine*, **Patch** lost an eye during the fighting for the prisoner-held stronghold at Sanctuary, necessitating an eye patch - hence her new name. She's also joined the ranks of the *Furies* (previously she was unaffiliated with any gangs), and her intelligence and ability to lead have led to rise to a position of prominence among them.

If the PCs have met Patch before (in her past incarnation as "Katherine"), she will be surprised to see them, and their meeting will be far more friendly than it otherwise might have been.

MEETING WITH PATCH

Patch is interested in the characters because of the information they bring. Whether or not she met them before, she knows they have in their possession the **codebook** that the *Daughters of Slaughter* acquired to place a trace on a certain prisoner. **Patch** wants to know who that prisoner is.

All constructive conversations are two-way streets, and **Patch** is ready to show her goodwill by answering the party's questions as well. Unlike some of her subordinates, she has nothing against outsiders (including males), and is willing to work together for a common good. *Psychopaths*, *sociopaths*, and *mavericks* among the party will be treated fairly and evenly - at least until they give her a reason to change that attitude.

In reality, **Patch** suspects the characters have stumbled upon only a small part of a larger and more terrifying puzzle, and that she may need their help (and the help of others) if they are to survive.

The following lists the major points of information **Patch** can share with the party. Don't read these off point-by-point, but rather try to work them into the conversation of the meeting:

- The *Furies* managed to survive the disaster at Sanctuary, but in their flight lost contact with their temporary allies, the *Jailhouse Giants*, who headed east.
- The surviving *Furies* have turned to **Patch** for leadership since the fall of Sanctuary. She only recently joined their ranks, but her determination impressed the women and now they look to her for guidance.
- Even though she's looked up to, **Patch** does not feel she has the legitimate authority to lead the *Furies* indefinitely. Instead, the recognized leader of the *Furies* is a woman named **Ilona**, who disappeared during Perdition. The *Furies* have been disorganized and demoralized since **Ilona** vanished, though there have been reported sightings of her on deeper levels of the ship.
- **Patch** is looking for a way to find **Ilona** and, if she's in danger, rescue her and restore her to her position among the *Furies*.



When the characters relate the information they learned from **Shel**, **Patch** grows concerned.

- **Patch** knows who the C.I.N. 0001452 belongs to. 0001452 is more widely referred to as "Patton", head of the prison faction known as the *Protectors*. He was a renowned general in the Terran military before the Purge, and joined many former soldiers in exile when the *Gehenna* was sent into space.
- **Patch** speculates that if the *Daughters* are looking to capture or kill **Patton**, it must be for a reason. **Patton's** experience as a general suggests that they want him gone to remove his strategic skill from the picture. But why? The *Protectors* are not allied with anyone, at least not as far as she knows, and so killing him would neither help nor hinder the *Daughters'* cause.
- Considering reports of her own followers on the activities of the *Daughters* and *Psychos*, as well as this new information about **Patton**, **Patch** has a theory. She believes the *Embracers*, *Psychos*, and *Daughters* are planning "something big", possibly in conjunction with their demonic masters from the Nether. **Patch** is hesitant to say it, but it could well be that they are going to assist in a full-scale "invasion" that would make the current incursion look like a drop in the bucket.

Patch's proposes a surprisingly ambitious solution. To combat whatever the *Embracers* are brewing up in the bowels of the ship, she suggests trying to build an "alliance" from the gangs who stand opposed to damnation. It's clear the *Daughters*, *Psychos* and *Skinheads* all stand with the forces of Hell, but there are bound to be many more who have resisted thus far.

She's quick to remind the characters that the *Furies* and *'Giants* fought together against the *Embracers* at Sanctuary, and that the *'Giants* now "owe them". Finding the *'Giants* and petitioning them sounds like a good start. Her only problem? Finding a group of able convicts willing to play diplomats...

PATCH (DISSIDENT/ESCAPE)

PROWESS	6	SOCIAL	8	GUILT	0
REFLEXES	6	INTIMIDATION	7	DESPAIR	5
WITS	7	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	9	PSY STRENGTH	0	HEALTH	20

TRAITS	GEAR
Educated	Switchblade (treat as shiv)
Extra Health	Riot Armor
Innocent	First Aid Pack
Knife-Fighter	1D20 Smokes
Made Man (Furies)	
Steely-Eyed	
Woodbourne Shuffle	

CHAPTER TWO - HOW THE MIGHTY HAVE FALLEN

Assuming the characters are willing to accept **Patch's** proposition, they have their work cut out for them. Finding where the *Jailhouse Giants* went after the fall of Sanctuary may be easy (**Patch** knows they went east), but convincing them to join the *Furies* in an alliance to stand up once more against the forces of Hell - especially after the disaster at Sanctuary left many

When the party encounters a location marked “1”, the first character in line plunges into the flooded pit. This causes no damage, but the character will begin sinking if she fails a Reflexes check, and may drown.

Warden’s Note: Unless a character is traveling alone, this should not pose much of a threat. Instead, use these pitfalls as a means of forcing the PCs to abandon heavier equipment (or entire packs) to avoid drowning, or to instill in them a sense of dread each time they plunge underwater and send loud echoes through the surrounding tunnels!

2. TOXIC SLUDGE

A rank odor of acidic chemicals fills the air, while the flow of water ahead seems blocked up by a thick miasma of an olive green sludge.

This part of the tunnel is flooded with sludge spilled from the various automated water and sewer treatment plants on this level. This sludge is usually treated with chemicals that break the muck down, but the amount of chemicals present in the sludge is well beyond safety limits. As such, the sludge has built up, dammed the passages, and remains quite toxic.

Characters attempting to wade through the hip-deep muck may do so, but without wearing protective gear, a character takes 1 point of damage to Health for every ten feet traversed. This damage is caused by the caustic properties of the chemical sludge, which causes mild burns on bare skin.

3. FLOOD CHAMBER

You’ve come into a small square chamber flooded to about hip level and littered with debris. You see medical waste, busted hospital equipment, rusted mattress coils, etc. The door on the other side of the room appears to be closed.

This room is in fact a flood chamber, part of the system of keeping these sewage areas clear and functioning. As soon as the last party member enters the chamber, the door will slide shut behind the characters and the room will begin filling quickly with water. It is immediately obvious that unless the characters find a way out (and quickly!) they will drown in the room.

The PCs have ten turns to figure a way out of the room. For the first three turns the characters may attempt to use Hacking to escape via the doors, but after three turns the security panel interface will be blocked by a watertight panel that closes to protect it from the rising water. After this the only option is to smash open one of the doors, but note that each door can take 30 points of damage before it falls.

At the end of ten turns, the room is completely flooded. Any character still inside the room has one turn per point of Willpower to hold her breath. If she runs out, she drowns. After five more turns the doors open, expelling the floodwater (and any PCs, alive or dead) into the tunnels.

Loot: Searching underwater requires a full turn’s actions, but every time a character dives there is a chance she finds something. Roll on the table below to see what is found (note that each item can only be found once):

ROLL	FIND
1-5	Nothing
6	Rusted scalpel (treat as <i>shiv</i>)
7	Syringe
8	<i>Rigid</i> component
9	<i>Conductor</i> component
10	Bottle containing one dose of cardiolax
11	First aid pack
12	Pocket of air (extends the ability of one character to hold her breath by +1 turn)

4. RAVING ADDICT

At the end of the passage can be seen a desperate looking man with bloodshot eyes.

The man is a member of the *Jailhouse Giants*, but he is so badly addicted to *cardiolax* that he is not himself. As soon as he sees the party he draws a *trazor* (toothbrush/razor; treat as an improvised weapon) and lunges at them, hoping to kill them and loot their bodies for any *cardiolax* they might be carrying.

ADDICT (MURDERER/SURVIVAL)

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

TRAITS	GEAR
Corpse-Handler	Convict Basic Gear
Looter	1 Light Rod
Made Man (‘Giants)	Improvised Weapon (1D4)
Scrounger	
Tortured	
Tunnel Rat	

If the characters refrain from killing the man and somehow disarm him, he has a breakdown before their eyes. Assuming they treat him with dignity he can be made to join the group, and can lead them to the *Hospital* (see later) where the *Jailhouse Giants* are based. He knows little of what's going on recently, however, as he's been scrounging the tunnels for days.

5. SUDDEN FLOOD

You're navigating the flooded tunnels when you hear the sudden groan of metal and a crash, followed by a surge of sewer water. Before you can find safety, a wall of roiling brown sewage comes thundering down the tunnel in your direction.

The creature living at **area 6** has preyed upon countless lost souls and explorers, consuming most of their flesh but leaving limbs and other bones to fill the flooded tunnels. At some point a massive amount of rotting human limbs choked one of the passageways, creating a "dam". The dam has since broken, and a flood of sewage as well as the ghastly remains are headed for the party.

Each character in the tunnel takes 1D2 points of damage from the flood. Anyone who is hit must also make a Reflexes check or be knocked over (and underwater).

Once the flood has passed the water level will have risen by a foot. In addition, pale, rotting limbs bob up and down in the filthy water, along with other indigestible matter (bones, teeth, clumps of hair, etc.). Those who are still conscious must succeed at a Despair check or gain +1 Despair. Those who fell over and were submerged in the charnel filth make this check with a +1 penalty.

6. ENGORGED HORROR

If the raving convict found at **area 4** was recruited by the party he will lead them away from this area, as he is aware of the creature's presence here.

The all-too familiar odor of death and decay rises from these tunnels, causing you to proceed with caution. In the darkness your lights pick out the glossy glow of bare skulls and bones on nearby ledges, seemingly picked clean and polished. At that moment, a swarm of bubbles begins to rise at the center of the flooded waterway.

Check for Despair as a grotesque monstrosity, an **Engorged Horror**, rises to challenge the party. The enormous beast will immediately attack, hoping to overwhelm a PC, devour her, and then move to the next character in line.

Once the characters spring its trap, the **Engorged Horror** will pursue them (even out of the tunnels and into the Hospital; see below) until either they are killed or it is destroyed.

If the **Horror** is killed, any **Death Slithers** created from its *Stomach Burst* ability will be expelled from its obese corpse into the surrounding water. Subtract -1 from the number of **slithers** generated, as one of these swims down a nearby drain (the PCs may meet the missing creature later, at **area 10**).

The remaining **Slithers** will swim underwater, essentially allowing them to move *invisibly*, though they must surface (and become visible again) to attack.

ENGORGED HORROR

PROWESS	10	SOCIAL	1
REFLEXES	2	INTIMIDATION	8
WITS	4	PSY POTENTIAL	6
WILLPOWER	4	PSY STRENGTH	50

SPECIAL RULES

Large Size, Frightening, Hopelessness, Fist, Stomp, Grasp, Bite, Aura of Filth, Feast, Tough Hide, Stomach Burst, Waste Not.

THE HOSPITAL

Lying at the end of a maze of flooded halls and tunnels, this former hospital block was a major medical center servicing over fifty cell blocks on this level. The *Hospital* was designed not only as an infirmary for the treatment of common everyday sicknesses, but also for major trauma, recovery, and long-term care.

RECENT EVENTS

After the Fall of Sanctuary the *Jailhouse Giants* were a gang without a home. Without their leader **Johnson** to guide them, it seemed like they would disband, their members splitting up to face their fates alone in the dark. That might well have been the destiny of the 'Giants, if not for a particularly cunning and manipulative individual who found himself in the unlikely position of leading them from their most recent defeat.

Dr. Needles, a former plastic surgeon (and, as it happens, a convicted serial killer), brought the *Jailhouse Giants* here and to a place of relative safety. Under the auspices of getting his hands on *medicines* to treat the injuries of those who survived the fall of Sanctuary, in reality the doctor, still clinging to his theories concerning how demons are manifested, was looking for something else: an enormous supply of **cardiolax**

with which to keep the growing fear of the 'Giants in check.

Needles has since managed to convince the 'Giants to stay at the Hospital for the long-term by building up the myth that the "demons" native to the Nether are kept at bay by strong *lights*. While he has the 'Giants stringing up lights and scrounging for light rods to keep the Hospital lit at all hours, he's secretly been drugging their food supply with **cardiolax** found in the Hospital's well-stocked pharmacy. So far he has been successful in preventing a manifestation - and keeping the gang's members safe. **Needles** has been walking a tightrope, however, knowing that the 'Giants would not respond well if they found out he has tricked them into become addicts to the powerful drug. But as a man ruled by cold reason, he knows that providing the 'Giants with hope (even false hope) is the only thing preventing them from fracturing, despairing, and attracting demons to their hideout.

OVERVIEW

While a map of the Hospital is provided nearby, and a brief key sketching out the area is included below, an in-depth description of every room in the Hospital is not provided here. Instead, use the following section as an "outline", and fill in the details as needed yourself.

A. Restrooms: These restrooms have seen better days; all are damaged and deteriorating fast. Serving the patients of a large facility required daily custodial care, and without the machines to clean/maintain them the restroom fixtures have begun to fail, resulting in disgusting overflows, backups, flooding, etc. In addition, one part has collapsed into the sewer tunnels - this hole is the entrance through which the PCs will enter the complex.

Most gang members now simply urinate/defecate in buckets in their rooms, coming here to empty their waste in a sticky, clogged toilet basin or bowl. The restrooms are kept lit by dangling **light rods** from the ceiling, and these are changed out regularly.

Occupants: There's a 10% chance of bumping into a lone, unarmed gang member here, disposing of a bucket of waste or otherwise relieving himself. He will be surprised (but, oddly, not overly concerned) by the party's sudden appearance.

B. Atrium: This large room was previously a waiting/holding area for patients sent here by their block's custodians for medical treatment (i.e. anything not considered an immediate emergency). The "atrium's" paint scheme was done in soothing colors and decorated with pleasant paintings/abstract sculptures suggesting harmony; most of these are now broken, faded, toppled, or vandalized. In addition, the room itself is flooded to about knee-level in cold, dark, foul-smelling water (not unlike the tunnels leading here) in which floats all manner of rotting garbage and debris. A bank of bright lights glare blindingly out over this area from the old check-in desk (see below).

The exit here leads to the tunnels and passages that eventually link the Hospital to Sanctuary.

C. Check-In Desk: This area overlooks the "atrium" area. Numerous powerful lights, fed by gas-powered generators elsewhere, flood the "atrium" from this area at all hours. The desk itself is "fortified" with a wall of old computers, mattresses, and pillowcases filled with debris (makeshift "sandbags") behind which a band of well-armed 'Giants are stationed night and day. These men, despite being assigned the task of guarding the front door to the Hospital, are strangely complacent and react indifferently to the PCs (see the *Cardiolax Addiction* sidebar on why).

Occupants: The will be 4-5 guards here, all armed with *scatter guns* and at least four rubber rounds apiece. One of them also has a *cell block special* with which to use against more powerful intruders - as well as to signal that the facility is under attack.

D. Patient Rooms: Most former patient rooms are now occupied by anywhere from 1-4 gang members and their belongings. Most are in a shambles (littered

LIGHTS

Where the characters go in the Hospital they will find lamps, bare bulbs, strings of Christmas lights, emergency floodlights, etc. lighting the halls. The 'Giants have scavenged numerous gas-powered generators to power this ad hoc electrical grid, which provides decent illumination everywhere throughout the facility. Wherever lighting is scarce, the gang members have resorted to hanging light rods (like medieval torches) from the walls, replacing these every few hours when they grow dim.

All in all, the characters should get the sense that the gang as a whole seems to exhibit a *phobia* against what they perceive to be an "encroaching darkness". In fact, PCs won't have to look far to find a 'Giant hurrying to replace a fading light rod, or a gang member nervously twitching or reaching for his weapon every time there is a momentary power fluctuation in the Hospital's makeshift power grid.

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with cigarette butts, empty ration pack containers with rotting food, communal latrine buckets, etc.), and each room can be remotely locked shut from the nearest orderly station. As such, most inhabitants - wary of getting locked in - jar their doors with some heavy object, or completely remove the door altogether!

Occupants: 1-4 gang members, with various armaments.

Loot: Since the 'Giants are more or less afraid of the dark, each room is likely to be lit with at least a single **light rod**, though working lamps/ceiling lights are not entirely unknown. Beyond this, the only loot to be found would be personal belongings.

E. Pharmacy: The pharmacy was hit hard when the 'Giants took over the complex. Against Dr. Needles' strong dissent the vast supply of basic drugs was partitioned out among senior gang members to be used to keep power and control the junior members of the gang. The pharmacy is now mostly empty, though 1-2 gangers may be encountered here sifting through the looted wreckage (though usually only finding such mundane drugs as laxatives, over-the-counter painkillers - and perhaps a few dirty, used sharps).

