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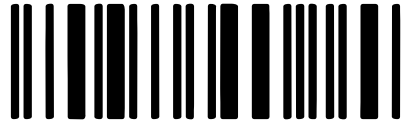
PANTERRAN MERITOCRACY  
CENSORSHIP ADVISORY

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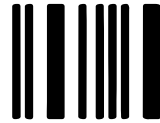
- GLORIFICATION OF WARFARE
- VIOLENCE USED TO SOLVE ISSUES
- POLITICAL CORRUPTION



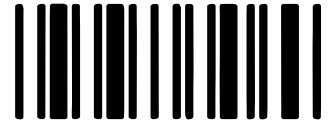
T H E



R I G H T



T O



L I V E

AN ADVENTURE FOR ABANDON ALL HOPE  
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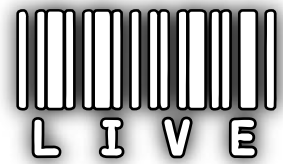
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*The Right To Live* is an adventure for the science-fiction/horror role-playing game, *Abandon All Hope*. Ostensibly *The Right To Live* continues where the player characters left off at the end of the introductory adventure, *Seeds of Rage*, though it is not necessary to have run *Seeds of Rage* beforehand. Tips for using *The Right To Live* as a means of introducing new characters are included.

*The Right To Live* features mature themes (sexual in nature) that may not be appropriate for younger players.

### SUMMARY

*The Right To Live* is an adventure that takes the element of survival so prevalent in *Abandon All Hope* and expands it to a larger scale, with far higher stakes than just the lives of a few escaped convicts. In *The Right To Live*, the player characters finally manage to find other survivors of *Perdition* with the will to try and fight against the tide of demons invading the ship, and in so doing, they become a part of something larger than themselves.

During the course of the story the party discovers a rumored “safe zone” being constructed by *Johnson*, leader of the *Jailhouse Giants*, in an abandoned cell block complex. When the PCs arrive they find the much-vaunted “safe zone” still under construction, but what the *Giants* lack in resources, guns, and coordination, they more than make up for in hope, enthusiasm, and numbers. The characters join forces with *Johnson* and the other refugees, throwing in with the fledgling community in their bid to stay alive.

But there are dark forces at work, and they are gaining power. Unbeknownst to *Johnson*, the *Giants*, or the characters, a cult of *Embracers* has begun to flourish in the ravaged remnants of the ship; the demon-worshipping lunatics of this cult have begun to build a “coalition” of their own, recruiting to their side large numbers of other madmen, as well as frightened survivors willing to sell their souls to escape a quick death. In addition, *Blade*, leader of the *Ultramax Psychos* (with whom the player characters fought in *Seeds of Rage*) has joined the *Embracer* “crusade”. Together this “army” plans on finding the *Giants*’ safe zone and destroying it.

The adventure soon becomes a race to prepare the “safe zone” for the coming onslaught of rampaging gangers,

crazies, and demon-worshippers. But the PCs face several hurdles, including the necessity of exploring the surrounding tunnels, dealing with enemies lurking around every corner, and gathering possible allies to their side. The characters will have to deal with rogue dangers that threaten the “safe zone”, cope with internal dissention, wage a political struggle for dominance (in which they can actively participate, if they’re so inclined), and ultimately the epic defense of the “safe zone” when the time for war comes... and come it will!

### SETTING

The action in *The Right To Live* mainly occurs in and around a place known as “Sanctuary”, which is the colloquial term for the “safe zone” conceived of and constructed by *Johnson*, leader of the *Jailhouse Giants*. Most of the adventure revolves around events at Sanctuary, as well as a foray that will send the player characters into the tunnels surrounding the “safe zone”.

In addition, you’ll notice there are a lot of female convicts in *The Right To Live*. This is not only part of the story, but the placement of the all-female section (alluded to at **Area 11**) serves another purpose: it gives female characters an “in” to an otherwise male-dominated setting where sexes would logically be segregated. As such this adventure serves not only to show that female cons have a role to play both as heroes *and* villains, but also is a great way to explain how female characters might join the party.

### SURVIVING SEEDS OF RAGE

Nominally this adventure assumes the player characters just survived the horrors of *Seeds of Rage*, the introductory adventure to *Abandon All Hope*. If this is the case, there is a likelihood the characters will be accompanied by one or more NPCs who also survived *Seeds of Rage*. In specific, **Dr. Needles** (the former-plastic-surgeon-turned-serial-killer) is most likely to be with the PCs (and in fact plays a large role in this adventure, as will be revealed), as may **Felix** (the child molester), **Nibbles** (the cannibal), etc.

Other than **Dr. Needles** (who joins Sanctuary’s NPCs when the party finally arrives), these NPCs can either remain in the party’s company or, at your discretion, become “absorbed” into the population of Sanctuary when the PCs arrive there and settle in. It’s up to you.

*If any of these NPCs were killed in Seeds of Rage, simply substitute another NPC of similar abilities.*

## OTHER INTRODUCTIONS

If your players did not previously go through the introductory adventure, *Seeds of Rage*, this adventure can also serve as a stand-alone introduction. You will have to keep a few things in mind, however:

- This adventure assumes the player characters are modestly armed, having taking weapons, first aid kits, and other supplies from a previous adventure. If you are using this as a starting adventure, make sure the PCs come across a weapon or two before the real action begins (*Chapter 2*).
- This adventure assumes the characters have some Build Points to spend, in the neighborhood of 200-300 BPs. However, it is not necessary for characters to be experienced to succeed in this adventure.

If you are not using *Seeds of Rage* prior to *The Right To Live*, you may consider the following adventure hooks as an alternative way of getting characters involved in *The Right To Live*:

- The characters missed out on the horrors of *Perdition*, trapped in cryo-sleep in experimental “hibernation pods”. At the adventure’s beginning the cryo-pods shut down as the result of a sector-wide power-outage, rudely expelling their occupants and waking them to the horrors of the present. If you use this option, note that you will need to tailor the adventure introduction, as well as the reactions of NPCs when/if questioned about what has happened to the ship.
- Simply assume the player characters went through events similar to those described in *Seeds of Rage*, and are thus aware of the current situation, the existence of demons, etc. Having escaped their former cell block(s), they have banded together for mutual survival, hoping to find safety in numbers if one of the prison factions can be located. Luckily, they soon come across the stronghold of the *Jailhouse Giants* (in *Chapter 1*).
- The PCs are all female convicts from a cell block in the vicinity of **Area 11**. They may know of **Lucretia** and the *Daughters of Slaughter*, having been offered probationary membership, or they may know nothing at all of the fates of the other female convicts of E-wing. *See the New Rules For Female Cons appendix at the end of this module for ideas on running women convicts.*

## START HERE

However you decide to get the player characters involved, when you are ready to begin play, read or paraphrase the following:

*Wherever you came from, whichever cell block you escaped, you now find yourselves free. Whether it was hours or days ago, the huge prison starship you were condemned to, the Gehenna, was inexplicably seized by violent rumblings one night, heralding a nightmare of catastrophic explosions, fire, and chaos. Most of the prisoners you once knew were killed outright in the event, while the rest of you somehow managed to battle your way free.*

*Since then it has been a fight for survival. The custodian robots that are the ship’s guardians seem to have largely vanished, while those that remain continue to fire on anyone found outside their cells, armed or unarmed. Fires rage in areas, weird electrical storms in others, and vacuum in still more that threatens to suck the unwitting into the lightless void of space.*

*But that’s not the worst of it. There are raving convicts out there, lunatics as well as simple, desperate men who’ll do anything to survive. Weapons are at a premium, along with even the most basic things like food or water. Electricity is systematically down in large parts of the ship, and a chilling darkness prevails. And in this darkness, things seem to be taking hold.*

*You may have encountered them personally, or simply heard about them, but the rumors seem to be true: strange alien entities which are being called “demons” have begun to attack the ship. No one knows exactly what they are, but the prevailing theory is the Gehenna has somehow found Hell itself, and plunged headfirst into it. The natives of Hell, its demonic host, have become attracted to the guilt, insanity, and despair of the ship’s trapped inhabitants, and are appearing all over the crippled, city-sized vessel.*

*Today you find yourselves wandering down a long isolated tunnel somewhere in the bowels of the ship. Whereas earlier you were motivated to escape to remain alive, the compulsion to keep moving at all costs has faded somewhat. You haven’t encountered a custodian since you set out, and the last convicts you stumbled upon were just desperate looters, with no taste whatsoever for*

cooperation. Thus, right now you have time to be cautious and examine your surroundings.