Occupants: 1-2 gang members, with various armaments and a **light rod** apiece. The men are eager for a fix and will try to strike a generous deal with the PCs to acquire any drugs they may be carrying.

F. Pharmacy (Restricted Drugs): After the 'Giants began looting the Hospital against his direction, Dr. Needles brought a handful of loyal men here and secured this restricted pharmacy. Inside, Needles found the large supply of *cardiolax* he needed to put his plan into motion. Needles still has guards posted here at all

times, with orders to prevent looting.

Occupants: 2-3 gang members armed with **scatter guns** and five rubber rounds apiece, with orders to prevent anyone from entering the pharmacy. They have a battery-powered *floodlight* with them at all times. These men are well-paid by Needles and are effectively "loyal" to him. They cannot be bribed, though their addiction to *cardiolax* makes them too indifferent to consider reporting the attempt.

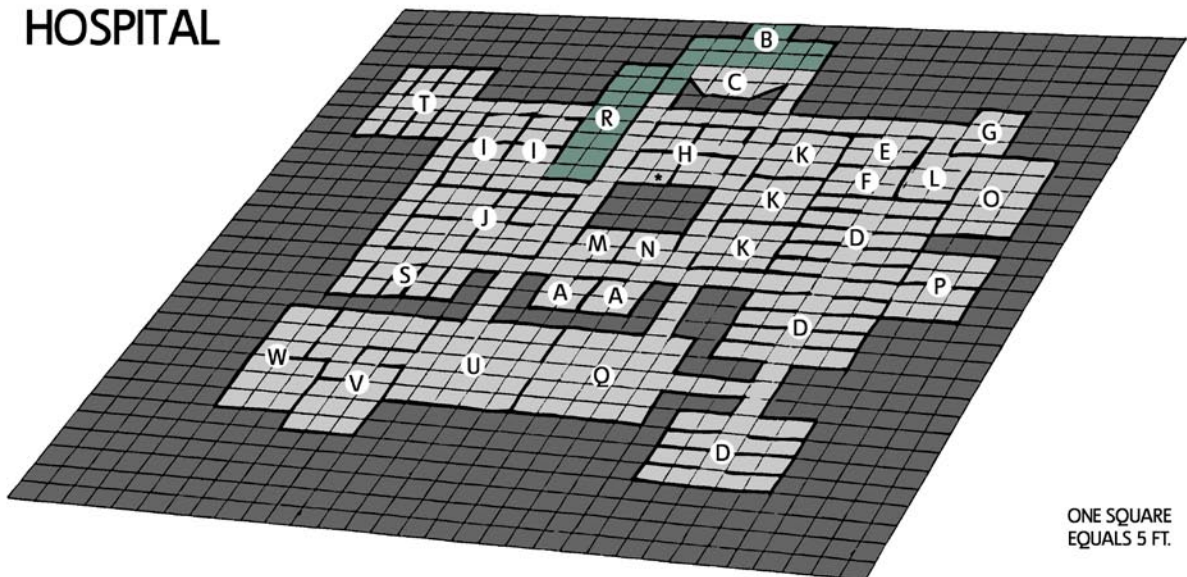
Loot: The pharmacy still contains a large supply of restricted medicine amounting to 40 doses of *cardiolax* and two doses of **tranq**.

G. Biohazard Incinerator: This chamber features a full-size incineration unit previously used to destroy potentially contaminated lab specimens and clothing. The 'Giants now power it up only to cremate their dead, at Needles' insistence (not only for the sake of the community's general health, but also to remove the danger of *devourers* animating the cadavers).

H. Dental Theatres: Each of these rooms was fitted with a dental chair (with restraints) and equipment/tools for basic oral care. A few are occupied.

Occupants: Since **Johnson** got separated from the gang, his right-hand, **Big E-Z** (C.I.N. 2361179), has risen to a position of prominence. **Big E-Z** currently resides in one of the dental theatres (indicated with an "*"), along with 2-4 personal henchmen. Though Needles has effective control over the 'Giants, **Big E-Z** leads a small faction of the gang that have been itching to confront/depose of the doctor. **Big E-Z** has grown tired of Needles' airs of self-importance and general unwillingness to explain his actions to the rank-and-file. He only needs evidence to remove him, or enough men

HOSPITAL



on his side to stage a *coup*. Either will suit him just fine. The powerful gangster could be a potential ally of the characters if/when they seek to remove Needles from power, but he could just as easily be an enemy if they cross him.

BIG E-Z (MURDERER/SURVIVAL)

PROWESS	8	SOCIAL	8	GUILT	6
REFLEXES	8	INTIMIDATION	8	DESPAIR	4
WITS	6	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	4	PSY STRENGTH	0	HEALTH	20

TRAITS	GEAR
Brawler	Convict Basic Gear
Cold-Blooded	<i>Slug Gun</i>
Extra Health	10 rounds of ammunition
Fifty-Two	
Streetwise	
Torturer	

Loot: Big E-Z has been secretly amassing supplies and smokes to secure the cooperation of others in the event his bitterness against Needles comes to a head. His room is usually guarded by his henchmen, but if the PCs manage to penetrate the sanctum they will find 20 rounds of slug gun ammunition, 10 rounds of rubber scatter gun ammunition, three **batteries**, and ten cartons of smokes (2,000 smokes).

I. Surgery: The Hospital has two surgical theatres, though they are not currently being used. They are uninhabited.

J. Radiology: This complex of rooms contains equipment used for diagnosis, x-rays, and cancer treatment. Most of the machinery is useless, thanks to the limited power resources of the current inhabitants. Realizing that he would never get these up and running, Needles authorized Big E-Z to scavenge several of these machines for parts to “light up” the Hospital.

Loot: Characters scavenging these areas have a 10% chance of finding a functioning component (roll 1D6 for type; 1-2 *Rigid*, 3-4 *Conductor*, 5 *Capacitor*, 6 *Electromagnetic*).

K. Storage: These areas contained, at one point, everything from hospital linen to patient clothing, non-perishable (and non-chemical) medical supplies to spare hospital beds, lights and surgical tools, plus boxes of *light rods* and emergency equipment. Most of these areas were scavenged in a hurry by the ‘*Giants*, leaving



them in a terrible state (supplies scattered everywhere, broken glass and crates on the ground, toppled beds and oxygen tanks, etc.)

Occupants: There’s a 25% chance of encountering a lone ‘*Giant* here, bedding down for the night in the glow of a cherished **light rod**. He may or may not be territorial; either way he probably has very little of interest to the PCs.

Loot: Random junk; use the table in the rulebook to determine random finds (no weapons or armor).

L. Specimen Lab: During normal operations this lab was used to test specimens for disease; such specimens included urine, stool, blood, bone marrow, etc. The lab also included an autopsy room. Overall the lab’s equipment is comprehensive, and though a good 75% of the machinery does not currently function due to a lack of power, Needles has managed to preserve the equipment here against looting - two guards are stationed outside at most hours, and the door is locked (he has the only key). Needles hopes to eventually be able to use the equipment here to more thoroughly examine (and gain a better understanding of) a *demon*, should the ‘*Giants* somehow manage to secure a preserved specimen.

Occupants: Two gang members armed with **beat sticks** will be on guard here. They have a battery-powered *floodlight* with them at all times. They are not exactly dutiful, however, and a bribe of 50 Smokes could convince them to go for a “quick smoke break” (leaving the door unguarded for 10-30 minutes).

Loot: Characters scavenging these areas have a 50% chance of finding a random component (roll 1D6; 1-2 *Rigid*, 3-4 *Conductor*, 5 *Capacitor*, 6 *Electromagnetic*).

M. Orderly Station: Orderlies were routinely used to monitor and help in the treatment of prisoner-patients. Orderlies were similar to trustees, requiring trustee status and given special privileges for working for the Warden. The orderlies of this Hospital deserted during *Perdition*; the room was vandalized by the ‘*Giants*’ when they occupied the facility.

Occupants: Two gang members armed with **beat sticks** will be here at any given time. Each man has a **light rod** to see by - and to keep back the darkness. They have a jury-rigged intercom connected to the *Intensive Care Unit* and *Quarantine Unit*, with which they keep in contact with Needles. The men are reasonably loyal to Needles (he secretly pays them in Smokes), but due to *cardiolax* addiction are a bit lethargic; they will only respond to calls of distress after a 1D3 turn delay.

N. Breakroom: Reserved for orderlies during off-hours, this room had pinball machines, pool tables, television, and vending machines stocked with luxury items (hot coffee, soft drinks, snack foods, etc.). The ‘*Giants*’ vandalized the walls, smashed open the vending machines, and looted almost everything. At any given time a large number of gang members are likely to be found here, playing pool, pinball, or otherwise just lounging around here.

Occupants: 4-16 gang members, with various armaments, clustered under the safety of bright fluorescent ceiling bulbs (powered by the emergency generators). The PCs may find someone here who’s interested in exchanging information, or looking to barter, though they are just as likely to find a bored gang member eager for a fight!

Loot: Unless the characters are bold enough to steal, most “loot” found here will be owned by someone in the room. Typical items might include weapons, ammunition, smokes, and recreational drugs.

O. Morgue: This refrigerated unit is not used by the ‘*Giants*’; Needles is wary of letting dead bodies lie around (only to risk rising again as *devourers*), so he has all bodies incinerated as soon as possible. Thus, the morgue is just a cold, empty bunker.

P. Emergency Generators: This small “vault” contains heavy machinery used for emergency power generation in the event that the Hospital was severed from the ship-wide power network (which it currently is). The room contains a considerable supply of chemical fuel used to power the generators, which in turn supply the facility with what little electricity it currently uses.

Occupants: There’s a 25% chance that the characters encounter 1-2 gang members here, refueling a generator that has begun to run low on juice. The

gang members may or may not be armed, but they will ask the PCs leave (else raise the alarm) if the characters are discovered.

Loot: The room contains a significant supply of usable *Volatile* components (40 in total). The generators themselves could also be scavenged, given time.

Q. Physical Therapy: This large center was used before *Perdition* for the rehabilitation of prisoners suffering from physical injury, including broken bones, spinal injuries, paralysis, etc. The room contains a variety of weight lifting, exercise, and physical therapy machines and equipment. The ‘*Giants*’ currently use the room for daily exercise and to kill time lifting weights; as such, numerous gang members are likely to be found here at almost any hour. The room is kept well-lit by the facility’s emergency generators.

Occupants: 6-24 gang members, with various armaments. Characters looking for rumors, news, someone skilled to do their ink, companionship, or even a fight can find any (and all) of these here given time and patience.

R. Emergency Unit: This unit is situated near the entrance to the Hospital and is badly flooded. Originally the rooms here were used for emergency patients being brought in for immediate care and diagnosis; typical patients included knifing victims and other victims of convict-on-convict violence. The unit was well-stocked with equipment and supplies but most of this was ruined during the flooding. The unit is currently abandoned.

S. Intensive Care Unit: Patients not ready to be released after treatment, or requiring constant supervision, were taken here. This area is currently where Needles tends to the needs of the injured, though being the sole doctor around he rarely spends more than a few minutes with each patient - unless their injuries/sickness interest him beyond routine treatment. There are likely to be a handful of patients in the ICU at any given time. *Light rods* illuminate the halls and individual rooms.

Occupants: 4-8 gang members in various states of health. Three of these are victims in recovery from accidental *cardiolax* overdose (before Needles got the proportions of water-to-chems right). Needles is aware of their condition and keeps these men in seclusion, but they are otherwise unguarded. Only a character with *Medical Knowledge* is likely to recognize the signs that these men are suffering from *cardiolax* overdose (and not “fatigue“, as Needles has diagnosed them). Questioning them may lead the characters to discover how the men got sick - all three started exhibiting low heart rate, dizziness, and euphoria soon after drinking

water from the *Food/Water Supplies* - and by extension, what Needles has been up to.

Loot: The ICU is stocked with rudimentary medical supplies, the equivalent of three doses of **tranq**, 20 **syringes**, and fifteen **first aid packs**.

T. Quarantine Unit: This special unit features individual isolation cells, each outfitted like a regular ICU room but with an airlock/overpressure system to prevent biological contamination. There are currently no patients in any of these rooms, and in fact, Needles resides in one of the quarantine cells, preferring the isolation (and quiet) of the quarantine unit to the dangerous (or as he puts it, “urbane”) company of the other ‘*Giants*. The quarantine unit is kept well-lit with brilliant white ceiling lights.

Occupants: Needles can be found here during “nighttime” hours; otherwise he can be found in the *ICU*. He does not like visitors, however, unless they are peers or high-ranking members of the gang. He has access to an intercom that he will use to summon aid from the *Orderly Station* if he is endangered or threatened by intruders.

Loot: Needles’ personal belongings are surprisingly Spartan, and include a few dozen clinical texts, one or two anatomical charts (for morbid decoration more than anything), and a small “bar” with some of the finer *pruno* confiscated from his ‘*Giants* compatriots in the *Kitchens*. A hidden cache containing 2,500 Smokes lies concealed inside a desk in the room; he uses these to keep certain men “loyal” to him. A forward thinker, he also has a “bug-out bundle” prepared under his bed, which he plans to take in an emergency situation should he need to flee. This bundle contains a **shiv**, a **first aid pack**, a **work pass emulator**, 20 Smokes, a lighter, and three **light rods**.

Needles has decorated the wall of his “apartment” with an unsettling collection of file photos of over two dozen female convicts’ (faces only), all of them quite attractive. Someone with attention to detail will notice all of these exhibit common features: well-shaped cheekbones, symmetrical eyes, elegant nose, and cupid’s bow lips. This collection has special significance to Needles, who is obsessed with the female face; he will claim the collection is nothing more than a reminder of his life as a “surgeon-to-the-stars”, but his interest in the women depicted (who are only identified by C.I.N. in the photos) may in fact run deeper than that...

U. Cafeteria: This large well-lit room was used for patient meals (those patients too sick to walk, or restricted from mingling with other patients due to violence problems, took their meals in their respective rooms), and continues to serve as a communal gathering area for the gang. The room is badly vandalized, and

the food-dispensing machinery has been over-taxed by the sheer numbers of gang members now using the facility. Plastic-sealed crates of looted ration packs and bottled water line two of the four walls, though these supplies are also dwindling.

Occupants: 6-24 gang members will be here at any given time, as it is one of the best lit locations in the complex. Some are eating or playing card/dice games at the tables; others will be playing basketball at the makeshift hoops they’ve constructed.

Most of the men are willing to trade with newcomers; characters looking to spend their Smokes will find ample smokers eager to barter away their personal belongings (small weapons, batteries, recreational drugs, etc.) for the party’s cigarettes.

Loot: Stealing from this area will result in repercussions, but the stockpile includes over 750 **ration packs**.

V. Kitchens: Orderlies were previously employed to fix fresh meals here, as well as to keep the food-dispensers stocked. Without them, the ‘*Giants* have made a mess of things, and at least two fires have broken out here since the ‘*Giants* took over (luckily they were extinguished before they spread beyond the kitchen). Needles has closed down the kitchens in response, forcing the ‘*Giants* to resort to *ration packs* - a bone of contention that could lead to potential problems down the line.

Occupants: The gang’s longtime “fixer”, **Jelly Dawg** (C.I.N. 7511091), no longer has a “shop” *per se*, but continues to hook the gang up with things they want/need regardless. In defiance of Needles’ orders, **Dawg** comes here during “nighttime” hours (2400 to 0200 hours) with 1-2 compatriots to check on their supply of *pruno*, a primitive form of convict-made alcohol. **Dawg** and his crew sell the stuff to their fellow gangers for a considerable profit, and he has become quite popular as a result. **Big E-Z** is actually aware of their activities but believes it is harmless (he also believes his secret knowledge also gives him leverage, if he ever needs it, to coerce **Dawg** to his side in a struggle for power).

Jelly Dawg is something of a moderate between the two growing Jailhouse “power blocks” (I.e. Needles vs. Big E-Z), and could be approached by the PCs for help. **Dawg** doesn’t want to see anyone killed, but he knows Needles’ brand of uncompromising, autocratic rule isn’t good for the gang. He could be convinced to take over from Needles if the characters somehow find a way to get the doctor to step down. If this is the case, **Dawg** promises he will commit the ‘*Giants* to an alliance with the *Furies*. *If the players are unable to come up with any ideas for deposing Needles on their own, Dawg may come up with the first 1-2 options outlined in the section titled Getting Needles To Step Down.*

Loot: The *pruno* stills are hidden in two fifty-gallon soup vats somewhere in the bowels of the kitchens. The *pruno* supply itself would command 100-400 Smokes if somehow bottled and sold.

W. Food/Water Supplies: These bulk pantries contain packaged and preserved foods, as well as water and other potable liquids. Much of this was looted by the ‘*Giants* when they took over, at least before Needles cracked down and put the remainder under guard (there are always a few guards here, with orders to shoot anyone attempting to steal food). Needles visits these areas each day, ostensibly to “inventory” the food/water levels - in reality he comes to administer *cardiolax* to the food and water supplies to keep the population in control.

Occupants: 2-3 gang members armed with *scatter guns* and five rubber rounds apiece. They have orders to prevent anyone from stealing, and are authorized to use lethal force to do so. The men are not entirely vigilant, however, and a bribe in the neighborhood of 200 Smokes will convince them to look the other way if the PCs want to gain entrance to the supply room(s).

Loot: Characters managing to get past the guards will find significant food and water supplies here, in the range of 300 **ration packs** (and/or similar food items). In addition, a successful Wits check - simulating a search - will uncover a few empty bottles of *cardiolax*. Needles forgot to dispose of properly in the vicinity of the water supplies. Furthermore, a character sampling the water here will experience a calming effect and mild euphoria, as her Despair is reduced by -1 over the course of the next hour.

ARRIVAL

When the characters arrive at the Hospital from the tunnels, read the following:

The flooded tunnels have so far been entirely lightless, but now you catch sight of a dim glow

from the end of this dead-end corridor. A shattered toilet and sink lie in a heap on the floor of the tunnel, having fallen through the hole overhead. Through the hole you see a man peering down at you.

Explaining themselves right away will prevent a fight. The man is a member of the *Jailhouse Giants*, and the PCs soon realize have found their way under the Hospital’s restrooms (**area A** on the *Hospital* map).

Play out the meeting however you like, but assuming the PCs make no trouble they will ultimately be allowed entry to the complex. The man is surprised to encounter other convicts so long after Perdition and the fall of Sanctuary, and their sudden appearance from the dark tunnels is even more unexpected.

The characters will be granted permission to enter the *Hospital* once they state their business and intentions. Any men they first meet are just grunts, however, and the affairs of the *Furies*, *Daughters of Slaughter*, etc. are beyond them. They do sense the urgency of the party’s purpose here, however, and agree to share some information. The basic points they relate are:

- The *Hospital* is now the refuge of the *Jailhouse Giants*. The halls are kept lit at all times to “hold back the darkness”.
- The *lights*, they explain, keep back the *demons*. If asked, the men eagerly state that there have been no manifestations of demons in the *Hospital* since their leader came up with the plan to “light up” the complex.
- If asked, the men identify their *leader* as “Dr. Needles”, a “creepy son-of-a-bitch” but also a man of ideas. Those “ideas” have kept them alive so far.
- Questions about the *lights* are met with open answers. The men explain that the lights are

CARDIOLAX ADDICTION

During their visit to the Hospital the characters will encounter convicts who, if one looks hard enough, are showing signs of *cardiolax* addiction. Individual ‘*Giants* seem unusually relaxed, calm, and even *happy*. Their only concern seems to be in keeping the darkness “at bay” - a false worry implanted in them by Needles to keep them from suspecting they’re really being drugged.

A character with the *Medical Knowledge* trait can examine any of the ‘*Giants* she encounters (requiring a basic checkup, including monitoring heart rate, the dilation of eyes, lack of sweat, etc.); it soon becomes clear that all evidence seems to indicate the inhabitants of the Hospital are, to varying degrees, under the influence of a calming substance. That substance is, of course, *cardiolax*.

Cardiolax is not normally harmful even in large doses; a user does not risk injury or permanent damage from over-use. However, the fact that it instills a false sense of calm can lead to a lowering of one’s defenses, a passiveness in taking any form of action, and a deadening of the survival instinct that helps a person react to danger.

powered by the emergency generators here. They *insist* that the lights are responsible for keeping any and all *demons* from their refuge.

JAILHOUSE GIANTS (MURDERER/SURVIVAL)

PROWESS	6	SOCIAL	6	GUILT	2
REFLEXES	6	INTIMIDATION	4	DESPAIR	0
WITS	5	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	4	PSY STRENGTH	0	HEALTH	10

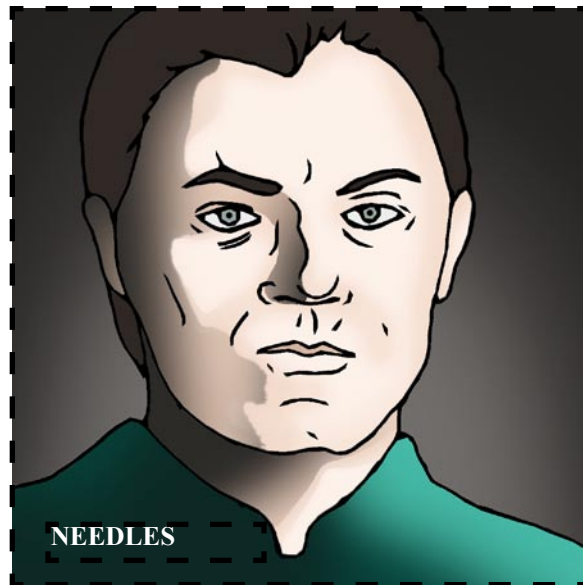
TRAITS	GEAR
Corpse-Handler	Convict Basic Gear
Looter	1 <i>Light Rod</i>
Made Man	Improvised Weapon (1D6)
Scrounger	
Tortured	
Tunnel Rat	

MEETING WITH NEEDLES

Eventually the characters will be brought to Needles, who is working in the *Intensive Care Unit* when they arrive:

“I have no time for visitors,” says a familiar voice from behind the curtain that screens half of this hospital room from the other. Your escort seems stunned, and ready to take you back the way you came, when a tall man steps out from behind the screen, hastily dressed in a blood-stained surgeon’s smock. You instantly recognize convict 3586661, “Dr. Needles”, by his handsome face and calm, stony gaze.

Needles neither smiles nor even nods in greeting on seeing you. Instead he turns to your escort and speaks again. “I have a lot to do. But these men are to be trusted. Give them food and any medical care they need.” Then, to you, he says rather curtly, “You’re welcome to stay as long as you need.”



Needles is not entirely unappreciative of the party’s presence here, but he has a lot of work to do and must prioritize his time. He will be polite but not gracious, though he will answer the party’s questions if they insist on engaging him:

- If asked about the battle for Sanctuary, Needles will describe how he assumed control of the *Jailhouse Giants* after the stronghold fell, as there was “no one better at the time”. He managed to keep the gang together and led them here, where he has created a relatively safe “hideout” for them.
- This statement may strike the PCs as being in direct contrast to Needles’ previous belief that “large gatherings” of convicts are a bad idea (see *The Right To Live*). If the characters bring this up, Needles seems unable to come up with a retort, but moments later he explains that the presence of “so many lights” has served as a deterrent to the demons, protecting the gang from marauding creatures.
- If and when the characters mention they were sent here by **Patch** of the *Furies*, Needles seems uninterested. He tells the party that the ‘*Giants* are too diminished from the fall of Sanctuary to join

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THE VOTE

In *The Right To Live* the characters had a chance to become the leader(s) of Sanctuary and, by extension, greatly improve their standing with the *Jailhouse Giants*. If one of the player characters managed to win the vote in that adventure, barring total incompetence he or she will be seen in a much more positive light by the ‘*Giants* in this adventure.

Though Dr. Needles will still be regarded as their *defacto* leader, any PC who won the vote in *The Right to Live* will generally be treated with respect and deference. In addition, he/she receives a -1 bonus to all Social and Intimidate checks when dealing with the *Jailhouse Giants*.

NEEDLES

Whether or not they befriended him before, Needles is arguably one of the most magnetic personalities the characters have ever met. Handsome and flawlessly well-mannered, yet haunted by a horrific past of savage slaughter, he somehow manages to project an image of sophistication despite being a remorseless killer. His level-headedness has an intoxicating effect on others, luring them into trusting him, yet despite his outward pleasantness he puts the welfare of none above his own. A doctor of medicine and amateur scientist possessed with rare gifts of brilliance, he has managed to flourish since Perdition, channeling his obsessive genius towards discovering more about the entities native to “Hell”, putting this knowledge to practical use benefiting himself and those who follow him - whether they like it or not.

Needles cares little for those who don’t see things his way, and cares even less for those who would get in the way of his research and/or plans. Yet he is not openly homicidal; he is no fool, and knows he must behave if he wants to live. Still, he can be arrogant, and considers himself to be better by degrees than the “common rank and file” of the prison.

any “alliance”. They will certainly not risk leaving the lighted wards of the hospital for any reason.

He will not listen to the party’s arguments beyond a vague promise to “take it under consideration”, no matter how insistent the characters are, ultimately telling them that “the *Jailhouse Giants* aren’t taking any risks as long as I am in charge”.

- Needles ends the conversation with an effort to at least sound hospitable, inviting the characters to stay as long as they need.

very survival of everyone concerned. PCs who worked with Needles before probably realize that’s not his intention, so finding a means of making it clear to him that he needs to let someone else take charge should be a top priority.

Getting Needles to *voluntarily* step down won’t be easy, but unless the characters are cold-blooded killers, it’s likely to be their best option. They can, of course, do what most people expect (namely, kill him to get rid of him), but characters with any conscience - or sense of gratitude for Needles’ lifesaving actions in previous adventures - may find this a difficult option to settle on (and one that should run the risk of accumulating Guilt for all those who participate).

There are other avenues, however, but it’s up to the players to discover them and use them to get Needles to relinquish command of the *Jailhouse Giants*. These avenues can be discovered by exploring around the Hospital and speaking with the inhabitants, etc.; these are briefly summarized below:

NEEDLES (MURDERER/POWER)

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
Calculated Fighter	Surgical Smock
Combat Medic	First Aid Pack
Educated	Syringe
Extra Health	One dose of cardiolax
Isolation	Five doses of tranq
Medical Knowledge	Key to Specimen Lab
Obsession (Women)	
Quickness	
Sociable	

GETTING NEEDLES TO STEP DOWN

The object of this chapter is for the characters to find a way to remove Needles from his position as “leader” of the ‘*Giants*. He is, after all, an obstruction to forging an alliance with the *Furies*, and his obstinacy threatens the

- **Prove that “lights” have no real effect on keeping demons at bay.** *Needles has been using this lie to mask what he’s really been doing, drugging the ‘Giants.* If the characters sense Needles has been lying and prove to the population that the doctor has been leading them on, Needles will have no recourse but to step down (the ruse is up). The easiest way the party can do this would be to provoke a manifestation within the Hospital or, even better, if they haven’t killed it already, lure the **Engorged Horror** from **area 6** (in the tunnels outside) into the Hospital and into the light. The characters must be ready to kill the creature once it’s inside and quickly explain their actions, however, or else face the wrath of the gang for having endangered their refuge!

- **Lead dissenting ‘Giants against Needles in a coup.** *Needles isn’t exactly popular, and forcing him from his position of self-imposed power will put him in his place.* The characters will find an eager ally in **Big E-Z**, who wants to depose Needles, whom he doesn’t trust. Similarly, **Jelly Dawg**, a more moderate personality, could be approached to replace Needles as the leader of the gang. The characters will need to tread gingerly, however, to avoid provoking the gang into a mob mentality that could end up killing Needles, instead of simply removing him from power!
- **Find evidence that Needles has been drugging the ‘Giants.** *Though it’s been for their own good, no one appreciates being lied to - and drugged!* Through investigating and asking around the Hospital the characters may find out about Needles’ secret. Examining the patients in the *Intensive Care Unit*, as well as searching the *Food/Water Supplies*, will uncover evidence of his tampering. Confronting Needles with this evidence will reveal his plan and force him to step down or else risk being strung up by a very angry mob!

NEED-TO-KNOW INFORMATION!

Eventually the PCs will secure a means of removing Needles from power, and force him to accept the offer of an alliance. Once it is clear he has no choice but to give in (or surrender, if it came to a fight), read the following:

You half-expect Needles to be pissed for what he must see as a grave betrayal, but he keeps his cool. Instead of seething he slowly buttons up his collar before nodding in a dignified acceptance of defeat. “Very well,” he says. “If you’re intent on leading the ‘Giants to their doom, it is clear I cannot stop you. Or convince them how foolish it is to follow you. About the only thing I can do, then, is to at least help the ‘cause’. Before you cast me out, might I offer some information you may find useful? Perhaps, in exchange for clemency?”

The offer is tempting. Needles may know something, or he could be bluffing to maintain his usefulness to the gang. Yet ultimately something tells you he is not.

Needles grins for the first time. “Only a handful of men here at the Hospital know this - a few men loyal to me - but we captured two UltraMax Psycho infiltrators a week or so ago. They were ready to report the location of our hideout on a radio set when we discovered them. They were also under the effects of a powerful narcotic known as ‘Jump’,

so getting information from them wasn’t easy. But I have my methods...”

“According to the captives, the Psychos, the Skinheads, the Daughters of Slaughter, and the ‘Embracers’ have been strengthening their fledgling ‘axis’. We only saw the tip of the iceberg at Sanctuary. Blade, leader of the Psychos, had since been elevated to the status of “supreme commander” over this axis’ armies. He was leading his forces to ransack the levels of the ship we had left in our exodus, killing all holdouts and anyone else they came across.”

“Blade is the one you want to kill, if you’re to thwart the enemy. But it won’t be easy. He apparently has a surprising knack for tactics and strategy. Admirable, considering his origins in the street. So you see, you’ll have to understand him if you want to beat him. Only one man knows Blade’s mind well enough to turn his strengths against him, and that is Johnson, his longtime nemesis - and, as I found out from the drugged-up gangers, his one-time cellmate.”

Needles lets that startling revelation sink in for a moment. If the PCs mention that Johnson is dead, Needles’ grin only grows bigger, before he continues.

“We were able to draw very little else from the men before they... succumbed to the interrogation, but before they did, they mentioned they had been at the battle for Sanctuary. And, they openly boasted that Johnson did not die there, but rather was captured, humiliated, and taken prisoner.”

“If you hope to have any chance of defeating the growing axis of gangs poised against you, might I suggest you go back to Sanctuary and look for signs of where they took Johnson, oh fearless leader?”

Warden’s Note: Hopefully the characters will have forced Needles to step down and accept an alliance without actually killing him. Even if it comes to a fight, Needles will surrender to avoid being killed. Other ‘Giants who might otherwise want Needles gone will be quick to remind the PCs that, as a *doctor*, he is invaluable to the gang - and any thought of killing him should be reconsidered. But in the event that the confrontation degenerated into a lethal fight, be prepared to provide another means of delivering the above information to the PCs; the revelations about Blade and Johnson are vital to the story that propels the adventure!

CHAPTER THREE - DANGERS IN THE DARK

Needles, Jelly Dawg, and even Big E-Z can hook the PCs up with directions to the ruined part of the ship that used to be Sanctuary. It's far enough away that the characters will likely spend a day or so trying to reach it (more like 2-3, due to unexpected damage to the ship; see below).

If the PCs managed to replace Needles with Jelly Dawg, the latter (having access to all sorts of scrounging resources) will outfit the party with a few basic supplies to help their chances of success. Big E-Z has no such scrounging talent (nor does Needles), so if either are still in control this assistance will not be offered. In any event, the assistance mentioned will be limited to:

- Three **light rods** (barely enough to cover a 24 hour period)
- A few rudimentary digging implements (can be used as *improvised weapons*)
- A single 50 ft. length of "rope" (made of braided bed sheets)
- A single **first aid pack** for the party

Whoever the leader of the 'Giants ends up being (Needles, Big E-Z, or Jelly Dawg) will warn the characters that the tunnels leading back to Sanctuary were already structurally hazardous to begin with, and there could now be unexpected dangers lying in wait. He reminds them to stay cautious and keep up their guard. He also informs them that should they lose their way, or lose sight of other landmarks, that Sanctuary lays past "three cataracts". He has no other advice for them; for now, they will simply have to brave the darkness on their own.