*It's been quiet for the past half hour, a fact that lends this place an eerie quality. The passage you are following is also dark, requiring you to navigate by your own lights. The corridor has been mostly straight, which gives you the distinct impression you've crossed to another wing of the ship.*

*Yet up ahead the silence is broken by the sounds of vicious hand-to-hand combat, echoing through the tunnels with a distorted quality.*

Assuming the PCs investigate, they come upon a scene of unexpected violence just a minute or so away. Illuminated in the light of a fallen **light rod** are three motley convicts, apparently engaged in combat with a single female inmate, the latter dressed quite strangely for a "prisoner".

The female convict is, in fact, a member of the *Daughters of Slaughter* (in specific, a "Silent Sister"), and she is in a frenzied state. She will attack anyone who comes near her, PCs included, intent as she is on killing all adversaries. *The PCs won't likely realize this, however, and may actually come to her aid (or simply sit the battle out and watch).*

The three other convicts are a small band of escapees from various cell blocks who have so far managed to survive by moving ahead of the danger. When they encountered the **Silent Sister** alone in these tunnels, they thought they might have some "fun" with her - but they realize now that they're in way over their heads!

The *Daughter of Slaughter* fights like a hellion, and as Warden you should stress this to the players as you describe the unfolding fight. She's acrobatic, flexible - and *brutal*. If the PCs get involved, she attacks them like any other. If they make it clear they want to help and try to assist her, she'll cooperate with them only until the other convicts are dead. If they *don't* get involved, she takes a hit or two but ultimately defeats her attackers, killing them all.

Once the battle is over, read the following:

*Bruised, battered, and covered in blood, the woman laughs an ugly chortle as the last convict is brought down. She takes only a brief moment to flash you a bloody grin, revealing that she has no tongue... She sizes you up with a glance as if committing your faces to memory, before bounding off down a dark side passage with eerily-acrobatic grace.*

The **Silent Sister** isn't interested in praise; she certainly won't thank the characters for coming to her aid. Neither will she answer questions beyond quizzical grins and strange stares (not only does she lack a tongue, she's also high on drugs). After she leaves, the characters should be left with a sense of unease over what just happened, wondering who the strange woman was - and where she's going.

### 1x SILENT SISTER (MURDERER/DAMNATION)

PROWESS	8	SOCIAL	2	GUILT	5
REFLEXES	8	INTIMIDATION	7	DESPAIR	2
WITS	6	PSY POTENTIAL	5	INSANITY	2
WILLPOWER	3	PSY STRENGTH	1	HEALTH	10

TRAITS	GEAR
Cold-Blooded	Makeshift Armor
Insane (Mild/Rage)	Shiv
Knife-Fighter	Syringe
Made Man	1 dose <i>Kaleidoscope</i>
<i>Reform School Reject*</i>	
Self-Mutilation	

### 3x MOTLEY CONVICTS (MURDERER/SURVIVAL)

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

TRAITS	GEAR
Public Menace	Convict Basic Gear
Streetwise	Shiv
Tortured	First Aid Pack
	1 Light Rod
	1 dose of <i>Redline</i>

**Warden's Note:** The *Daughters of Slaughter*, a powerful prison faction, feature prominently in this adventure, and at some point the characters will likely visit their enclave (see later for details). The *Daughter* they encounter here is merely a straggler of their gang, but this encounter serves not only to give a hint to the party of what they'll meet in the future, but also the capabilities of a single *Daughter* in combat...

### GATEWAY

Should the party try to pursue, the **Silent Sister** is able to get away without much trouble; she knows of

secret passages and side tunnels to facilitate losing the player characters, should they attempt to follow her. Eventually the PCs will return to the scene of the fight - the main tunnel - with only one option remaining: to continue on the path they were following.

*With thoughts of the strange encounter with the demented young woman still in mind, you press on down your previous path exhibiting a renewed sense of caution. You wonder where the voiceless woman came from, and if there are others like her around here...*

*Eventually you come to an enormous cylindrical chamber, through which the central corridor passes almost insignificantly. Your lights seem insufficient to pierce the darkness, but where it does touch the metal walls you see formidable features. On opposite sides of the chamber stand two tall, metal columns, at the top of which rest a pair of armored gun turrets.*

*Flashes of light - sparks - pulse from the darkness. In the weak light you see the shadow of several men: two brandishing improvised weapons, the third apparently welding a salvaged laser cutter.*

*"Halt!" one of the armed men yells.*

Whoever they are, the men are understandably paranoid of strangers emerging from the darkness, as this area is not at all secured. According to them the passages in this area are "filled with crazies" who appear and disappear "like ghosts" (these rumors refer to sightings of the *Daughters of Slaughter*, who are believed to have their own base nearby). In addition, past encounters with *demons* have left them in a heightened state of alertness.

Still, the three convicts won't immediately attack (unless attacked first), so there *is* room for conversation. The armed men, actually members of the *Jailhouse Giants* faction, initially attempt to interrogate the PCs about who they are and where they think they're going; typical questions from perimeter guards. And they are "guards" of a sort, sent by their leader, **Johnson**, with orders to try and get the two *automated turrets* in this chamber back up and running. Johnson hopes to use the *turrets* to seal off the passage leading to the next wing of the ship (where their hideout and stronghold, "Sanctuary", is located), as this is the sole means of access from the other direction.

Assuming the three '*Giants* learn that the characters are looking for shelter (or, more specifically, the rumored

"safe zone", if that's what brought them here), the convicts' immediately lighten up. The safe zone is still under construction, and new recruits are always welcome. If they show interest in going there, one of the men agrees to "escort" the party to what he refers to as "Sanctuary", which he also explains is less than a quarter of a mile away from where they are.

If the PCs ask about "Sanctuary", the convicts grin with no small pride. One of them explains that it is a stronghold already being built-up by the **Johnson** and the *Jailhouse Giants*. They've attracted over a hundred prisoners who survived *Perdition*, and together they're turning it into *fortress*. There's "strength in numbers", he reminds the characters...

**Warden's Note:** The men have not had any success re-activating the damaged *turrets* so far (though the party may get the guns up and running later in the adventure; see later for details). A character with either the *Educated*, *Improvisation* or *Jury-Rig* trait will note that the turret control computer is damaged, requiring *Basic Tools* and two *Conductor* components to fix.

### 3x FOOTSOLDIERS (MURDERER/SURVIVAL)

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

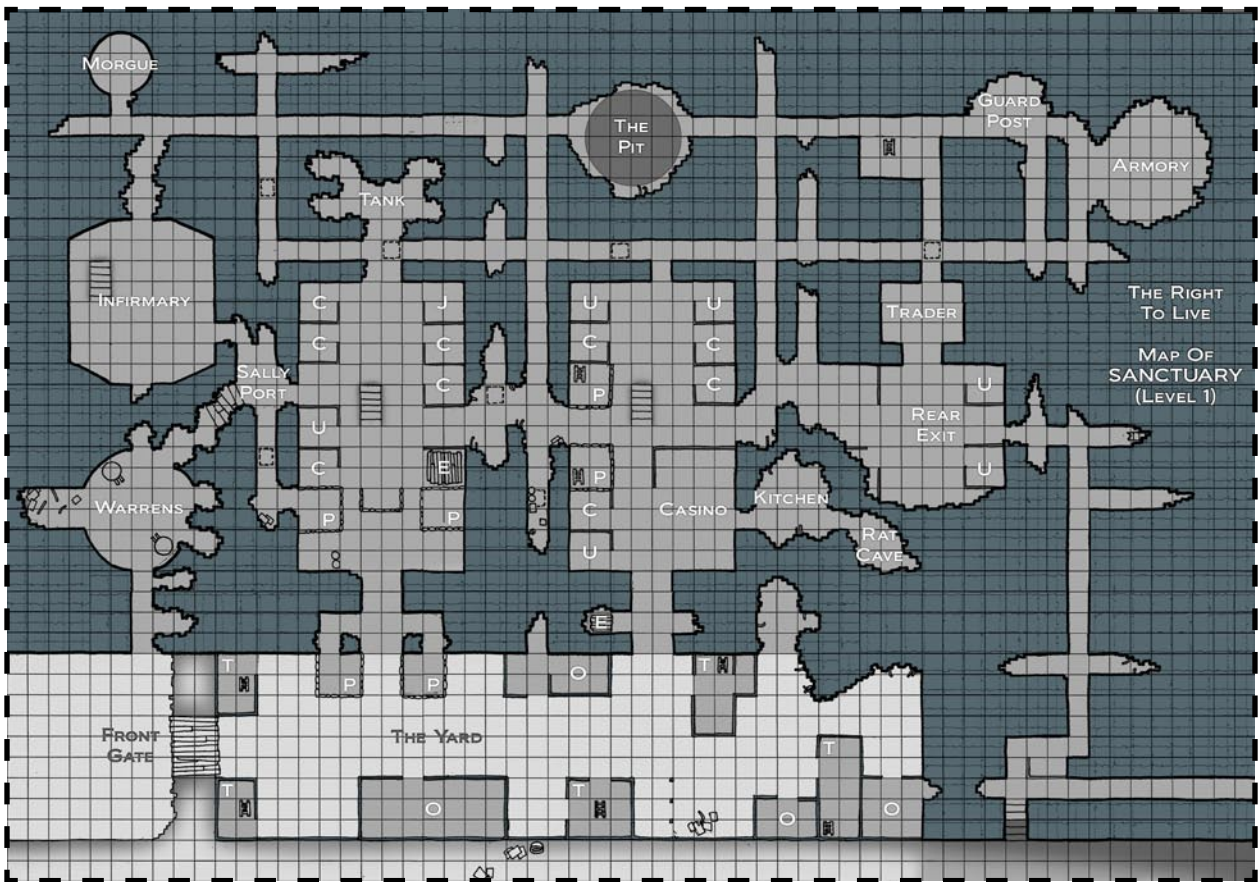
TRAITS	GEAR
Corpse-Handler	Convict Basic Gear
Looter	1 Light Rod
Made Man	Improvised Weapon (1D6)
Scrounger	
Tortured	
Tunnel Rat	

### WHAT'S GOING ON

The trip through the tunnels north to Sanctuary should be uneventful, and the passages prove to be largely deserted. The footsoldier, however, has a lot to say, and if the characters strike up a conversation, or otherwise try to glean as much information from him as they can, refer to the list below:

- 1: The player characters are not the first "refugees" the men have seen. Large numbers of disorganized convicts, escaping the terror and chaos elsewhere on this level of the ship, also managed to follow **Johnson** and the '*Giants* here.





2: Fewer refugees have been seen as of late, but the ‘Giants are still allowing outsiders to join - so long as they contribute in some fashion.

3: Though they’ve got lots of volunteers, the ‘Giants don’t have anyone with any real *military* knowledge on their side, and thus no real “soldiers” capable of defending the stronghold if and when it comes under attack. Any PC with a military background of any sort is likely to be of great use in Johnson’s plans.

4: Though *Johnson* led the ‘Giants to safety, his ability to represent everyone in Sanctuary has since come under question. As more refugees arrive by the dozen, men with other ideas on how to run the show have begun to make their voices known. It hasn’t led to unrest yet, but there’s a good chance the community will have to officially declare a “leader” soon in order to avoid chaos.

5: If the characters mention the Silent Sister they encountered, the foot soldier becomes quiet for a moment, then relates that he’s not too surprised; there have been rumors that *a complex of all-female cell blocks existed somewhere in the area before Perdition*. It’s abandoned now, to be certain, but there have

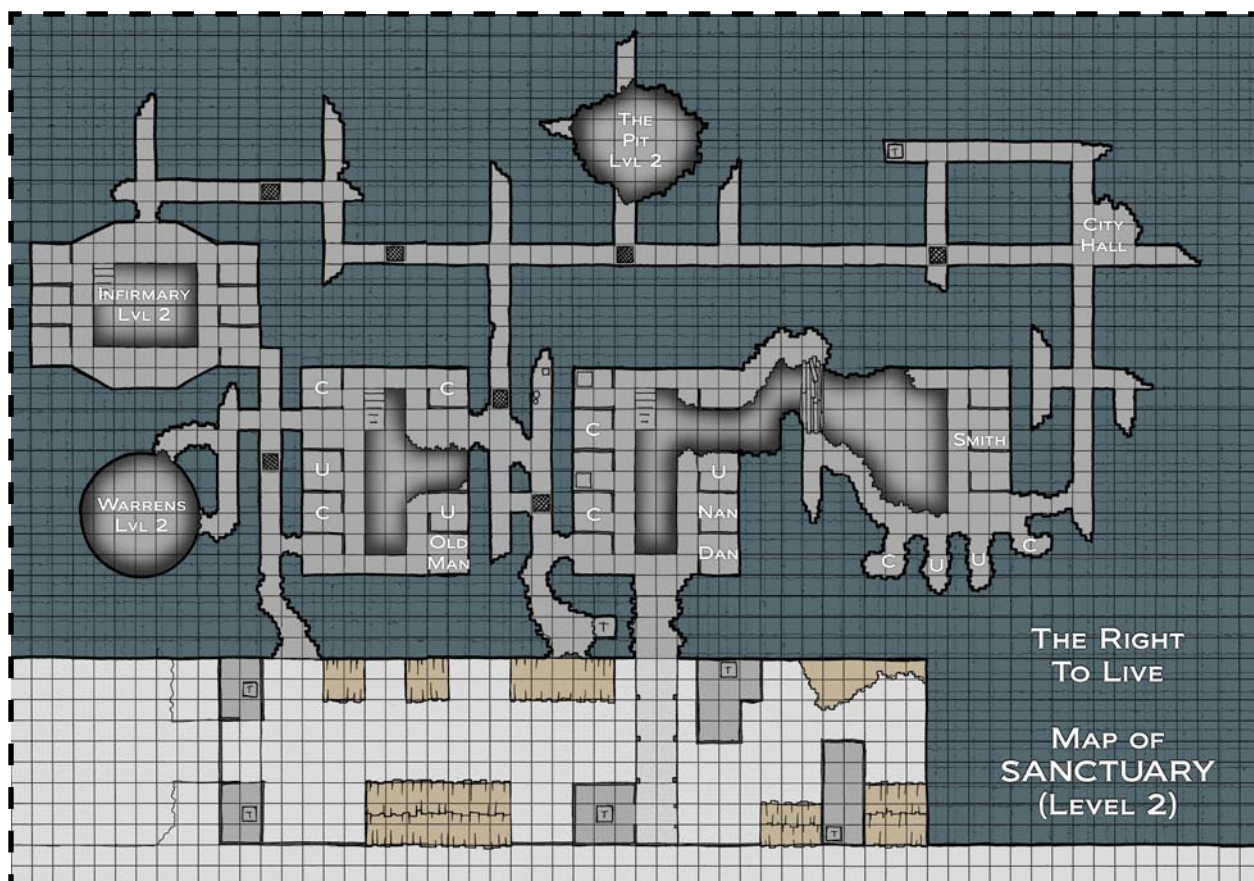
been persistent rumors of a cell of the *Daughters of Slaughter* operating in the area ever since.