THE JOURNEY

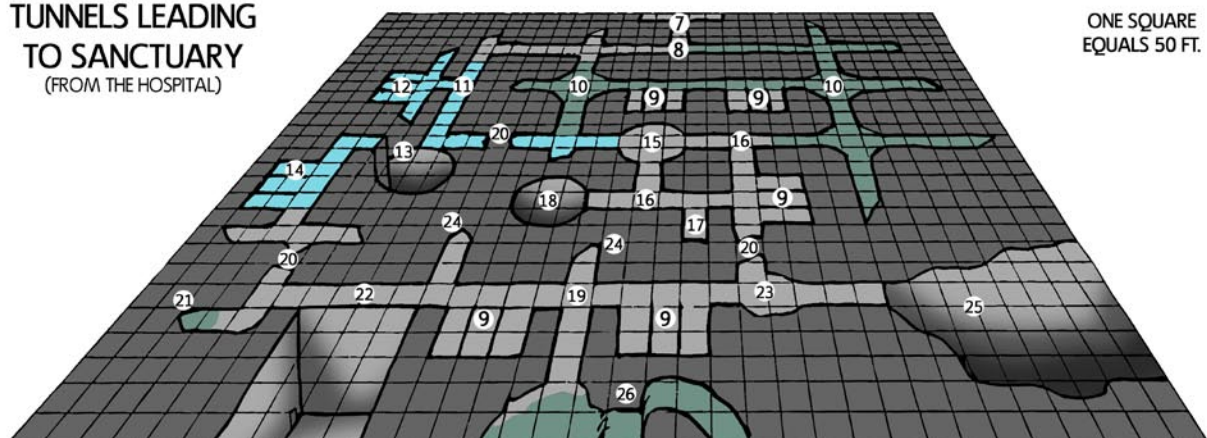
Things have changed since the fall of Sanctuary; *Gehenna* itself has slowly transformed since Perdition, and evidence of the massive alterations to the ship continue to exhibit themselves, as the characters will soon discover.

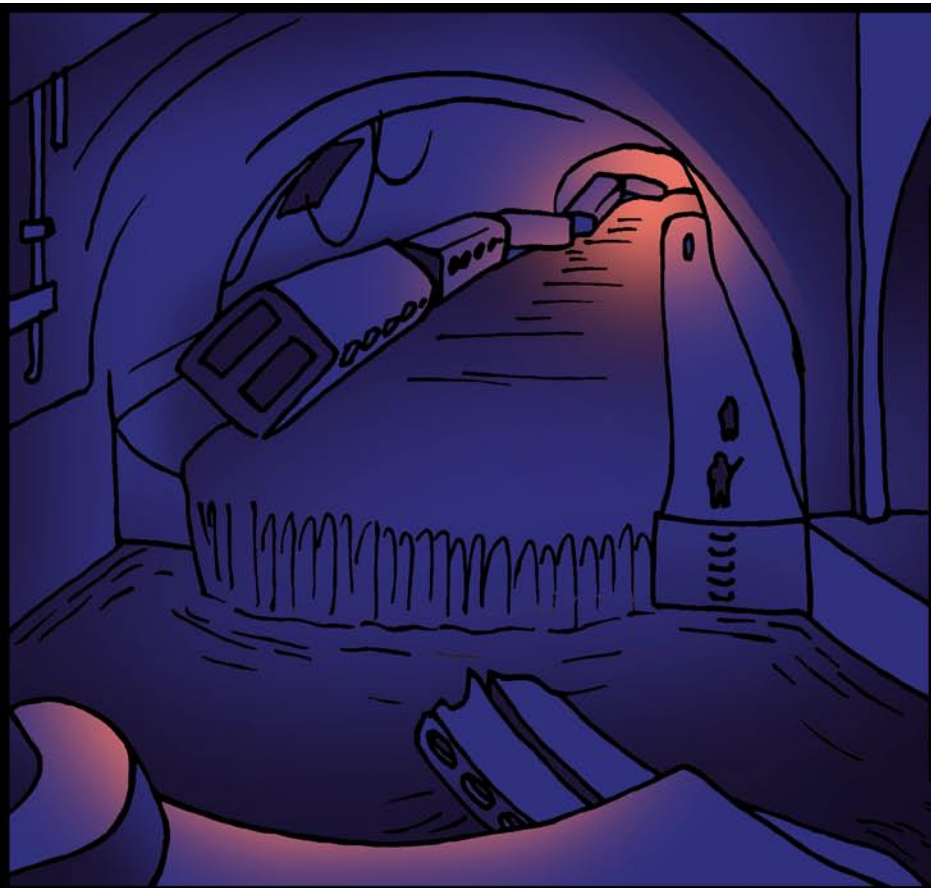
A map of the tunnels and chambers lying between the Hospital and Sanctuary is provided nearby (the PCs exit via the Hospital's front entrance, **area B**). The journey itself will not be an easy one. As Warden, use this chapter as an opportunity to portray how the ship itself is slowly becoming an alien landscape due to the changes of Perdition. This section should feel like an exploration, one which is teeming with danger.

There are a few things to keep in mind about the region between the Hospital and Sanctuary:

- This part of the ship is without power, so the characters will need to bring lights of their own.
- Traveling in dark, heavily-damaged sections of the ship, even with lights, requires characters to be cautious - and to take things slowly. As such, the party is limited to traveling **three squares per hour**, and a maximum of eight hours at a time. The party will need to rest after eight hours of exploring (rest takes at least one hour).
- In some areas, the lack of functioning life support systems means the temperature has dropped to almost freezing levels. The PCs will traverse corridors that are slippery with ice, or are hung with ice crystals. Universally the air is cold, and human breath turns into billowing steam upon leaving one's mouth.
- Certain areas are flooded, requiring the PCs to wade or even swim through the dark and bone-numbingly cold tunnels.

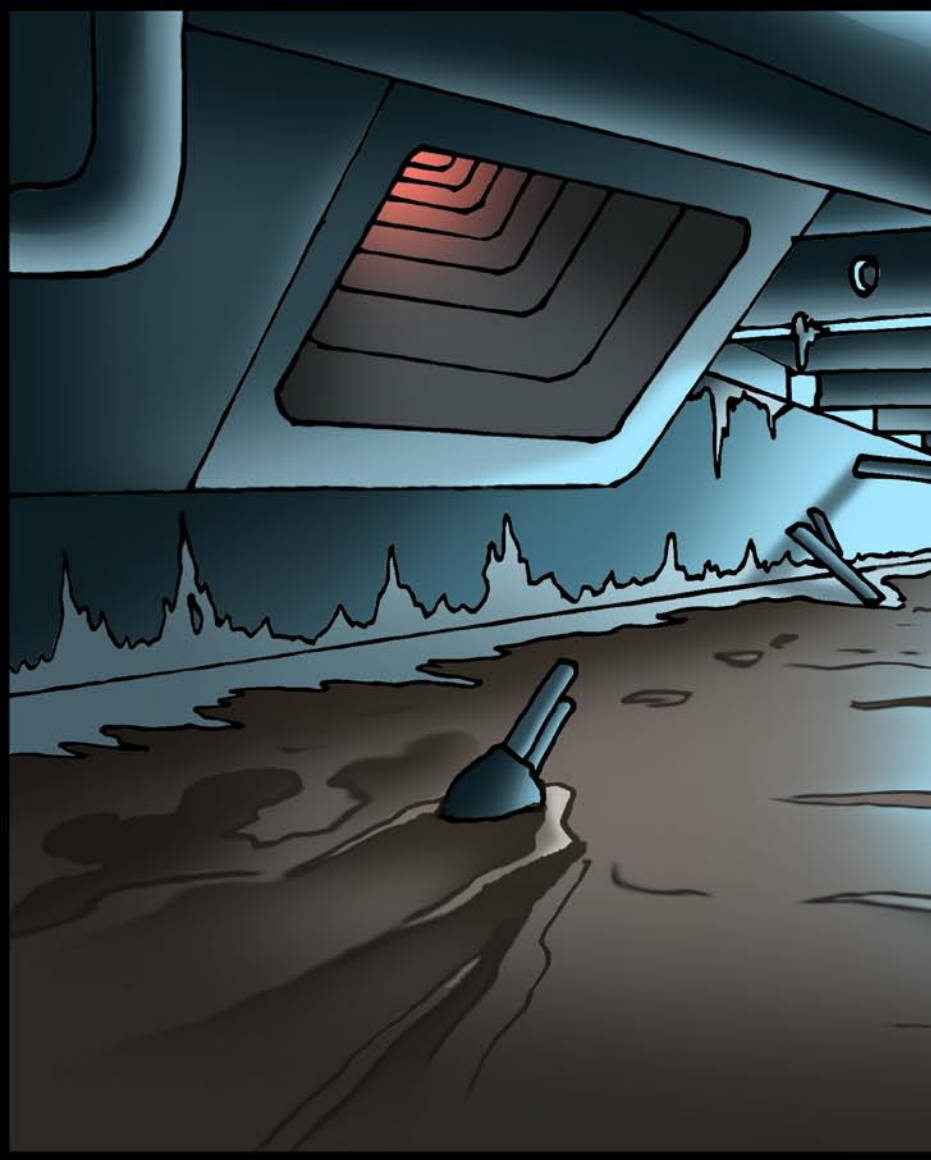
TUNNELS LEADING
TO SANCTUARY
(FROM THE HOSPITAL)





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OPERATING IN THE DARK

During this chapter the characters run the risk of being plunged into darkness. The ‘*Giants* have been hoarding their light sources and their supply is running low. Unless they have brought their own light sources from previous adventures, the characters may find themselves alone and in the dark before they know it.

Exploring in the dark is risky. Consider using the following rules:

- When playing out an encounter, limit the vision of the characters to three squares around them. Keep track of enemy movements secretly if they’re out of this range. Unless an enemy comes within three squares, only describe “nearby sounds” and a vague indication of the direction they’re coming from.
- Ranged combat is almost impossible. Firing at a target who can’t be seen should be next to impossible, though the PCs may use the sudden explosion of light (assuming they use guns) to momentarily see/pinpoint enemies lurking in the darkness.
- When the lights do go out, call for Despair checks (failure means a character gains +1 Despair). Finding oneself stranded in the dark without a light is certainly cause for fear!

7. TUNNELS

These tunnels are oddly reminiscent of a Terran cavern system; an incredible degree of damage, the settling of debris, and the appearance of ice all combine to create structures similar to those one might find in underground caves. Stalactites and stalagmites of ice, draperies of melted steel, gorges where floors have fallen away and rough bridges where old supports have fallen, are among these.

The deserted, pitch-black tunnels - which have until now been abnormally dead silent - are suddenly shaken by an alien howl echoing in the distance. You steel yourselves for a confrontation with whatever the darkness might be hiding.

Check for Despair. Those who fail accumulate +1 Despair. The source of the strange howl (some alien entity elsewhere among the tunnels) does not make an appearance, however, though its sounds - monstrous howling, ghostly baying, etc. - may be heard periodically, always far away but near enough to rattle the party.

8. THAT WHICH WAITS

Only a character who has the *Sixth Sense* (or *Supernatural Sense*) trait will detect anything out of the ordinary when the party passes the area marked “8”. All other characters are oblivious to the *creature* that lies in wait here.

The “creature” in question is a **sorrow leech**, a form of invisible demon that feeds on sorrow, guilt, and emotional anguish stemming from its victims’ past misdeeds. The creature is no stranger to human suffering, and after getting its first taste (see below) it has become quite addicted to the sensation.

A character with either of the traits mentioned above will feel a bone-numbing sense of sickness and dread as she passes this point. This continues for a few minutes before fading into a nagging unease that will last until the **sorrow leech** is discovered and killed. A character with an *Insanity* score of 4 or higher will actually see the creature.

The creature’s encounter with the party is not its first run-in with humans. When the **King of the Cannibals** (see *Chapter 4*) turned the refugees of Sanctuary against one another, and then later murdered the survivors, the **sorrow leech** was attracted to the ruins of Sanctuary by the **King’s** feelings of shame over his actions. For a time it haunted the **King**, until its *Insanity Aura* ability - which made him relive each cannibalistic meal over and over again in his head - drove him to insanity. Now able to see the invisible creature that stalked him, the **King** armed himself with a powerful weapon (see later for details) and drove the **sorrow leech** from Sanctuary.

Unwilling to be destroyed simply for the sake of consuming one pathetic human, the **sorrow leech** begrudgingly moved on, and has been looking for new prey ever since.

When the party passes this point, select the character with the highest *Guilt* gauge (alternately, select any character that has an *Insanity* gauge high enough to let her see the creature; it will select her instead, to prevent her from revealing its existence). The **sorrow leech** makes that character the subject of its attentions.

The creature is looking for someone to seduce and subvert. Being *invisible* it will follow the party from this point on (possibly throughout this entire chapter and well into *Chapter 4*) and attempt to learn about the

character it is attached to. As Warden, now would be a good time to take aside the player in question and get her to explain her characters crimes and how she came to have such a high *Guilt* gauge. Use elements from the background, origins, and general story that your player comes up with for her character, as fuel for the **sorrow leech** to use against her.

Over the course of the adventure the **sorrow leech** will attempt to wear its chosen prey down. First and foremost its *Insanity Aura* ability causes an increase in Insanity by +1 per day. Use this as a chance to creep the player out; don't just say "you wake up and realize you're at +1 Insanity". Instead, have that character experience nauseating dreams, dark phantasms, and mind-bending delusions. The accumulation of Insanity is a slow, psychological effect; play it up for effect.

For example, using information from the character's background, describe the horrifying dreams that vividly relive her past crimes. Describe in detail the faces of her former victims in puddles of water, in shards of broken glass, etc. Whenever she is left alone, she may hear the familiar voice of a victim calling to her from a dark passage, or might be tormented by the cries for help of those same victims in her sleep.

Each day the **sorrow leech** will also try to make *contact* with its victim. Though it is perfectly content with psychologically torturing its prey, it also desires to turn its prey against her companions - what would be better than to trick its prey into killing her companions, then feeding off of her grief after the fact?

To the character in question, these attempts at *contact* come in the form of whispers from the dark that no one else hears, voices in her head that nag at the back of her mind when she's in conversation with someone else, or unsettling, vague dreams if/when the party camps for the night. Each time the **sorrow leech** makes contact with its prey, it offers a *symbiosis benefit*, starting with the benefit listed at the top of the table. If the character refuses (either out loud, or simply by thinking it in her head), the voices/dreams cease. It attempts to make contact again later, but this time it will increase its offer to the next symbiosis benefit on the table, as shown below:

ATTEMPT	BENEFIT OFFERED
First Offer	The demon will hereafter offer advice and guidance, allowing the character to modify any roll she makes by +/-1 once per day.

Second Offer	The demon will grant the host a supernatural healing ability; she regains 1 Health every hour.
Third Offer	The demon will bestow the host with +10 Health (as if she had the <i>Extra Health</i> trait).

Note that the **sorrow leech** can only actually grant one benefit; it cannot grant them all.

If at any time the character agrees, she gains the benefit as promised but also the *symbiosis cost*. In the case of this particular **sorrow leech**, the demon takes control of its host on a failed opposed Willpower check, rolled at the start of *every* combat turn. Thus, any time the characters enter combat during the adventure, the host runs the risk of being taken over by the **sorrow leech**. If this occurs, it will have the possessed character attempt to kill whichever companion least expects it (usually a loved one, best friend, etc.). After combat this compulsion ends, leaving the confused host to answer for her actions!

9. EMPTY CELL BLOCKS

Though the damage is extensive, this looks to have once been a cell block, not unlike the one you used to live in - at least before things went downhill, that is. Icicles hang from the ceiling, bars, etc.

If combat takes place here, use the *Nightstalker Hideout* map for the layout of these areas. Note that most will be deserted, empty except for random debris from collapsed ceilings and various patches of ice.

Loot: Assume it takes an hour to search each cell block for useful items. Characters who take them time to search can make a Wits check; if successful, they find what amounts to one roll on the *Random Finds* table.

10. MAGLEV TUNNELS

The sound of rushing waters echoes through these tunnels. Sewage, plus water from ruptured ship-board reservoirs elsewhere, appear to have gravitated to the low-lying maglev tunnels, turning these former "highways" into rivers. Not that you would, but you have no idea where the current would take you if you jumped in.

As with elsewhere on the ship, many maglev tunnels are now flooded on this level. These swift-moving "rivers" are dangerous to travel, as the water is ice cold and the murkiness of the water hides all manner of submerged dangers.

THE THING IN THE WATER
 If the characters somehow manage to build a raft and choose to use it to navigate the tunnels, consider introducing a minor encounter sometime during their voyage.

Attracted by the lights/sounds of their passage, a **death slither** living in the lightless waters of the river detaches itself from a wall and swims, underwater, after the party's raft. Approaching from behind, it attempts to slither aboard and strangle whichever PC is in the rear.

Allow opposed Wits checks for the characters to notice the creature as it approaches. If they fail, the creature gains a surprise attack against the PC of its choice. Note that because of the deafening sound of the raging waters, the other party members on the raft may not even notice their comrade is in distress until it's too late!

Characters could construct a "raft" to navigate the waterways, but the effort would take at least six hours and would require three *Rigid* components per passenger, plus knowledge of the *Improvisation* trait. In addition, the waters are rough, requiring a Reflexes check (made by the character aboard the raft with the highest Reflexes) every 50 ft. to avoid *capsizing*. A boat that capsizes spills its occupants into the waters, who must swim to stay afloat and/or reach the nearest side tunnel to safety. You can require additional Reflexes checks to ascertain whether they are successful or not. Finally, loose equipment not tethered to the PCs may be lost in such a scenario.

11. FUNGUS TUNNELS

You didn't realize it at first, but the walls of these passages appear to be overgrown with a strange form of life. What at first you thought was frost is, at least around here, actually fungus. When your lights are extinguished, the fungus continues to shed an eerie blue light, just barely strong enough to see by.

These corridors provide a potential respite from the need for artificial light sources by the party. The PCs can, when traveling through those corridors colored **blue** on the map, extinguish their lights and save them for later, as there is enough ambient light here to travel by. *Note that these areas are the only areas (unless otherwise noted) that will have any light at all!*

Warden's Note: The fungus, like fungus found elsewhere on the ship after *Perdition*, is a form of botanical life native to the Nether, and its presence, qualities, and potential dangers are not thoroughly understood. Though it glows steadily with a dim light (on par with weak candlelight), the fungus seems relatively harmless. It does pose a danger to human life through close exposure (see **area 14**), but it is otherwise not immediately harmful.

12. CHAMBER OF TORMENT

This room, largely overgrown with the same fluorescent mold found elsewhere, appears to be badly damaged. Intermixed with icicles, shards of mirror-like glass lie strewn everywhere.

Physical damage to the *Gehenna* is not all that affects the ship; the strange twisted energies of the Nether have also begun altering things in unusual ways, and this room is one of many locations aboard the ship where such energies are stronger than normal.

The presence of these energies is not dangerous, *per se*, at least not to the innocent observer. Yet, to anyone with a Guilt score of 1 or greater, they may prove a hazard, as they are geared towards tormenting those who have tormented others.

For such characters, passing through this room is an unsettling experience. Each individual character may make a Wits check on entering the room; those that succeed see, in his or her own mind, the face of a past victim in one or more shards of glass scattered through the room. These victims will appear as they did at the moment of death (smashed in head, gouged-out eyes, severed neck, etc. - use a description fitting each player character's background), but they seem to stare at the offender in question for a moment before grinning, revealing oily black teeth and slimy, black tongues. Each face quickly corrupts before the viewers' eyes, until nothing remains.

Immediately require each player who sees an *apparition* to check for Guilt. A character who fails gains +1 Guilt from the chilling reminder of his or her past crimes.

Characters who investigate, take a second look, or physically examine the glass see no further apparitions. In fact, the glass shards seem entirely mundane.

Loot: The glass shards can be taken as weapons. In addition to dozens of smaller shards, there are 1D4 that could be used as improvised weapons.

13. THE GRAND WATERFALL

For a half hour you've been aware of a thundering rumble in the distance, and now you've finally found the source. A grand waterfall fills this huge, shaft-like chamber, cascading fifty feet or more into the darkness below.

This is not one of the "three cataracts" described by Needles as signifying the entrance to Sanctuary, but it is a large cascade nonetheless.

The water from burst pipes on over a two dozen levels is channeled here, creating a raging 50 ft. waterfall in this near-vertical shaft. The air is icy, though its temperature is still a mere fraction of the water, which is bone-numbingly cold.

The PCs find themselves near the top of the falls. Using directed light sources (such as a *flashlight*) to investigate up reveals a large tunnel just 20 ft. overhead (where the waterfall emerges), which may be accessible via rough, icy ledges. Looking downwards with a light source reveals a pit bottom which appears to be blanketed in strange alien flora flourishing (despite the sub-zero temperature) at the base of the mist-shrouded waterfall. The odd-looking flora includes sickly-looking mosses, giant deformed mushrooms, and ferns that seem to shiver and move despite the lack of any significant wind. There does not seem to be a safe way down.

To reach the top of the falls (and the tunnel that leads away from this chamber), the characters will need to climb. This requires a single Reflexes check on the part of each character. Using *rope* to aid in climbing gives the characters a -1 bonus to this check. A character who fails falls; a second Reflexes check is allowed for that character to grab onto a lower ledge; otherwise she plummets the remaining distance to the floor of the shaft (taking appropriate damage). A character that succeeds at this second check must start the climb over.

Warden's Note: What lies at the bottom of the shaft is up to you to decide. Besides strange alien fungus and plants, the pit bottom could be inhabited by a strange creature, or perhaps could be littered with the rotting remains of previous convicts who failed the climb and fell to their deaths - possibly leaving broken but salvageable equipment behind. In addition, a character who survives the fall might find passages leading off to other levels, from which strange noises or glowing lights can be seen...

14. DYING MAN

You've entered a small chamber that glows from the luminous fungus on its ceiling, walls, and floor. Virtually every surface is covered with the stuff. You sense movement and turn to see, in one corner of the room, an old man lying down and propped against one wall. To your horror you see that much of his chest, left arm, and a great deal of his face has been overgrown with the glowing fungus.

Call for Despair checks. Those who fail gain +1 Despair from seeing the old man partly consumed by fungus.

The old man, *convict 2246361*, is dying, and no amount of intervention will save him. Having survived Perdition as one of the lucky few, he made the mistake of camping out in an area already overrun with the strange alien fungus. Overnight the fungus spread to his body as he slept, and now he is slowly being consumed from within.

2246361, known as "SOB" by former cellmates, never got along in prison - or anywhere, for that matter. On Earth he was a vagrant from an early age, a lifelong alcoholic who squandered every opportunity when it presented itself and bucked authority whenever it imposed on his chosen lifestyle. A wanderer and tramp, he developed liver disease and was finally captured by the law when he was found, comatose and close to death, in the barren interior of a robot-controlled railcar when it stopped at an industrial loading station in the Alaskan ice fields. *2246361* continued to fight the system at every chance, refusing rehabilitation and the PTM's efforts to find him a place in society. Eventually, after getting arrested for stealing food, he was sentenced as a "repeat offender" to *Gehenna*. Even during his time aboard he made no effort to make friends or allies; when Perdition came, he slipped out of his cell during the chaos and never looked back.

SOB cannot talk due to the fungal consumption of his face, but he gestures weakly for any non-panicking PC to come close. He tries to speak, but when he realizes he cannot muster a voice, instead weakly motions to a cardboard box nearby. All of a sudden the box begins to shudder and move, and a scratching sound comes from within. The man then dies.

Warden's Note: **SOB** discovered something quite unusual during his exploration of the ship before his tragic demise here. While wandering the tunnels he found a peculiar form of vault that was filled with a wide variety of Terran animal life, preserved in cryostasis. Most of these specimens were intended to be used to stock any future settled penal colony with

familiar wildlife. After a harrowing encounter with a brown bear that had somehow escaped, he found a **puppy** and took it with him.

When **SOB** realized he was dying he put the **puppy** (his sole companion, whom he named “Killer”) in the box, leaving just enough of a crack in the top for it to breathe. He hoped that by putting it there it would not be consumed by the same fungus that was consuming him.

Killer is a pit bull puppy, though he is large for his age and would be more than a match for most dogs (or smaller-sized demons). As a puppy he is naturally curious and playful, though he is also quite bright - and fiercely loyal. When the PCs find him, he growls and yaps at them, thinking them a danger, but with the passing of his former master (**SOB**), the whimpering pup soon takes a liking to them and attempts to follow them.

What the characters do with **Killer** is up to them. A character who is looking to pick up the *Trusty Companion* trait might consider taking **Killer** as her companion; similarly, a character that already had the trait but lost her companion during her adventures

might be allowed to take **Killer** as a replacement. Finally, the party might consider taking **Killer** as a “party mascot”, and he will prove himself up to the challenge by diligently following the group, alerting them to danger, and fighting bravely alongside them in combat.

Loot: **SOB** had managed to gather some things useful to a survivor before he succumbed. These items include three **ration packs**, two **light rods**, 2D20 Smokes, a box of 1D10 matches, two bottles of Scotch (worth 200 Smokes apiece), and an *Ignition* component.

1.5. PIT OF TRASH

(This is a trustee-specific encounter. If there are no trustees in the group, this area proves empty).

You’ve discovered a large shaft bisecting the passage here. Luckily you’re at the bottom and not the top, as it looks to be a sheer drop.

The bottom of the shaft appears to be filled with all sorts of rubble, from heaps of organic trash to smashed security monitors and the crumpled metal plate of what may have once been a custodian. Much of everything is covered in a layer of frost,

KILLER (DOG/SURVIVAL)

PROWESS	3	SOCIAL	1
REFLEXES	3	INTIMIDATION	5
WITS	5	PSY POTENTIAL	8
WILLPOWER	5	PSY STRENGTH	10

SPECIAL RULES
 Small Size, Bite, Keen Senses, Limited Sentience, Menacing.


Small Size: This creature is small. Two creatures of its kind can occupy the same square on a standard battle grid.

Bite: A dog’s bite attack does 1D4 Health damage.

Keen Senses: A dog is considered to have the Sixth Sense trait.

Limited Sentience: Dogs are immune to Guilt and Insanity effects, and make all Despair checks with a -1 bonus. Despair otherwise affects them normally (subject to the Warden’s judgment).

Menacing: By growling, barking, and baring its teeth a dog may attempt an opposed Intimidate check against an opponent as an attack action. If the opponent fails she cannot come within 10 ft. of the animal, though she may attempt to negate this effect on her turn by attempting another opposed Intimidate check.



KILLER

A MORAL QUANDRY

The Warden computer's request to the trustee(s) offers a chance at inserting a moral dilemma the PCs must contend with. The Warden's orders are to "apprehend" Loco, but he will certainly do his best to prevent being taken alive. Even if they do manage to capture Loco, what are they to do with him? The characters have nowhere to take him, and without any nearby custodians, no one to hand him over to. They could kill him, but some player might find the execution of a prisoner distasteful at best, morally unacceptable at worst. Ultimately it's up to the party what they do and how they persecute the Warden's orders (if at all).

no doubt from the winding down of the ship's life support systems on this level.

If there are any *trustees* in the group, read the following:

As your companions explore the rubble, you notice something odd - one of the dozens of computer monitors lying in the heap flickers on, and a phrase briefly appears on the screen beneath a layer of frost.

INCOMING MESSAGE...

If the character(s) in question notify the other (non-trustee) characters, when they turn to look, the monitor immediately goes off - they see nothing. The message will re-appear only when no one else is looking.

The message is apparently from the Warden computer. It will only reappear if/when a trustee (or trustees) is the sole occupant of the room. If the trustee(s) refuse to remain alone in the room, the message does not reappear. Assuming the trustees among the party find a way to return here alone, the computer screen comes back on and displays a message:

ATTN ASSET:

YOUR COOPERATION IS REQUIRED IN A MATTER OF IMMEDIATE CONCERN. CONVICT 5990127 IS NO LONGER IN HIS CELL AND HAS BEEN INCITING OTHER ESCAPED INMATES ON THIS LEVEL. TOGETHER THEY HAVE BEEN RESPONSIBLE FOR VIOLENT ATTACKS TARGETING ASSETS OF THE PRISON. DUE TO CIRCUMSTANCES ELSEWHERE NO CUSTODIANS ARE AVAILABLE FOR THIS TASK. AS SUCH, YOU ARE INSTRUCTED TO LOCATE 5990127 AND PERSONALLY APPREHEND HIM. DO AS INSTRUCTED AND YOU WILL BE REWARDED.

THANK YOU, ASSET.

The convict mentioned in the mission briefing is **Loco** (see **area 17**), whom the Warden computer has determined is a threat to its continued operations due to his senseless killing of *trustees*. This continued destruction of useful "assets" cannot be allowed. The Warden is essentially giving the PCs authorization to eradicate **Loco** and his men; if they comply, a reward of some sort is promised.

Whether the PCs agree or not is up to them, but a violent conflict with **Loco** and the **Nightstalkers** is already quite likely. See **area 17** for details.

Warden's Note: The "reward" promised by the Warden computer for the eradication of **Loco** and his *Nightstalkers* is, ironically, not to be found in this adventure. This may lead the players to assume the Warden lied to them, but in reality they will be rewarded eventually in the final adventure of this campaign, *Oblivion*.

16. NIGHTSTALKER SENTRY

At each of the locations marked "16", read the following:

The suffocating darkness is unbroken ahead, but the silence is disturbed by the slight sound of stealthy footsteps...

A convict clad in all-black clothing patrols each of these areas. These sentries are equipped with special **night vision goggles** (only the sentries, not the other members of the gang) which allow them to see near perfectly in the dark. Members of a small but motivated "gang" calling themselves the "Nightstalkers", they have orders to retreat (unseen if possible) on encountering outsiders, and report their findings to their boss (see **area 17**). They are to avoid a fight if possible.

Unless the characters hide (in which case they may only be seen if they fail an opposed Wits check), the PCs will be noticed and the **Nightstalker** will withdraw. He will return ten minutes later with the rest of the gang, including their leader, **Loco**. What they do when they confront the party is detailed under **area 17**.

NIGHTSTALKER (MURDERER/SURVIVAL)

PROWESS	7	SOCIAL	4	GUILT	5
REFLEXES	5	INTIMIDATION	7	DESPAIR	3
WITS	6	PSY POTENTIAL	0	INSANITY	1
WILLPOWER	2	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Backstabber	Riot Helmet
Obsession (revenge)	Night Vision Goggles (see sidebar)
Scrounger	1 Hydrogen Cell
Tortured	1 Light Rod Shiv

17. NIGHTSTALKER CAMP

The glow of a burning fire down the tunnel ahead stands out in stark contrast to the darkness everywhere else.

A group of convicts calling themselves the “Nightstalkers” (due to the perpetual darkness of this level) have made this area their home, taking over a ruined cell block and using it as their “base“. The *Nightstalkers* are led by a former stick-up artist who calls himself “El Loco”; he’s not a wannabe *luchadore*, but rather a man who nurtures a burning hatred for *trustees*. Before *Perdition* he (and others like him, including those who now follow him) were victimized by *trustees* on a number of occasions, and he long vowed that if the “tables were ever turned” he would “make them pay”.

Loco (*Convict 5990127*) has made good on his promise; when *Perdition* occurred he killed his cell block’s resident *trustee* through *strangulation*, then armed himself and began hunting down others who’d wronged him. He takes particular delight in using *stun*-weaponry to paralyze his prey before brutalizing them and only eventually “executing” them in a flashy display (see **area 18**). He’s killed at least a dozen former *trustees* so far, but they’re getting scarcer these days and so he’s finding new targets for his homicidal aggression.

LOCO (ANARCHIST/SURVIVAL)

PROWESS	7	SOCIAL	5	GUILT	6
REFLEXES	6	INTIMIDATION	8	DESPAIR	2
WITS	7	PSY POTENTIAL	5	INSANITY	2
WILLPOWER	5	PSY STRENGTH	1	HEALTH	20

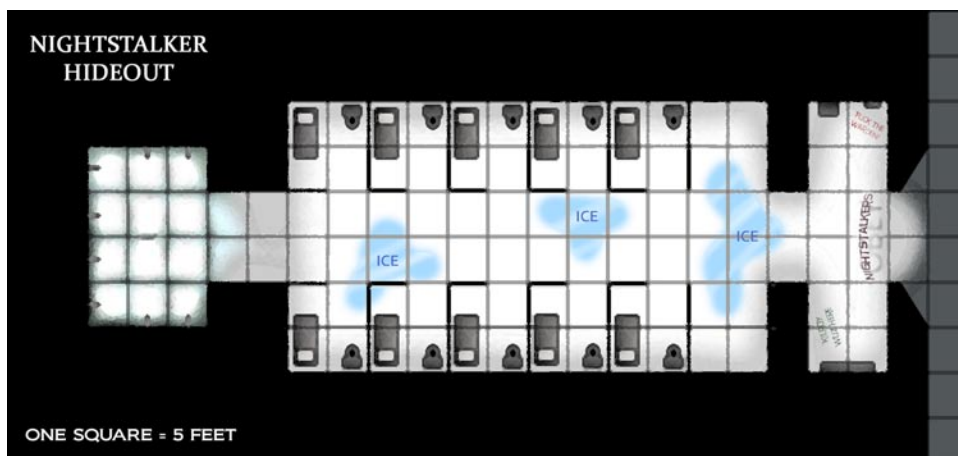
TRAITS	GEAR
Backstabber	Riot Armor
Cold-Blooded	Riot Shield
Extra-Health	Cattle Prod
Isolation	3 batteries
Obsession (revenge)	1D20 Smokes
Public Menace	Lighter
Tortured	

The **Nightstalkers** (of which there are nine in total, including the two sentries and **Loco**) are based in an old cell block, reproduced as a battle map nearby. The cell doors no longer close, and the men sleep haphazardly about the place in various cells under heaps of scrounged blankets. A few fires are kept burning for light and warmth, but ice patches still cover the floor in places. These patches make combat inside the hideout difficult (anyone entering an area indicated as “ICE” must make a Reflexes check immediately or fall prone).