6: If asked about the *Daughters*, the foot soldier can only relate information similar to that listed in the *Gangs* section of the rules.

Eventually the ‘Giants’ guard leads the party to the location of **Johnson’s** “safe zone”, the fledgling community the local convicts have come to call “Sanctuary”.

## CHAPTER 1 - SANCTUARY

The player characters are taken by foot through winding tunnels and wet, dripping ventilation shafts to what at first looks like just another maglev concourse. Resembling nothing short of a vast underground train tunnel, the enormous passage seems to stretch in both directions out of sight like a grand artery. But this same huge tunnel, it seems, is now the site of a frenzied building project; the *Jailhouse Giants* have apparently been busy constructing a “stronghold” here out of the shell of several inter-connected cell blocks, creating what can only be described as a thriving “village”.



When the PCs arrive, read or paraphrase the following:

*The Jailhouse Giants' sentry leads you down several smaller tunnels, into a maze of dark ventilation shafts.*

*"We don't know the full extent of these tunnels," he says, "how far they go or where they lead. We're pretty sure another gang has laid claim to parts of this area; their calling card - hanging the corpses of trespassers - can be found everywhere. The only safe place you can be sure of is Sanctuary, and even that's a pretty rough place."*

*Finally after fifteen minutes or so he brings you to a large maglev tunnel, not unlike the kind that connect the various cell blocks of the prison-ship together. This cavernous tunnel is ominously dark, but echoes with the unexpected sounds of industry.*

*Ahead you see what the 'Giants have been up to. Occupying a total of three damaged cell blocks, they've decided to construct a sort of "fortress" to defend their territory, and to make their stand against the dangers of Perdition. They've apparently collapsed several connecting tunnels to*

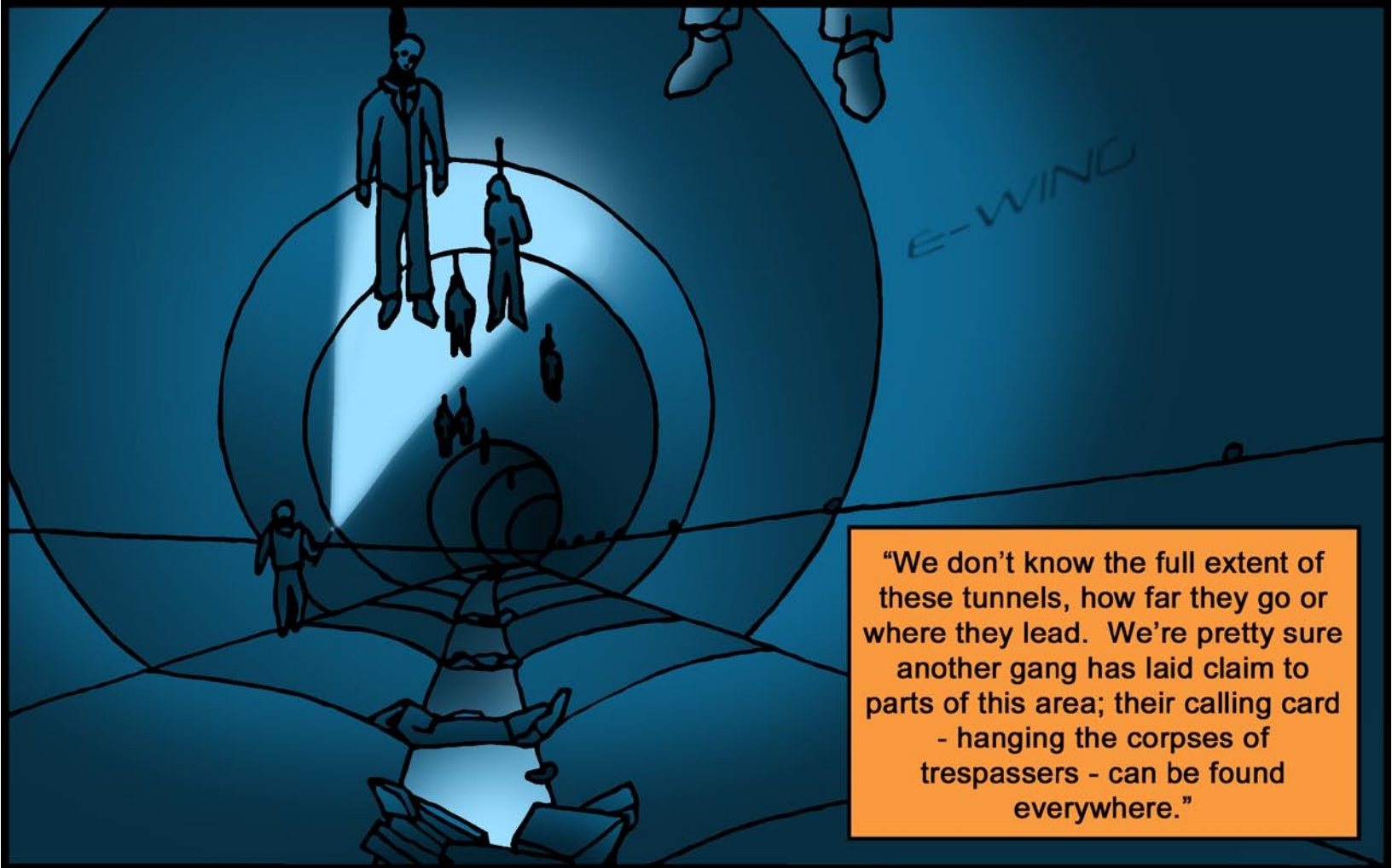
*create defensible bottlenecks, gathering rubble to construct formidable defenses including towers and a rudimentary "wall". All in all it looks very much like a sprawling medieval village as you begin to get a real grasp of the size and scope of it.*

*The foot soldier that brought you through the tunnels turns to you before speaking once more. "Might not look like much, but its home now. If you're looking for a safe place to rest, you're welcome here so long as you contribute. If you don't work, you're out. Johnson's at 'city hall'; I'm sure he'll want to speak to you and find you a place, so I'd find my way there eventually if I was you. As for me, I gotta get back to my boys. Good luck..."*

The foot soldier can offer no more aid, though if you're inclined, he may pass on some general information about Sanctuary if the PCs ask.

The characters will generally be given free reign of Sanctuary, for now at least, so long as they behave. In game terms, let them explore a bit, meet some local personalities, do some trade, sum up the strengths and weaknesses of the stronghold, and come to their own





"We don't know the full extent of these tunnels, how far they go or where they lead. We're pretty sure another gang has laid claim to parts of this area; their calling card - hanging the corpses of trespassers - can be found everywhere."



The only safe place you can be sure of is Sanctuary, and even that's a pretty rough place...

conclusions about the place. But ultimately taking shelter at Sanctuary should seem like the best plan, at least until the party can come up with a better place to go.

**Warden's Note:** If you played *Seeds of Rage* prior to this adventure, **Dr. Needles**, if present, will accompany the party here and, being rather impressed by Sanctuary, will decide to stay. He does not fade out of the picture; however, as he will still play an important part in the adventure (see later for details).

### VILLAGE KEY

A detailed description of "Sanctuary" is given below, with key points of interest detailed in order (consult the nearby maps for an idea of the "safe zone's" layout).