Loco makes his abode from the old shower area of the cell block; it is now decorated with furnishings from a looted recreation center including couches, recliner, lamps, nightstands, bookcases, etc. A fire is kept burning at all hours to keep the room warm. A chandelier, hanging crooked from the ceiling and adorned with a quartet of *light rods* instead of candles, keeps it well lit.

Warden’s Note: Relations with the **Nightstalkers** will vary depending on the personal history of each PC. Assume that **Loco** starts somewhat wary of the party (though not overtly hostile), but he can be convinced to deal with them under certain circumstances. Characters





living in the waters, but what exactly he cannot say.

- **Loco** can give directions to the “three cataracts” that lead to Sanctuary.
- **Loco** may be willing to barter (see the entry for “Loot”, below, for an idea of what they have to trade) with the characters.

who openly brag of killing *trustees*, or are wearing obviously stolen *trustee* equipment will earn his good graces quickly. Those who frown on that kind of thing, or take a “higher” moral ground, are quick to make him lose his temper - and earn his disfavor.

Loco saves his worst reactions for actual *trustees*. Any character who has the *Trustee* trait (of any level) and is discovered will inspire in him a burning and unforgiving hatred. There will be no negotiating, and **Loco** will immediately bend all of his efforts to capture that PC and/or kill her. If the characters came looking to parlay or trade, they now have a full-blown attack on their hands!

Unless they’re obvious about it, however, characters don’t usually go around with “Trustee” emblazoned on their foreheads. Thus **Loco** will only be aware of a character’s *Trustee* status if either he or one of his men succeeds at a Sociability check (if the players gripe, explain to them that the same sort of check that allows PCs to learn the secrets of NPCs they’ve met, also applies to *them*). If he detects a trustee in their midst, he warns his men and orders the party’s capture.

If the characters manage to secure his cooperation, however, what **Loco** knows is sketched out below. Feel free to fill in the details as suit’s the tone of the conversation:

- There are some unusual places in the area where the laws of reality seem to operate under a terrifying distortion (he’s referring to **areas 12 and 23**).
- He warns the characters to stay away from the fungus found throughout this level. He claims that no one knows if it’s dangerous, but it’s better to be safe than sorry.
- He warns the PCs against trying to navigate the flooded maglev tunnels. He says there are “things”

In combat **Loco** may prove to be a difficult foe, as he wears full *riot armor* and wields a *riot shield* as well. He will use his **cattle prod** on his chosen enemy, who will always be the closest thing to a *trustee* (if there is no recognized trustee present, he will go after someone with the *Stool Pigeon* or *Mole* trait instead; failing this, a character with *Orderly* trait; and if there are none of these, any “goody-two-shoes” will do). His men will engage the other characters in groups of two, hoping to use their *Backstabber* trait to full advantage. Anyone who is subdued will be taken to the *Pit of Fire* (**area 18**) to be “executed”.

Loot: In addition to stolen furnishings, the **Nightstalkers** do have some loot taken from executed *trustees*, as well as from scrounging. These include two **riot helmets**, a suit of **riot armor** (this is damaged, but can be fixed with *basic tools* and the use of a *Rigid* component), a **mace canister**, a **riot baton**, a **slug gun**, nine **ration packs**, nine **light rods**, a 50 ft. length of rope, a can of flammable oil (used for starting fires), 500 lbs. of scavenged wood and paper products (used for maintaining fires), five cartons of cigarettes (1,000 Smokes), six **hydrogen cells**, 1 *Chemical* component, 3 *Precision* components, and 1 *Torsion* component - but no tools. They also have a small supply of **breaching rounds** (see sidebar) which they’ve used to gain access to locked cells and other restricted areas; there are eight of these special shots remaining.

18. PIT OF FIRE

This enormous chamber is essentially a broad, deep shaft descending to unknown depths of the ship. A metal walkway skirts the walls of the shaft; this walkway appears to be scorched black and is melted in places.

This shaft is pitch black and filled with the same cold air that pervades this level, but every hour or so a gusher of blinding *plasma* ascends from the deep in

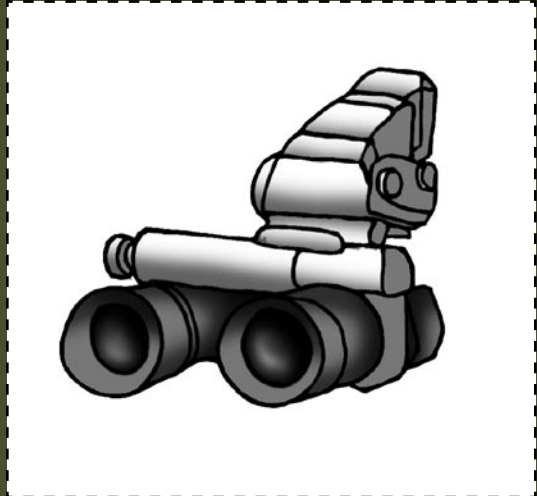
NIGHTVISION GOGGLES

Each *Nightstalker* sentry makes good use of a scavenged gizmo known as “night vision goggles”, which allows him to see in the dark - a handy tool in these lightless environs.

NIGHTVISION GOGGLES

Control Level: 2	Complexity: N/A
Cost: 5,000 Smokes	Time Required: N/A
BP Cost: N/A	Components: N/A

Originally put aboard for convict work teams operating in powerless areas, night vision goggles are electrically-powered optics that allow the wearer to see in near-total darkness. *A character wearing night vision goggles can see clearly in the dark as if she possessed a strong light source. This item requires a hydrogen cell to operate.*



a plume of white-hot fire. The origin of this fire is actually the emergency venting of radiated atmosphere from the ship’s engines, which becomes electrically charged as it travels up the shaft at high speeds, turning into a plasma-like state.

Loco (see **area 17**) uses this area for executing *trustees* who’ve fallen into his hands. Hateful of all who once served the Warden computer, he and his followers capture, torture, and ultimately bring all trustees they find here to die. That these executions occur in a flash of brilliant fire also serves as “entertainment” for the gang.

The apparatus for these “executions” is simple; a wire bed frame is suspended from the edge of the pit over the gulf. They then wait, from a safe distance, for the plasma storm to claim its next victim. Victims are incinerated quite quickly, as is the bed frame, which

often melts and falls into the depths of the pit.

If the characters come here, roll 1D12. On a roll of either 1 or 12 their arrival coincides with the phenomenon. The appearance of the plasma will be heralded by a brilliant scarlet glow from below, which seems to gradually grow in intensity, as if rising to their level. The characters have ample time to leave, but if they do not, in 1D3 turns a plume of plasma fills the pit chamber on its way up to levels above. Those present in the chamber take 3D10 damage to Health from heat and radiation.

1F. SPOOR

Select a random character, and then read the following:

You suddenly feel a warm sticky substance underfoot. You stop, but not in time to prevent stepping in what appears to be spoor.

BREACHING ROUNDS

The *Nightstalkers* discovered a cache of special ammunition, which could easily fall into the party’s hands. This new item is detailed here.

BREACHING ROUNDS

Control Level: -	Complexity: N/A
Cost: 25 Smokes	Time Required: N/A
BP Cost: N/A	Components: N/A

Breaching rounds are a special form of pistol ammunition used to breach locked doors. A breaching round is essentially a small shotgun shell fired from a conventional pistol, packing enough power to blow out a locking mechanism at point-blank range. *A breaching round does the damage of a barricade buster at a range of one square. Beyond this range the breaching round loses force and has no effect.*

The character has stepped in the *spoor* of some unknown demon. Luckily the creature that left the spoor has moved on, and will not be encountered.

Loot: Examination proves it contains one or more human bones, plus a random find from the *Random Finds* table (albeit fouled with feces).

20. EXCAVATION REQUIRED

Up ahead is a dead end, sealed by tons of fallen debris.

Each of these locations marks a part of the tunnel system that has collapsed. Characters can either seek another way around, or they can attempt to dig their way through.

Digging through a cave-in to the other side requires digging implements, as well as time. The amount of time taken depends on the number of characters digging:

NO. OF DIGGERS	TIME TO CLEAR
1	24 hours
2-3	12 hours
4-5	6 hours
6+	4 hours

Warden's Note: Note how long it takes for characters to tunnel, as they may eventually run out of light if they're not careful.

21. FALSE CASCADE

A waterfall bisects this passage, plummeting to unknown depths far below your feet. A large sign appears to have fallen down the shaft from the levels above and gotten stuck in the ice; faded letters read "LEVEL -- ESC-PE PODS"

The sign provides tantalizing hope of escape should the characters ever return here in the future, but for the time being the sign's incompleteness (the actual level number on which the pods are located has peeled off) is enough that abandoning their current mission will likely not be seriously considered.

The characters can bypass this waterfall, or they can attempt to climb the rubble-strewn wall to reach the tunnel from which the water is pouring. Doing so requires a Reflexes check for each climber, else risk falling. The tunnel entrance is only 20 ft. above the current corridor's level.

On reaching the tunnel, characters will have to brace themselves against the current, but exploration is possible. Unfortunately, the water flooding this latter tunnel comes from numerous smaller pipes, so there's no way past.

22. SAMARITAN?

You emerge from the tunnel to find yourselves at the edge of a partly-collapsed scaffold. Far below you see another tunnel, perhaps fifty feet down.

To your surprise the tunnel is not empty. From your vantage point you see a man clad entirely in a yellow radiation suit and mask in pitched hand-to-hand combat with another convict. This latter convict is most certainly a member of the UltraMax Psychos, and he seems poised to kill his rival at any moment.

The player characters are faced with a few options. First they can ignore the scene playing out below them (it's not their business, after all), or they can get involved. If they stay out of it, eventually one of the convicts bests the other, at which point the winner loots his dead foe and departs. Which combatant is victorious is up to you. If the stranger in the radiation suit won, nothing else occurs. But if the PCs knowingly let a stranger be killed by an *UltraMax Psycho* without intervening, they must all make Guilt checks or accumulate +1 Guilt (only if they had the ability to help; if the characters have no ranged weapons, then it can be assumed they had no means of intervening).

If the characters get involved (such as shooting at the 'Psycho from where they are), whether or not they hit and kill the intended target, the distraction is enough to give the masked stranger the edge he needs. With a powerful thrust he impales the 'Psycho on his shiv and wins.

The masked stranger loots his foe without saying anything, nor responding to the party's calls. Once he's finished he looks up in their direction and, after a moment of staring at them through eerily-reflective goggles, simply nods in a curt acknowledgment of debt before vanishing down a side tunnel.

Warden's Note: The man in the radiation suit is, unbeknownst to the characters, a member of the gang known as the "Fittest". Normally a member of the gang would be expected to fight his own battles (or die trying), and for better or worse the party's intervention will not soon be forgotten.

This encounter not only gives the party a chance to aid a stranger (and strike a blow at the ‘Psychos), but also take steps towards redemption - by performing a selfless act. The act also has additional repercussions that will not be immediately felt, but which may lead to future encounters with the *Fittest* in the future (specifically, in the next adventure in this series, *Oblivion*).

23. LIQUID MADNESS

You swear you can hear soft giggles somewhere nearby.

As with **area 12**, this place marks the point where Nether energies have a strong influence. As such, all manner of unpredictable phenomenon is possible here.

As the characters navigate this tunnel, a strange silvery liquid seems to pool above the characters. The pond is perfectly reflective, like a pool of mercury. The liquid soon begins to drip from the ceiling, each drop sounding like breaking glass as they hit the ground.

The liquid poses no danger unless touched. A character who touches the liquid feels agonizing pain and must make an immediate *Insanity* check or gain +1D4 *Insanity*. Note, however, that this insanity gain is not permanent, but will diminish at a rate of 1 *Insanity* per day. A character whose *Insanity* gauge increases enough to incur *Madness* only suffers from the *Madness* effect until her *Insanity* decreases again.

The fluid cannot be potted, and loses potency the moment it touches the ground.

24. RUBBLE HEAP

These halls are a maze; collapsed side passages and rubble-choked corridors branch off of the main tunnel all the time, but most seem impassable.

Characters can attempt to excavate these areas, but loose debris and unstable structural supports mean that they collapse as soon as they are cleared. The characters can usually avoid danger with a successful *Reflexes* check; otherwise they may be hurt for 1D3 damage.

Instead of excavating, careful characters can search the rubble at any of these locations. A search requires a light source plus 1D3 hours of time, and will glean the searcher(s) a random find:

ROLL ITEM FOUND

1-5	Nothing
6	Dirty but usable clothing
7	Broken furniture (may be turned into an <i>improvised weapon</i>)
8	Wiring from ceiling panels (salvageable as 1 <i>Conductor</i> component)
9	<i>Ration pack</i>
10	<i>Hydrogen cell</i> (random charge remaining)
11	Lost <i>flashlight</i> (25% chance of having a working <i>hydrogen cell</i> inside)
12	<i>First aid pack</i>

25. THE GULCH

Perdition seems to have altered the very structure of Gehenna, nowhere more visible than here. Besides the appearance of strange fungus and plant life elsewhere, the sheer physical damage to the ship from the catastrophe has devastated areas, collapsed tunnels, and sealed off entire sections. But here the claustrophobia of the tunnels is challenged by an enormous black “void”, some sort of cavity created by the sudden collapse of numerous ship levels. The tunnel you are traveling along gives way abruptly; you cannot see the limits upwards, or down.

This gigantic “cavern” was created by the structural collapse of several of the ship’s levels during *Perdition*. Its dimensions are not readily ascertainable, and would require exploration to accurately measure.

Warden’s Note: More than likely the party will turn back when presented with this obstacle, but be prepared if they insist on exploring this unusual place. Descending to the floor of the cavern should require a treacherous climb, and the bottom, littered with jagged debris, will make for a lethal landing should anyone slip and fall. Once attained, the rugged floor of the cavern can be populated by anything you like. Amidst tons of sifting debris the characters are likely to find the contents of dozens of cell blocks all compacted and devastated, including destroyed custodians as well as dozens (if not hundreds) of dead bodies.

Whatever is ultimately to be found here is up to you; the cavern could simply be an uninhabited cavity in the depths of the ship, or it could be the drainage point for flood waters elsewhere, or even the habitat of a demon/group of demons.

26. TRIPLE CATARACTS

Tired and sore from your explorations you come to the base of an almost cliff-like obstruction where the floors above collapsed to this level. Debris from the collapse lies everywhere, while a roaring stream of frosty water cascades from a gaping wound in the cliff's side. Because the fallen debris is piled virtually to the top in convenient "steps", it might be possible to climb astride the waterfall to the tunnel above.

A search of this area reveals some interesting clues, including old bandages (soiled and bloody), various used-up syringes (rusted or crushed), empty shotgun shell casings, and abandoned personal belongings (roll three times on the *Random Finds* table). These were the belongings of the fleeing *Jailhouse Giants* when they escaped Sanctuary after its fall; these items were not considered vital to their survival and were abandoned here. Though nothing here is of much use to the PCs, it is evidence that they are close to their destination.

Climbing the icy wreckage to the tunnel above is easy enough, and once they get there, the characters see another cascade just beyond. Ascending this 30 ft. cascade is a little more difficult (requiring Reflexes checks to avoid falling), but once there, the characters find themselves in another heavily-damaged corridor, sealed off except for a third and final cataract. This small cascade (only 15 ft. high) can be climbed easily, at which point the PCs find themselves at the top. A half mile down this final passage the party finds itself at **area 1** (*Chapter 4*).