### ARMORY

The 'Giants have been using this isolated chamber for stockpiling weapons and ammunition in the event of an attack. The armory currently contains a small selection of weapons - certainly not enough to equip every defender of the stronghold. This cache includes:

ITEM	QTY
Beat sticks	10
Stun sticks	3
Room-brooms	3
Rubber slugs	30
Barricade busters	3
Tear gas rounds	2
Flashbangs	1

### CASINO

The "casino" is one of the few public places of recreation in Sanctuary. An original inhabitant of this area, *Convict 4419121* (known locally as "Texas Bob") had a good thing going after his fellow inmates fled during *Perdition*. Left alone with a bunch of rats for company, he was set to hold up here and sit out the chaos when **Johnson** and the 'Giants first appeared looking for a place to make their stand. **Bob** proved industrious, though, and has been serving up a menu of rat-related items to the newcomers every since.

**Texas Bob** used to live in the Midwest; his "crime" was stealing satellite T.V. for his desert R.V. He's a big fan of barbeque ("I was state champion at the *Texas BBQ Cook-Off* seven years in a row), and has put his skills to good use disguising the otherwise repellant meat he peddles.

Besides the effect the warm food has had in stabilizing **Johnson's** followers, the creation of an area for relaxation has proven an effective means of improving the general morale. As such, the casino is open to anyone at almost any hour. The inhabitants of Sanctuary have set up a bunch of cheap tables and plastic cafeteria chairs here, as well as a collection of salvaged pinball machines, dart boards, pool tables, etc. from a looted recreation center not far from the "safe zone". During all but the latest hours there will likely be a handful of 'Giants here relaxing, eating, or engaged in games.

**Bob** is joined by two others, **Ricky**, a gray-haired but charming man with an accent that gives away his Cuban ancestry. There's a rumor floating around that **Ricky** was formerly a professional croupier on the payroll of the *Family*, but whether it's true or not **Ricky** won't say - though he's good humored about it. **Ricky** knows a lot about casino games of all kinds, but actually enjoys the primitive tools he's now forced to work with; they remind him of his time growing up in the backstreets of Havana.

The other regular inhabitant of the Casino is **Vicki**, a.k.a. "the good-time girl" (at least back on Terra), in a former life **Vicki** was the light of every high society party in her elite circle, living a life of non-stop parties, booze, and drugs. Past her prime, **Vicki** still knows how to mix a mean drink - or concoct a strong drug, given time and the proper chemicals. She works as the only "waitress" at the Casino, serving drinks to the rowdy customers while dodging slurs about her lost youth - and looks.

### CITY HALL

Located on the second level of Sanctuary, this area was formerly a maintenance chamber, but its relative isolation from the general population of the settlement means privacy for whatever meetings take place here. The 'Giants have since set up a table and chairs here, using it as a meeting area for their *ad hoc* leadership, including **Johnson**, **Bradley**, and a few other senior members of the gang.

When the PCs first arrive, they will be directed here to meet with **Johnson** and the other leaders of Sanctuary. See the next section for a description of this encounter.

### CLAIMED CELLS (MARKED C)

These cells will be occupied by current inhabitants of Sanctuary. There will usually be 1-3 prisoners in each cell, though individual cells can range from spartan to elaborately-decorated domiciles (using scavenged luxuries from other 'blocks).

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**Warden's Note:** Most inhabitants of Sanctuary are looking to make a quick buck, so pickpockets are common, as well as more "honest" convicts offering specific services. Many of the "unofficial services" listed in the rulebook can be purchased here, for the typical cost in *smokes*.

#### DAN/NAN

These connected cells are hung with lace curtains and smell redolent of jasmine incense and cheap perfume. They are home to **Dan** and **Nan**, a brother/sister team who never found themselves on the right side of the law, committing petty crimes like a bad habit. They were extremely lucky to have reunited after Perdition; many families sentenced to the *Gehenna* were separated by a dozen or more levels and miles of cell blocks. **Nan** is a reasonably pretty strawberry blonde, while **Dan** is only slightly less feminine. The pair makes their living as the resident "prostitutes" of Sanctuary; **Nan** is the genuine article, while **Dan** is a loud-dressing transvestite who only finds customers in either the really drunk – or those who aren't necessarily "picky". A colorful partnership, **Nan** and **Dan** know a lot about Sanctuary's citizens, but little else.

**Nan** charges 50 smokes for her particular "services"; **Dan** ostensibly charges the same, but unlike his sister, is open to negotiation. They keep their combined earnings (amounting to 890 *smokes* in "cash", plus assorted items used for barter including a sealed **syringe**, a **pocket shocker** [no power source, however], and a dose of **frenzy**) in a cardboard box under **Dan's** rickety bed.

#### ELEVATORS (MARKED E )

An ingenious invention of the convicts, these mechanically-operated platforms (indicated with an "E" on the map) can raise up to four adult-sized humans from one level to another. Each is fitted with a mechanism allowing anyone on the elevator to operate it, but while she is employing the gears that person cannot otherwise act on a turn.

#### FRONT GATE

The *Giants* have excavated the maglev platform itself, creating an artificial "ditch" to separate Sanctuary from the tunnel proper. This ditch is wide enough to prohibit someone from jumping across, but is only ten feet or so deep. A bridge made from steel shoring has been placed over the ditch to permit foot passage.

Two **footsoldiers** are "stationed" at the front gate at all hours of the day, each armed with an *improvised weapon* (1D6). The two men have orders to keep an eye out for strangers and, if they're human, welcome

them to the "safe zone". If they see *demons* (or *custodians*), they are to raise the alarm.

**Warden's Note:** The "welcome" the player characters receive on arrival will vary on how they present themselves. The average footsoldier is fairly confident in Sanctuary's invincibility (though their leaders are not; more on this later, however), and they can be a bit cocky as a result. But new recruits are always welcome, especially those who bring news, additional firepower, or luxuries (i.e. *smokes*) to trade. The PCs are only likely to be harassed if they act out of line, and even then, the *Jailhouse Giants* footsoldiers will take them to **Johnson** to let him deal with them.

#### GUARD POST

Located close enough to the armory so that the guard here can hear whatever's going on there, this guard post is manned at all times by a *Jailhouse Giants* **footsoldier**, armed with a *scatter gun* fully loaded with *rubber slugs*. He also has a trustee whistle which he will blow to summon aid (if he does, aid - in the form of 1D6 additional **foot soldiers** - will usually arrive in 2-8 turns).

#### INFIRMARY ( TWO LEVELS)

This badly-damaged section of Sanctuary was formerly a high-security isolation block (similar to an *ultramax* but smaller and less restrictive). The *Giants* have been using it (due to its relative security and multiple levels) as a place to put the injured so that they can rest - and stay out of the way.

**Warden's Note:** When *Dr. Needles* comes to Sanctuary he eventually ends up here and, seeing the primitive nature of the "infirmary", makes it his mission to improve the facilities. He spends much of the early adventure here, cleaning up the mess and treating the injured with his *Medical Knowledge* trait - in the process learning a lot about the patients, Sanctuary itself, and the current political situation. When the PCs next see him he will have already become a part of the fabric of town, as well as a man with a plan for the inhabitants of the safe zone...

**Loot:** The *Giants* have only accumulated a pathetic amount of medical supplies, which should alarm anyone with any medical knowledge, for it is hardly enough to meet Sanctuary's needs. At the beginning of the adventure this meager supply includes just seven **first aid packs**, three **syringes**, and two doses of **cardiolax**. There is, thankfully, a good supply of knock-out drugs, in the form of eleven doses of **tranq**. Donations on the part of PCs would be greatly appreciated, but are not expected.

**JOHNSON S ( MARKED J )**

*Johnson*, leader of the *Jailhouse Giants*, resides in the cell marked on the map as “J”. This is merely his “home”, not his base of operations (see **City Hall**, below), and the old cell is surprisingly simple.

**Loot:** Johnson’s personal belongings are kept here, and include a high-quality, old-fashioned shaving kit (cream, whisk, wash basin, and elegant straight razor with mother-of-pearl handle), several pairs of sunglasses, four extra sets of comfortable black shoes on a brass shoe tree, and a cache of 500 *smokes*.

**KITCHEN**

**Texas Bob** maintains Sanctuary’s sole “soup kitchen”, where he cooks for his customers for a small fee in *smokes*. His menu is limited to rat; particular entrees include:

ITEM	COST	EFFECTS
Rat soup (Gray gruel)	5 smokes	Prowess check or become sick for 1D2 days
Rat stew (Gray porridge with chunks)	15 smokes	As <i>ration pack</i>
BBQ Rat (Roasted meat on a stick)	30 smokes	As <i>ration pack</i> (reduce Despair by -2 or regain +2 Health)

**Texas Bob** also serves some homemade “pruno” **Vicki** (see the **Casino**) made from just the right mix of janitorial chemicals and fermented *nutri-sludge*. It’s potent but potable stuff, the closest thing to alcohol most inhabitants of Sanctuary have available. It goes for 10 *smokes* a cup, but has no game effect.

**Loot:** **Texas Bob** has a number of tools used in cooking, which could be employed as *improvised weapons* (1D4). There are a total of four such implements.

He also keeps his stash of smokes hidden under a heap of rags behind the cooking area. This stash amounts to 730 *smokes*.

**MORGUE**

Formerly part of the ventilation system behind the cell blocks proper, this cylindrical chamber has since been turned into a makeshift *morgue*. Gurneys bearing a half dozen dead inmates (most having passed away recently, from injuries sustained during *Perdition*) are kept here in isolation for hygienic reasons, at least until a means can be devised for disposing of the corpses.

**OLD MAN**

One of the more overlooked inhabitants of Sanctuary, the figure they simply call “The Old Man” gets by selling basic services: polishing shoes, mending clothes, giving shaves and haircuts. He does it all unobtrusively and with a practiced hand. Some wonder how the Old Man came to be here, aboard the *Gehenna*, but he isn’t talking.

The Old Man charges 5 smokes for a shoeshine, 5 smokes for a haircut, 25 smokes to wash someone’s clothes, and 50 smokes to do actual clothing repair.

The Old Man can usually be found here, though he sometimes visit’s the Casino to offer his services to new faces, or the Trader’s, to acquire polish and other basic supplies.

**Loot:** The old man keeps a total of 250 smokes in his cell as his “savings”.

**OUTBUILDINGS ( MARKED O )**

These structures variously serve as guard posts, barracks for foot soldiers, storage spaces, and sorting spaces for junk being brought in as building materials. None hold anything of particular interest to the player characters.

**PILLBOXES ( MARKED P )**

Those areas indicated with a “P” represent squat structures (or “bunkers”) built from scrap metal and fitted with slits through which defenders can observe and/or fire weapons. But since firearms are exceedingly rare here, they are more for show than anything else (at least for the time being).

**Warden’s Note:** A character inside a pillbox can only be harmed by ranged attacks (melee attacks can’t generally get through the narrow view slits), and even then all ranged attacks are made with a -4 penalty against someone under inside the bunker.

**RAT CAVE**

Formed when part of the third cell block in this area collapsed, this small “cave” is where **Texas Bob** (see **Casino**) keeps the rats he uses to cook his meals. The rats are kept alive, ensuring that meals are “fresh“. A gate made from metal shoring seals the entrance to the pens to prevent the rats from escaping.

**Loot:** A niche in one wall of this cave, cleverly hidden by debris, contains a secret stash that not even **Texas Bob** is aware of. This stash, once the property of a fixer who inhabited this cell block (before *Perdition*),



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**NO CAMERAS PLEASE**  
Player characters will notice at some point that all of the typical security cameras in the area of Sanctuary are either missing or smashed. If they ask the locals about this, any *Jailhouse Giant* will explain that the cameras were destroyed on **Johnson's** orders. **Johnson** doesn't want the Warden computer of the ship knowing what they are up to, for fear of the computer mistaking their defensive efforts for a "riot" and sending a company of Enforcers to "disperse" them.

consists of a half-dozen packets wrapped securely in black trash bags. All but one of these packets contains a significant amount of *cocaine*. How he got these drugs aboard is anyone's guess, but altogether the stash would be worth 2,000 *smokes* to an interested buyer. The last packet contains a **slug pistol** with a full clip of **ammunition**, wrapped meticulously enough that it is still in perfect working order.

**REAR EXIT**

This emergency exit from Sanctuary is kept locked at all times, as it provides access to the underground maglev tunnels to the east. **Johnson** built Sanctuary here partly because of these tunnels, which he believes may provide a place to flee to in the event Sanctuary is compromised.

**SALLY PORT**

The sally port, located just beyond the small squatter camp, was designed as a secondary escape route, and a means for the defenders of Sanctuary to sally forth in the case of a siege. It is usually guarded on the east side by a single **foot soldier**, who has orders to keep it closed at all times and report suspicious activity at once.

**SMITH**

This area smells of smoke and oil, and during the day a whole lot of noise comes from here. Formerly a trio of cells on the second level, the *Giants* converted these into a crude "smithy" for hammering and shaping metal intended for Sanctuary's defenses, as well as any general metalwork needed for domestic reasons. The smoke from the fires here are drawn up the ventilation shafts to some other distant level of the ship; a heavy grid work of steel mesh put in place by the *Giants* prevents anything from entering via the same shafts.

**Warden's Note:** The stronghold's "smith", *Convict 2557812*, a.k.a. "Ringo", was formerly a tattoo artist involved in the drug scene. He also has a piercing fetish (piercing was also a large part of his Las Vegas-based business), working metal for fun – and now for function as well.

**Ringo** can do minor metalworking jobs for the characters, but in general he is too occupied with domestic duties for unusual projects (i.e. he can't make anything for them). However, if the characters get on his good side he may be willing to part with one or two of the miscellaneous components his men have scrounged up for him, including a set of **basic tools**, one **Conductor** component, one **Precision** component, and fifteen **Rigid** components.

**TANK**

Unruly members of Sanctuary's population are sent here, a sort of "holding area" (or "prison") for those who can't or refuse to gabdive with the *Giants*' rules. These crude niches are extremely primitive, and the only light comes from the torches of passing guards.

The *Tank* is not usually guarded, but if a prisoner brought here is particularly dangerous, 1-2 **foot** soldiers may be stationed here to watch him/her.

**THE PIT ( TWO LEVELS)**

Perhaps a concession to the innate savagery of its citizens, or a cunning means of distracting from Sanctuary's precarious (and perilous) existence, is "the Pit". The Pit, for lack of any better term, is the community's "sports coliseum", or more accurately, its *gladiatorial arena*.

The Pit is an enormous shaft that runs through the ship near the vicinity of Sanctuary, and tunnels connect it to the settlement proper. The "pit" descends to an unknown depth below, and those who listen can hear, in the distance, raging *water*. The Pit once ascended upwards in a similar fashion, but the levels above collapsed, so that it now "ends" on this level.

To ensure some semblance of "domestic tranquility", **Johnson** established the Pit as a means for feuding members of the population to settle their disputes. Wherever an agreement can't be met, the two men at logger-heads are brought here to fight to see who's right - and who's not. Bitter disputes are fought here, but they are also expected to *end* here, and once a fighter is defeated he is expected to honor this rule; those who

do not face banishment (a terrifying prospect after Perdition).