CHAPTER FOUR - SANCTUARY

Eventually the characters will find themselves nearing the ruins of *cell block D9665*, formerly the location of the convict-constructed stronghold "Sanctuary". It is here, hopefully, that they will find clues as to the

whereabouts of **Johnson** and an understanding of his ultimate fate - information vital to sustaining the hope of the fledgling "gang alliance".

SANCTUARY

Sanctuary is not the same as the PCs remember it, however. The same catastrophic forces that have reshaped large parts of the ship also pushed D9665 into a similar spiral of degeneration. Weakened structural supports, collapsing corridor walls, and disintegrating interior spaces have since turned the old stronghold into a warren of precarious tunnels and crawlspaces. It now lies beyond a series of three cascading cataracts, requiring the party to climb under harrowing conditions to access it.

The warrens of Sanctuary are also now home to a single occupant. This man, the so-called "**King of the Cannibals**", was at Sanctuary when it fell, but instead of fighting alongside the other refugees he *hid*. After the defeat (and after the '*Psychos*, *Skinheads*, and *Daughters* took what they wanted from Sanctuary and left) he emerged to find a deserted ruin. Long possessed with a strange androphagic mental disorder, being surrounded by so many dead bodies tormented him. He attempted to lobotomize himself to cure his cannibal cravings, but he failed. It was a miracle he didn't die from the botched effort.

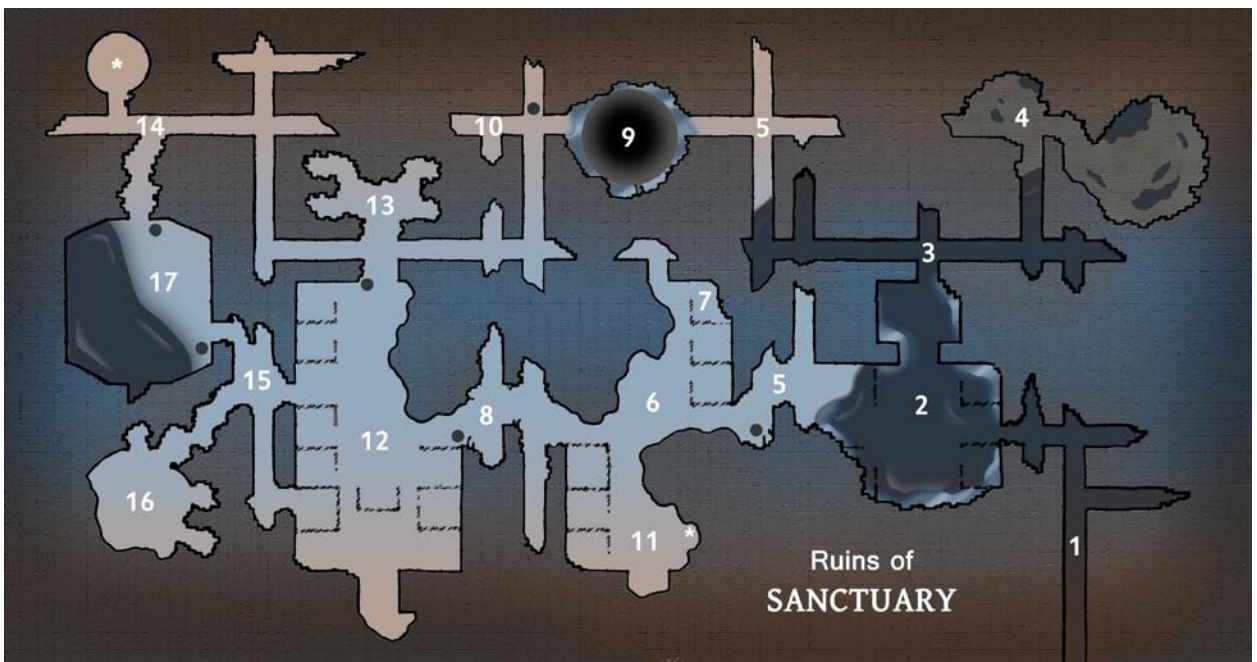
A day or so after the battle, a small group of stragglers - following outdated rumors of the stronghold's existence (but arriving too late) - discovered him. They were desperate for food and for a safe shelter, and were devastated by the discovery that Sanctuary had not survived.

The **King**, now surrendering completely to his cannibal compulsion, offered the refugees renewed hope. It's testimony to their desperation that the men and women were so easily swayed by so unassuming and uncharismatic a man, but the **King** reminded them

THE KING OF CANNIBALS

Though he looks and acts different now, the players may recognize the so-called "King of Cannibals" as none other than "Nibble", the mild-mannered androphage from *Seeds of Rage*. Nibble has come a long way since that earlier adventure, though a violent and fatal confrontation is now inevitable.

Nibble played a very minor role in *Seeds of Rage*, and it is quite possible he escaped notice, his murderous nature going undiscovered. This is the assumption in *Sins of the Past*. But what if the characters killed Nibble in *Seeds of Rage*? This can be fixed relatively easily; you can either replace Nibble with some other NPC of your own design, or instead simply assume Nibble somehow survived that earlier confrontation. Like PCs, Nibble could have been allowed a roll on the *Recovery Table*, recovering hours or even days later after the characters left him for dead. Such a twist of fate will only give him more fuel for his rage when he finally comes face-to-face with the party, as he realizes they're the same people who tried to kill him before!



that the ‘*Psychos* had moved on, the ‘*Giants* had been pushed out, and they were safe. They were also surrounded by dozens of slowly decaying bodies which, if they acted quickly enough, could be saved from corruption and made into a lasting food source...

Following his lead, the refugees descended into savagery. But soon they began to run out of “meat” - fresh or otherwise. With his people facing desperation once again, the **King** came up with a solution, a *lottery* in which a random member of their “tribe” would be selected and made to fill the bellies of the others in a cannibal feast. Over the following days their numbers dwindled as one by one the inhabitants were killed by their comrades to serve as fresh fare, until at last just the **King** and a few murderous others - the strongest - remained.

During this time the **King** - long overlooked as insignificant - knew real power and was shown real respect. It was euphoric, a sense of authority he’d never known. But it didn’t last.

One night the **King** overheard these same survivors conspiring to fix the lottery and serve up the **King** as their next meal. Feeling betrayed, seeing his little kingdom dissolve before his eyes, the **King** moved swiftly, poisoning the night’s meat. By morning he was the only one left, and surrounded by heaps of the recently dead to sustain him in his lonely reign.

A Demon of Guilt, attracted by the murder of so many, came to Sanctuary to torment the **King** in his self-imposed solitude, but he eventually drove it away through the use of a potent *weapon* (which he continues to keep at his side in case it - or any other outsider - returns to threaten his secure little hideaway).

KEY TO THE RUINS

The **King** believes he’s been forgotten, living in contented squalor far from the prying eyes of others. A brief overview of his “domain” is provided below, with entries keyed “1” through “17”.

EXPLOSIVE TRAPS

The King has prepared for the return of the **sorrow leech** (or other intruders) by putting flammable fuel in containers and leaving these containers throughout the complex. The idea is that, when fighting an intruder, he will try to corral her near one of these containers then, using his **scorcher**, burn both the intruder and the container. The container will explode, doing additional damage to the intruder.

These explosive traps are indicated with a dark circle on the map. Each container contains the equivalent of 1 *Volatile* component, and can be scavenged. In game terms, if a container is ignited (for example, if the scorcher’s area of effect covers a square inhabited by a container) it will detonate, inflicting 1D6 damage to anyone in an adjacent square.

1. FLOODED TUNNELS

The patter of dripping water echoes off the rusted metal walls of these labyrinthine passages.

These tunnels are flooded to shoulder-depth, leaving about five feet of space beneath the ceilings overhead. The water is universally murky, filthy, and *frigid*. Numerous obstructions (former furnishings, skeletal remains, collapsed wall sections, eroded pipes, and odd junk) make passage extremely difficult, reducing speed to two squares per turn.

2. ICE CAVE

You enter a large flooded cavern which was once two-stories high, but is now filled with a lake of icy cold water. This used to be the rear entrance to Sanctuary, but now enormous icicles dangle from the roof, and ice has begun to form at the edges of the water. Every sound you make echoes through the chamber, but it is otherwise silent. If you had expected to find UltraMax Psychos (or their allies) inhabiting this place, it looks like you were mistaken...

This place is eerie, but empty.

3. LONE SURVIVOR

You hear movement in the water. Turning you see something unexpected: a squalid young woman in rags standing waist-deep in the water. Her hair is wet and weed-like, hanging limply over her pale face. She regards you with an odd, vacant stare, and you imagine she must be suffering from hypothermia in this cold.



What appears to be a lone survivor is, in fact, something quite different. The “woman” (actually an apparition) resembles one of the convicts killed by the **King** and his minions, and now haunts these tunnels. However, unless a character possesses the *Sixth Sense* or *Supernatural Sense* traits, she will simply appear to be a shell-shocked survivor (otherwise the character in question feels a sense of dread around her).

The woman is unresponsive; any questions the characters have will be met with the same blank stare. If the characters begin to approach her, or begin to suspect something is up, she mutters (in a whispered voice) a strange warning:

“Make sure you bring food...”

The woman then turns and slips away through the flooded tunnel, turning the nearest bend. If the characters pursue her, once they round the corner she appears to have vanished into thin air. This calls for Despair checks (those who fail gain +1 Despair).

4. DRY CAVES

Heaps of rubbish swept by the floodwaters fill this chamber, creating an unstable but relatively dry area to climb up on.

These two chambers were once part of the maintenance areas behind the cell blocks, but they have since flooded not only with water, but with a great deal of trash. This debris creates a solid enough area for characters to walk on, allowing them a respite from swimming through the floodwaters.

The **King** and his followers never came here, preferring to remain on dry land whenever possible due to imagined dangers lurking in the water. Ironically, a cache of rations were left here when the ‘*Psychos*, *Daughters*, and *Skinheads* looted Sanctuary (the rations were left behind so they could carry away more looted weapons and ammunition).

Loot: The deeper, larger cave contains a cache of seven **ration packs**, one unused **light rod**, and a **first aid pack**.

5. BELLS

You curse when you realize you’ve accidentally triggered a tripwire. Bells and noisemakers jingle noisily, their chimes echoing through the darkness. Though you ready yourselves for a fight, nothing comes to investigate the alarm.

The **King** set up strings of metal bells and noisemakers (made from spoons, forks, empty ration tins, etc.) at these areas, so that intruders would trigger them. The sound of the alarm can be heard throughout the complex. If/when triggered, the **King** becomes aware of the party's presence and arms himself.

6. RUBBLE AND CLUES

This cavern is at least dry, but it is as dark and cold as everywhere else in this complex of man-made caves. Icy rubble covers the floor, making it an uneven surface at best.

Characters investigating this chamber find signs that it was inhabited after the fall of Sanctuary (in the form of dirty bedding made from old blankets, evidence of old campfires, etc.).

In addition, those searching will find an abnormal number of small *slips* of paper scattered about. Most of these are completely blank, but two or three have a black *dot* on one side. Their purpose is unclear.

Warden's Note: The slips of paper were used in the lotteries to see who would be killed to feed the rest. Anyone drawing a blank slip was safe, while a convict who drew a slip with a black dot became the next meal.

Loot: In one corner of the room is an unexploded *flashbang* round (for a *scatter gun*) that failed to detonate when fired during the '*Psychos*' assault on Sanctuary.

7. DEAD PSYCHOS

In this small cell you see a heap of dead bodies, none more than a few days old. The three men all have strange tattoos on their arms; they all appear to have had their legs removed with almost surgical precision.

Well after the battle, a small party of *UltraMax Psychos* was sent back to Sanctuary to make sure no *Jailhouse Giants* returned. Encountering frigid temperatures, the group expected to find the ruins empty and were taken by surprise when the **King** ambushed them. After he murdered them he dragged them here and took their legs as "meat".

A character making a Sociability check, or who has met *UltraMax Psychos* before, recognizes the tattoos on their arms as the '*Psycho* symbol.

Loot: One of the dead men still has a **syringe** filled with a dose of **redline** on his person. Due to the icy

temperatures, the syringe and its contents are *frozen*, however. It must be thawed (at room temperature) for the drug inside to be usable.

8. DUMPING SPOT

This small room, once part of the maintenance tunnels running behind these old cell blocks, is filled with what appears to be a carpet of human bones!

Call for Despair checks; those who fail gain +1 Despair.

Over the course of several weeks the **King** and his followers dumped the remains of their meals here after one of their number vanished near the *Pit* (their former dumping spot; see **area 9**). Examination of the bones shows they were all gnawed on extensively, as if to make sure nothing was wasted.

9. DEEP, DARK PIT

This huge chamber is dominated by a gargantuan pit leading into the deep. Dozens of dramatically-pointed icicles dangle from the edge. As you enter, one of these icicles - the size of a man - breaks off and falls without a sound into the darkness below.

Characters can circumvent the Pit by sticking to its edges, where an icy, narrow ledge permits one to skirt around it. The Pit itself groans with the passage of frigid air, but is otherwise dark and empty. Floodwaters fill the Pit at a certain depth, but far enough down that a fall would almost certainly be fatal.

10. WORKSHOP

This junk room is littered with bits of rusted metal, twisted and bent piping, and empty canisters. Rudimentary tools lie scattered all about, and a strong chemical odor fills the air and stings the eyes.

The **King** turned this area into a "workshop" of sorts to repair the **scorcher** he recovered, as well as to create fuel for it. Using only the most basic tools he was able to fix the weapon and produce a limited supply of flammable fuel for it.

Loot: All told there is a set of **basic tools**, 1 *Precision* component, 2 *Rigid* components, and the equivalent of 5 *Volatile* components still in this room.

11. KITCHEN AREA

Your lights sweep over crude cooking apparatus made from salvaged sheet metal and a primitive campfire. The campfire is dead and cold.

The cannibals used this area to cook their “meals”. The central feature is a large pot, in which meat was thrown to be boiled into a gruel unrecognizable to the more weaker-stomached members of the “tribe”.

Characters looking inside the pot find numerous human bones and skulls - clear evidence as to what was eaten by the inhabitants after Sanctuary fell. Seeing this gruesome evidence requires a successful Despair check (ignore this if the PCs are already aware the inhabitants turned to cannibalism) to avoid gaining +1 Despair.

Loot: Some of the implements here were made from metal rods and sharp pieces of steel taken from the ship’s hull, and amount to two **improvised weapons** (1D6) and a **shiv**.

Hidden in the small niche marked with an “*” is a box of a corrosive *detergent*, once used by janitorial custodians to clean the shower facilities. About half the box is empty (the rest could be considered to amount to 1 *Chemical* component). The **King** used this same detergent to poison those who conspired to turn on him, killing them all.

12. MAIN CHAMBER

By far the largest chamber in the complex, this former cell block appears to have been used as a living space for more recent occupants. By the look of the place it was neither the ‘Giants nor the ‘Psychos... but perhaps some other group who came here after the fall of Sanctuary?

You think the place empty until your ears detect the faint sound of something eating nearby...

Dwelling in this cave are two *Creeping Confidantes* (see *New Demons* at the end of this adventure), which were drawn to Sanctuary by what occurred here at the hands of the **King**. Though he rebuked their offers of *sympiosis*, they still linger here, feasting on what is left of his cannibalized victims. They know to skitter and hide whenever he approaches, but the characters are new and will be set upon as fresh prey when they are discovered.

2x CREEPING CONFIDANTES

PROWESS	5	SOCIAL	5
REFLEXES	4	INTIMIDATION	5
WITS	6	PSY POTENTIAL	8
WILLPOWER	4	PSY STRENGTH	10

SPECIAL RULES

Small Size, Frightening, Mocking Laughter, Symbiosis, Bite, Vile Venom.

Warden’s Note: The cannibal “tribe” lived primarily in this former cell block, though they moved about the complex freely as well. Signs of crude settlement can be found here in the form of numerous blankets, soiled and tattered clothing, crudely-made personal belongings, extinguished campfires, etc.

Loot: Lying amid the refuse is a slightly battered **camcorder**, apparently used by the *UltraMax Psychos* to film the attack on Sanctuary for “posterity” but then lost, and subsequently overlooked by the cannibals. The camcorder’s digital memory can be accessed with the right equipment (see later for details), allowing the contents to be viewed. *Whether they recognize it or not, this is the item the PCs have been sent here for: evidence of what happened to Johnson after the fall of Sanctuary.*

13. EMPTY THRONE

This small cave seems to be occupied by a large “throne” constructed of junk. The throne is empty.