On the lower level the shaft features a metal grillwork that gives it a semi-stable “floor” for contestants to fight on. No one knows quite how deep the Pit is beneath this metal floor. The upper level is open, and often serves as “box seats” for spectators (often reserved for the “elite” of Sanctuary, such as **Johnson, Bradley**, etc.). The settling of disputes in this arena has become popular entertainment (naturally), and the inhabitants of Sanctuary often look forward to the bouts fought here, gathering *en masse* to witness the savage fights. People cheer or jeer, food and alcohol is consumed in great quantities (when available), and bets are frequently placed on who will win and who will lose.

**TOWERS ( MARKED T )**

The ‘*Giants* have constructed two-story towers here and there along the outer wall, each marked on the map with a “T”. These towers were intended to permit the sentries a better field of view of the enormous and poorly-lit maglev tunnel approaching Sanctuary. Most of the tower tops are accessed via a makeshift ladder or rope (this requires a full turn to ascend/descend).

At any given time there is a 50% chance there will be a single **footsoldier** on duty atop a tower.

**TRADER**

Sanctuary’s resident “fixer” makes this area his “shop”. *Convict 7511091*, “Jelly Dawg”, is in fact **Johnson’s** cousin as well as a longtime member of the *Jailhouse Giants*. As a rule the scavenging teams sent outside Sanctuary’s walls are to come here with anything of interest, at which point **Jelly Dawg** assesses the item, fixes the item (if need be), and finds a place for it.

Any other item that is not immediately needed goes up for *sale*. Thus, player characters may have a chance to buy things from **Jelly Dawg’s** shop. Note that in addition to accepting *smokes* in payment, **Dawg** is even keener to barter, since miscellaneous items that might have some use as tools, weapons, etc. are currently more valuable than simple cigarettes to the community. Note that **Dawg** is strongly community-minded; he doesn’t run this business for personal profit so much as to gather resources for Sanctuary as a whole.

Items to be found on sale will vary depending on the influx of refugees, but here is a typical day’s “merchandise”:

ITEM	QTY	COST SMOKES	COST GOODS*
Batteries	4	80	40
Flashlight	1	150	100
Hydrogen cell	1	100	50
Ration packs	2	50	25
Tools, rudimentary	1	300	250
Tools, basic	1	750	500
Radiation suit	1	750	500
Fire extinguisher	1	100	75
Rope (per 50 ft.)	4	50	30
Chemical components	3	250	150
Pressurizing component	1	200	100
Rigid components	4	50	25

\* PCs can generally get a better price if they have items to trade, since *smokes* are not as useful at the moment to the inhabitants of Sanctuary.

**UNOCCUPIED CELLS ( MARKED U )**

There are a fair number of unoccupied cells remaining in Sanctuary. These cells have room for up to four inmates, have typical barrier-walls and doors rigged so that they can be latched from within. Most unoccupied cells are very primitively furnished, as the beds and other features were stripped by the current occupants.

The player characters will be free to take up residence in any area marked “U” when they arrive at Sanctuary.

**WARRENS**

Just outside of a “secret” entrance to the settlement is a small “village” of niches and poorly-excavated “caves”. This “village” was constructed from a previous gun turret corridor (the gun turrets were destroyed during Perdition), and is cluttered with debris. The convicts here have “tunneled” small warrens in the surrounding walls to make homes for themselves.

The only convicts to be found here are those who have been denied entrance to Sanctuary. This currently consists of seven inmates with lice, three inmates showing signs of lethal STDs, one with tuberculosis, and a pair of *mutants*. These sad individuals are not allowed in Sanctuary itself, but beyond being segregated they aren’t treated too terribly, though being *outside* of the walls (instead of *in*) leaves them with an increased level of anxiety. All of these misfits should be treated as **Joe Averages**.

**Warden's Note:** The niches occupied by the misfits are simple and crude. PCs coming here to explore will be met with sorrowful stares or jealous sneers. Still, trading is possible, and if the characters bring luxury items, food, or smokes, the misfits can muster 1D4+1 rolls on the *random finds* table for trading.

## TWELVE INHABITANTS OF SANCTUARY

To help flesh out the convicts and refugees to be found at Sanctuary, a list of random NPCs is provided here. Whenever the characters stumble into someone new, you can simply roll on the table below to see who they meet:

1. An unusually amiable convict eager to make friends with the PCs. Unbeknownst to the characters, the convict (treat as a **Fixer**) has come to Sanctuary not for safety, but in search of a *drug stash* rumored to have been left here in the chaos of Perdition. The convict knew a fixer who once inhabited one of the blocks that is now part of Sanctuary, and believes his stash is still here. The convict might easily try to hire the characters to burglarize occupied cells in Sanctuary to find the stash (it's actually in the **Rat Cave**); he might be willing to go as high as 100 *smokes* apiece to secure their "services". Of course, doing so would put them at risk with the "authorities" of Sanctuary, and possibly get them expelled if they're caught.
2. A hulking brute they call the "Painted Man", who speaks little English (treat as **Thug**). He's covered from head to toe in tattoos depicting demons and succubi, a fact that does little to endear him to the other inhabitants of Sanctuary, considering what's happened as of late. He could simply be a thug, a misunderstood oaf with a soft heart, or he could in fact be an agent of the *Embracers* (or *Daughters of Slaughter*) sent to infiltrate Sanctuary and keep tabs on what's going on behind its walls.
3. A jittery young man who is looking to join with a group (treat as **Joe Average**). He hides a secret, however, having deserted his last party when they really needed him in a battle against a *Panic Feeder*. He has since been wracked with guilt - and nightmares - over the event, and he habitually drinks to forget. In reality he has attracted the attention of a *demon of guilt* (Warden's choice), which is slowly attempting to influence him and seduce him into a *pact*. If this occurs after the man joins the PCs, the demon could well force him to turn on them and repeat his previous cowardly act.
4. A moon-faced boy who looks to be no older than 14 (treat as **Joe Average**). This kid originated from a specific ward several levels below Sanctuary, one set aside for the incarceration of repeat juvenile offenders. According to the grapevine the boy was sentenced for arson, sabotage, and malicious manslaughter, but he claims he previously fought for a Resistance-style underground opposition fighting against the New Regime. The boy does have some skill at demolitions (again, which he claims he used to oppose the New Regime), and might be a useful member of the party... if what he says is true, that is.
5. A tough young woman with a Special Forces tattoo on one arm, who claims to have been a colonial marine in the last war before being shipped off for "re-education" (treat as **Thug**). Extremely fit, and with an out-of-control violent streak, the woman is eager to join a group that will do more than just "sit around behind these walls". Though abrasive and difficult to get along with, the woman is an expert with weapons of all kinds.
6. A mousy middle-aged man with a head injury that is still recuperating (treat as **Chester**). He claims he was a captive of the *Daughters of Slaughter*, who were going to castrate him when he escaped. Before he got away, however, he saw their leader, whom he calls "the whore-queen", describing her as a staggering beauty with black hair streaked pink. He even claims she can reach into a man's *mind* and speak through thought alone. The man is a terrified wreck, and refuses to leave Sanctuary for anything.
7. Sanctuary's resident lunatic and "village idiot" (treat as **Religious Crazy**). No one is quite sure where he came from, but he rants now and then about the "boy-king", referring to an imaginary figure he claims rules over the patients of a former *mental ward* several levels beneath where Sanctuary now stands. In reality the lunatic wandered away from one of the ship's high-security *sanitariums* sometime during Perdition, and is now an endless source of colorful tales; he claims the place he came from is inhabited by freed lunatics and scampering "gremlins", and is the abode of an enigmatic child who has shaped the very fabric of the ship with the power of his mind.
8. An old convict who's clearly seen his share of jailhouse fights (treat as **Thug**). Keeping largely to himself, if a character somehow manages to befriend him he proves to be a font of practical knowledge, prison stories, and details about other convicts most people don't know. He's also a skilled fighter, and given a few days he might be able to teach the basics of *Comstock Style* or *Jailhouse Rock* to a character looking to pick up those traits.
9. A group of gangers (treat as **Thugs**) bearing identical tattoos of a coiled red dragon, hanging around and causing trouble. Formerly members of

a large and powerful Asian gang (the “Dragons”) destroyed during Perdition, they don’t quite know how to fit in with the *Jailhouse Giants* and chaff under authority. The gangers could cause the PCs a headache with their minor annoyances (bullying, intimidation, etc.), but a character with strong leadership skills (or Intimidation) could actually recruit them for the cause of defending Sanctuary; if this were the case, add +10 to the number of defenders in the Defender Pool for the final battle (see *Chapter 4*).