The inhabitants of the ruin built this “throne” for their “king”, but since the murder of his subjects he has since abandoned it.

14. PANICKED WOMAN

Turning the bend you see a pale woman standing in the passage, a look of fear on her face.

“No!” she whispers with bone-chilling terror in her voice. “Someone switched my ticket with theirs! I’m not ready to die!”

With that she turns and runs.

If the characters encountered the *apparition* at **area 3**, the “woman” appears to be one and the same as that mysterious figure. If the characters pursue the woman, she leads them to the small circular chamber in the upper left part of the map (marked with an “*”). Continue reading:

The woman runs into a small, cold circular chamber, from which there is no escape. She seems to realize her predicament, but all of a sudden some invisible force stretches out her arms and legs and she screams. As you watch, unable to intervene in time, her arms are bloodily cut from her torso, then her legs, then her head, finally



By far the largest chamber in the complex, this former cell block appears to have been used as a living space for more recent occupants.

By the look of the place it was neither the 'Giants nor the 'Psychos... but perhaps some other group who came here after the fall of Sanctuary?



You think the place empty until your ears detect the faint sound of something eating nearby...

ending her screams. The lifeless trunk that remains falls to the floor but - as if you'd been experiencing an apparition - it vanishes, revealing just a skeletal ribcage succumbing to rot.

Call for Despair checks; those who fail gain +1D4 Despair.

The event is just an *apparition*, the reliving of an event that occurred weeks ago when one of the lottery losers, facing imminent death (and consumption) tried to flee. She was chased to this dead-end where the entire community set upon her and tore her limb from limb.

Once the apparition plays out, the room is found to otherwise be empty except for a few small slips of paper (identical to the "lottery tickets" found at **area 6**).

15. WET TUNNEL

A torrent of water drips from the ceiling of this tunnel in a steady downpour, most likely due to fractured pipes in the workings overhead.

The leaking pipes on the levels above create a sort of "rain" that washes this tunnel in a considerable volume of water day and night; most of this water is channeled into drains, but icy puddles have begun to form here and there where these drains have become clogged with detritus.

This tunnel is unexceptional except for the fact that, if the **sorrow leech** from the earlier chapter is still with the PCs, its *invisibility* can be countered here. Though it remains invisible to most eyes, the falling rainwater will still strike the invisible creature, and in doing so vaguely outline its contours (and thus reveal its location) if it is present in the tunnel.

Players may or may not think to do this, but it is the only sure way (short of going insane) to negate the creature's invisibility. It is even possible the characters have no idea the creature is with them until they come here and see the strange phenomenon first-hand...

16. BETRAYERS

A steady downpour of water drips from the distant ceiling of this cylindrical chamber, which you've entered from the bottom. Your lights reveal what looks like a frost-covered "table" made out of metal debris, around which sit half a dozen rotting corpses. The stench here is staggering.

When the **King** began the "lottery" he and his top associates came here for their meals, devouring their portion of murdered victims at the table. One night the **King** overheard the last six survivors contemplating fixing the lottery to ensure that he, the **King**, became the next meal. The **King** acted quickly, and poisoned the meat. By a stroke of uncanny luck, all six men consumed the poison and died horrific deaths.

The corpses are still reasonably intact, despite the onset of decay. An examination shows that all six men died the same: a powerful corrosive ate away their cheeks, teeth, and tongues, leaving their mouths a hollow, bloody opening. The same corrosive substance ate holes in their necks and, if their shirts are removed, left gaping cavities in their stomachs. *Seeing these terrible injuries requires those present to succeed at a Despair check or gain +1 Despair.*

Loot: The only items of interest are of a morbid bent, including six flagons made from hollowed human skulls, a pair of dice made from human teeth, and a human shoulder blade filed down to create a hatchet-like implement (treat as *improvised weapon*, 1D6).

17. KING S LAIR

Wherever it isn't submerged under murky brown water, the floor of this place appears to be a sea of rubble. This place may have once had multiple levels, but these have all collapsed leaving just this small flooded cave. It is slightly warmer here than elsewhere in the ruins, leaving the water and walls free of ice and frost.

From the darkness a voice speaks out:

UNEXPECTED HELP?

If the **sorrow leech** from *Chapter 3* is still pursuing the characters invisibly, or has entered into a *symbiosis* with one of the PCs, the party may have an unexpected ally. Though it never planned on returning to Sanctuary, now that the player characters have inadvertently dragged it here the creature will seek out revenge. Because the **King of the Cannibals** drove it out previously before it could have the pleasure of killing him, it will now turn its attentions on the **King**, focusing all of its attentions on him in an effort to destroy him.

Because the **sorrow leech** effectively "relinquishes" its former prey to turn its attention to the **King**, a PC who regrets entering the *symbiosis* with it may be allowed a chance to escape the pact - if you're feeling merciful.

"I never thought I'd see you again, I thought you would have died. I bet you don't even remember me. That's the way it is with me. That's the way it's always been. So forgettable. But look who's the last one standing now? They came here and needed my help, and I gave it to them. And what did they do? They tried to kill me. But I had the last laugh, didn't I?"

"I suppose it sent you here, didn't it? To punish me for the sins of the past? Well I drove it away once with fire - and now I'll do the same to you!"

With that the **King of the Cannibals** rises from his hiding place amidst the rusted, mangled, twisted, and uneven debris. To the PCs he looks like a plain, balding man who might have been an accountant or librarian in life, unexceptional and overlooked by a world he grew to despise for not noticing him. He has decorated his face with swirls of tribal paint, but he still seems somehow ordinary despite the mask. One would almost be forgiven for discounting the foolish cretin's ravings, if not for the burning red light that causes his eyes to glow perceptibly...

In combat, the **King** uses his **scorcher** to great effect. He will try to position his attacks to affect as many characters as possible, and to hopefully force them to fall back. He has set up explosive traps throughout the complex, and will try to trick the characters into being near these when he sets them off.

"KING" NIBBLE (MURDERER - UNALIGNED)

PROWESS	7	SOCIAL	5	GUILT	9
REFLEXES	7	INTIMIDATION	5	DESPAIR	0
WITS	5	PSY POTENTIAL	10	INSANITY	6
WILLPOWER	4	PSY STRENGTH	2	HEALTH	20

TRAITS	GEAR
Extra Health	<i>Scorcher</i>
Insane (Rage/Moderate)	10 "shots" for <i>scorcher</i>
Improvisation	Shiv
Isolation	
Lobotomy	
Obsession (Human Flesh)	
Psychobaric - Lvl 1	
Psychopath	
Seen Beyond The Veil	



Because of his *Insanity (Rage/Moderate)* trait, **Nibble** cannot avoid fighting through attempts at conversation or rationalizing. In addition, he can continue to act even after being reduced to 0 Health or lower for a total of *seven* turns.

THE END?

The adventure ends when the characters defeat the **King** and are either killed by or managed to drive off the **sorrow leech** encountered at the beginning of *Chapter 3*.

The camcorder found in *Chapter 4* (at **area 12**) will be of immediate interest to the *Jailhouse Giants*, but it also contains alarming information that will be of vital importance to the *Furies* as well. Getting that information from the camcorder's digital memory into the interested parties' hands will be easy, if and when the video recorder is brought back to the Hospital.

Needles (or whoever is in charge) will be able to jury-rig a means of reviewing the movie files. This is accomplished by hooking the damaged camcorder to an old television scavenged from the hospital's storage room (a process taking 1-2 hours). When it finally comes on for an audience of **Needles, Patch, Jelly Dawg**, and the PCs, the footage proves to be shocking:

Through a haze of periodic static come images of the battle for Sanctuary unfolding; the cameraman was obviously an amateur because the film shifts, is frequently out of focus, etc. But eventually the hectic, fragmented clips of various gunfights and loud

explosions come to an end. The final clip, apparently recorded for posterity on orders from **Blade**, shows the capture of **Johnson**.

Surrounded by heavily-armed *UltraMax* thugs, a bloody and barely conscious **Johnson** is tossed to the feet of a triumphant **Blade**. **Blade's** first few words - no doubt gloating over the surprising capture of his rival - are sadly unintelligible due to the poor handling of the camcorder by the cameraman. But the last words of **Blade's** triumphant speech are not:

"We could have been gods, if not for the plague of shortsightedness that affects you. I can't see why it isn't obvious to you, old friend. I see them for what they are, and what they will bring. All of human history was nothing but an interlude, and we are drawn back to the same point when creation was borne from chaos. I will show you Oblivion, and you will understand."

Immediately those present at the viewing begin to chatter desperately amongst themselves. Most assume the dialogue indicates that **Johnson** was in fact killed ("shown Oblivion"), but after a few moments of heated debate on what to do now that **Johnson** is "gone", **Needles** (if present; otherwise **Patch**, if **Needles** was replaced) steps in:

"Wait a minute everyone... They didn't kill him, at least not outright. The 'Oblivion' Blade referred to is an actual place aboard the ship. Before Perdition, it was the nickname of one of the most hazardous levels on Gehenna, a place of automated foundries, smoke filled smelters, and irradiated manufactories. It was part of the ship's vast underbelly, the inner workings to keep the ship running. Those rare convicts sentenced to work details there were often killed in industrial accidents, hence the name, 'Oblivion' - most who went there were never seen again."

The question, then, invariably becomes 'how do we get to Oblivion'? None of those present know how to reach it. But **Needles** does know who might...

*The efforts to find someone who can pinpoint the location of Oblivion - and thus start the PCs on the trail of **Johnson**, the one man who knows the weaknesses and shortcomings of the now-legendary villain, **Blade** - are detailed in the next adventure, *Oblivion*.*

FINAL REWARDS

For surviving *Sins of The Past*, 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 surviving the dangers and various challenges in and around the ruins of Sanctuary, the characters may each reduce their current Despair by -1D6.

BONUS REWARDS

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

- 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 avoiding combat with the **raving addict**: +25 Build Points.
- For finding a peaceful solution to removing **Needles** from his position with the '*Giants*': +75 Build Points.

For exceptional role-playing (i.e. acting in character, or otherwise pursuing a Personal Goal through actions not covered above): 10-100 Build Points.

POWER

- For helping **Big E-Z** assume control of the '*Giants*': +100 Build Points.
- For finding a peaceful solution to removing **Needles** from his position with the '*Giants*': +100 Build Points.

For exceptional role-playing (i.e. acting in character, or otherwise pursuing a Personal Goal through actions not covered above): 10-100 Build Points.

SURVIVAL

- For adopting **Killer**: +50 Build Points.
- For aiding the *masked stranger* at **area 22**: +50 Build Points.

For exceptional role-playing (i.e. acting in character, or otherwise pursuing a Personal Goal through actions not covered above): 10-100 Build Points.

ESCAPE

For discovering clues as to the location of onboard escape pods (at **area 21**): +100 Build Points.

For exceptional role-playing (i.e. acting in character, or otherwise pursuing a Personal Goal through actions not covered above): 10-100 Build Points.

DAMNATION

- For every *demon* manifested during the adventure as a result of the party members accumulating of Despair, Guilt, or Insanity: +25 Build Points (award up to two times).
- For using three or more torture techniques on **Shel**: +25 Build Points.
- For agreeing to a pact with the **sorrow leech** at **area 8**: +25 Build Points.

For exceptional role-playing (i.e. acting in character, or otherwise pursuing a Personal Goal through actions not covered above): 10-100 Build Points.

NEW DEMON

This adventure introduces a new form of demon, the *Creeping Confidante*. Game information for this creature is presented here.

CREEPING CONFIDANTE

Creeping Confidantes are low-intensity Demons of Guilt that nonetheless manage to harvest their fair share of human souls. Part of this is due to the potent venom each demon carries in its fangs, while the rest is owed to the creature's insidious way of driving men to commit horrific deeds. *Creeping Confidantes* generally manifest whenever a murder (or some other crime) has been committed, especially if the perpetrator is about to be discovered. The demon appears and quickly proposes a deal: it will consume all evidence of the deed, in exchange for a *pact*. *Creeping Confidantes* usually do this by literally devouring the remains of the crime (it can swallow entire murdered victims in moments, lap up large pools of blood off the floor in seconds, and completely digest murder weapons and other incriminating evidence just as swiftly). A sort of demonic "clean-up crew", the *Confidante* will claim to perform this service only if the perpetrator enters into a *symbiosis* with it. In reality, however, the creature is just as likely to do it anyway, because by helping the perpetrator escape accusation it increases the chances she will kill again... Physically a *Creeping Confidante* is quite unsettling to behold; it resembles an enormous, roopy centipede of overlarge proportions, its pulsating form skittering on fifty or so legs, with a head that is strangely reminiscent of a twisted, grinning *kabuki* mask.

Typical Manifestation: *Creeping Confidantes* come into being whenever a murder or other deed causes a manifestation of guilt. When it appears, it seems to skitter out from the darkness (from overhead ceiling pipes, out of a ventilation shaft, a hole in the floor, a sink/toilet, etc.), ready to consume the bloody remains of its summoner's crime.

CREEPING CONFIDANTE

PROWESS	5	SOCIAL	5
REFLEXES	4	INTIMIDATION	5
WITS	6	PSY POTENTIAL	8
WILLPOWER	4	PSY STRENGTH	10

CREEPING CONFIDANTE SPECIAL RULES

Small Size: This creature is small. Two creatures of its kind can occupy the same square on a standard battle grid.

Frightening: Characters beholding a confidante must make a Despair check or accumulate +1D2 Despair.

Mocking Laughter: A creeping confidante's *laughter* mocks those who harbor secrets or pretend to be something they are not. Anyone within earshot of the creature when it *laughs* (an attack action), who has some sort of secret she does not want her companions to know, becomes visibly *shaken* (all checks, Attack Rolls, and Defense Rolls use a dice one step worse than normal until the creature is killed).

Symbiosis: A creeping confidante is able to offer one *symbiosis benefit* to its host, in exchange for one *symbiosis cost*.

Bite: A confidante's bite inflicts 1D2 damage.

Vile Venom: A confidante's fangs drip with a poison that causes extreme agony to those who have committed evil acts. All bite attacks by a confidante inflict an additional +1 damage for each point of Guilt the victim possesses.



There are a few things to keep in mind about the region between the Hospital and Sanctuary:

This part of the ship is without power, so the characters will need to bring lights of their own. In some areas, the lack of functioning life support systems means the temperature has dropped to almost freezing levels. The PCs will traverse corridors that are slippery with ice, or are hung with ice crystals. Universally the air is cold, and human breath turns into billowing steam on leaving one's mouth.

Certain areas are flooded, requiring the PCs to wade or even swim through the dark and bone-numbingly cold tunnels.



By far the largest chamber in the complex, this former cell block appears to have been used as a living space for more recent occupants.

By the look of the place it was neither the 'Giants nor the 'Psychos... but perhaps some other group who came here after the fall of Sanctuary?



You think the place empty until your ears detect the faint sound of something eating nearby...

HAVING SURVIVED PERDITION AND MANAGING TO KEEP THEMSELVES ALIVE SINCE, THE PLAYER CHARACTERS FIND THAT THERE'S MORE AT STAKE THAN JUST SURVIVAL. VARIOUS FORCES ARE MOVING TOWARDS AN ENIGMATIC GOAL, ONE WHICH SEEMS THREATENING AT BEST, APOCALYPTIC AT WORST. WITH THE HELP OF OLD ALLIES THE CHARACTERS BEGIN TO SET IN MOTION A PLAN TO BUILD STRENGTH, SO THAT WHEN THE ENEMY S SCHEMES COME TO FRUITION THERE WILL BE AT LEAST SOME SHOW OF RESISTANCE AGAINST THE POWERS OF THE NETHER.

IN SINS OF THE PAST THE CHARACTERS WILL FACE NEW AND DIFFICULT CHALLENGES; THEIR ABILITY TO PROBLEM SOLVE WILL BE TESTED IN THEIR DEALINGS WITH FORMER FRIENDS; THEIR LEVEL-HEADEDNESS WILL BE VITAL TO PREVENTING UNNECESSARY BLOODSHED, AND THEIR ABILITY TO SURVIVE IN THE WRECKAGE OF A SHIP THAT IS SLOWLY TURNING INTO AN ALIEN LANDSCAPE BOTH COLD AND DARK WILL PIT THEM AGAINST FOES BOTH ALIEN.. AND HAUNTINGLY FAMILIAR.

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