10. A quiet young woman who tries to avoid trouble (treat as **Joe Average**). This would seem only natural (women are more often prey in prison), but she always seems to be in the right place and the right time, whether eavesdropping or observing the changing of the guard. The PCs might come to suspect her as an agent of the *Daughters of Slaughter*, but in reality she is a member of the *Furies*, another all-female gang. A cell of *Furies* is in hiding in the nearby tunnels (see **Area 8**, later), observing what’s going on with Sanctuary. The *Furies* aren’t sure whether or not to get involved, and have thus sent a scout into Sanctuary to get a better idea of **Johnson**, the *Giants*, and their chances of winning against the *Psychos*, *Daughters*, and *Embracers*. The woman is that scout, and if she’s impressed by the PCs or their actions, she will report back to her superiors at **Area 8** in an effort to convince them to throw their strength in with the *Giants* in the coming battle.
11. A malnourished man (treat as **Maniac**) with a thousand-yard stare who claims to have barely escaped D-wing (to the east of Sanctuary) before the *UltraMax Psychos* locked it down, trapping everyone else with them. He claims strange things are brewing back in D-wing now that it is cut off; he says a bloodthirsty “cult” has risen among those who survived Perdition, worshipping demons and reveling in the oncoming “End of Days”. He has no proof for these claims, but his tale is soon corroborated by other refugees coming from that direction.
12. A desperate looking fellow who is trying to gather as many supplies and smokes as he can before he takes off (treat as **Fixer**). A self-proclaimed survivalist, he claims he’s only in Sanctuary to stock up and trade before he leaves; he doesn’t want to be here any longer than he has to, putting no faith in the *Giants*’ “safe zone”. The man is looking for *first aid packs*, *ration packs*, and other survival items, and will pay 100% cost to acquire them. He’s also selling information, if anyone’s interested. He claims to know where there’s a fully-stocked *armory* in the area, but to pinpoint its location he demands 500 smokes up-front.

If paid he will give the party directions to the “armory” (**Area 10**; see later), and will warn them that it is heavily defended by at least one **enforcer** custodian.

## MEETING WITH JOHNSON

Once the characters have explored Sanctuary, they are eventually escorted to a small maintenance chamber on the second level (either on their first day or soon after) which the inhabitants of the settlement have come to call “**City Hall**”. Here they are to meet with **Johnson**, the current leader of Sanctuary.

*The name, Johnson, is familiar to you. Before Perdition he was the leader of the Jailhouse Giants, and after that catastrophe he apparently managed to keep his people together despite the chaos. No small task. Coming into his presence, you realize you’ve seen him before, but usually surrounded by gangers or across a crowded cafeteria. Wiry, lean, and dark, he wears his prison overalls neatly buttoned, somehow even managing to find a pair of stylish sunglasses which he also wears habitually. But up close you find yourself surprised at his true size and age - only five-and-a-half feet tall, and certainly nearing forty years old with a steel tint to his short-cropped hair. But his face, hands, and arms are crisscrossed with the ugly welts of old slash wounds, a reminder of his legendary reputation as a knife fighter.*

*Johnson’s hand-assembled “council” consists of a small group of men, some armed, others not. A few appear to be mere “soldiers”, though one stands out from the rest - a tall man with strong features and a well-groomed head of thick, white hair. This man’s eyes sparkle with intelligence, but unlike Johnson, his prison clothes seem completely out of place on his frame. Instead he looks like he belongs in a tailored suit, or on television, or behind a podium.*

*Once the door to “city hall” closes behind you, Johnson stands at the head of the table and speaks.*

*“Welcome to Sanctuary, new meat. I hear you’re from cell blocks towards D-Wing. It’s good to see someone escaped; they’re saying the Ultramax Psychos locked down the exits leading there shortly after things started going to hell. Don’t know what the ‘Psychos are doing down there, with no one there to watch them, but it can’t be good. And since the ‘Psychos have laid claim to a part of the ship that ain’t that far from here, I’m sure I’ll be losing a lot of sleep over it.*



“Let me introduce myself, if you don’t know of me already. The name’s Johnson, coz’ that’s what the bitches remember best about me - my Johnson.” The men chuckle darkly at their leader’s prison-humor, but he continues. “I used to be with the Jailhouse Giants. I say ‘used to’ because I’m still not sure how the old loyalties are holding up in this crisis. I’m not even sure if the rest of the ‘Giants exist somewhere out there beyond these walls. But I still believe in teaching others to fight for themselves, and that’s what we’re gonna do.”

He gestures to the tall white-haired man. “This pasty motherfucker is Bradley. Politician in a former life, senator or some shit. Not much of a hardcore convict like you and me, but he knows people and can keep them in line. I’m finding that’s more and more important every day.”

(At this point PCs can make *Sociability* checks to learn about **Senator Bradley**; see later for details on this figure).

Johnson continues:

“Now listen up. I’ve seen and heard a lot of strange things since things went to shit. I’ve fought these things, these ‘creatures’. With my own hands. Killed a few of ‘em too. I can’t say what they are. Everyone’s got a theory, but I’m not much for science or religion, so ultimately it don’t matter to me if they’re demons or aliens. But what I won’t tolerate are those bitches who refuse to acknowledge what is happening. So if you’ve got a problem with me believing in ‘demons’ or ‘aliens’, get the fuck out of here right now.”

Assuming no one refutes his claim, Johnson continues.

“You’re welcome to stay as long as you remain useful. Find a cell, or a cave, and it’s yours. But we don’t want no freeloaders here, and we’ve got to be ready, so everyone has to be prepared to fight. We haven’t seen any demons in a while, but I’m not going to celebrate just yet.

“We’re still seeing new arrivals every day, many from parts of the ship we thought cut off. There are lots of convicts, and once the confusion fades, tempers are sure to rise. Right now inmates are just looking for safety and security, a place to run from the madness. But once the dust settles, and they’re no longer grateful for their lives, who’s to say what they’ll want or do?”

“On top of this we’ve been hearing some strange reports about the area west of here. Refugees coming from that way say some of the tunnels in that direction have flooded with water - of all things - and others report companions vanishing after exploring the side passages.

“There have also been sightings suggesting that the Daughters of Slaughter have settled in somewhere around here. Before things went to shit they were known to maim those who threaten territory they staked out; I can only imagine what they’d do without the custodians on their backs.

“So as you can see, we’re facing not only the threat of the ‘Psychos and whatever ‘creatures’ have begun to attack the ship, but also possibly the Daughters of Slaughter and some unknown killer - or killers - west of us. On top of that there’s the danger of discontent from within. We’ve got to stay strong and alert if we’re going to survive. And we’ve got a lot of work to do.

“That’s where you come in. Of all the sorry fucks I’ve seen come to our walls, you actually look pretty competent. I need people like you. Instead of dinking around gathering scrap, you can pay your way by doing odd jobs for me. What do you say?”

Presumably the PCs will agree. **Johnson** asks each character’s name and what skills he can contribute. He knows many convicts are reluctant to say too much about themselves, so he doesn’t pry - or judge. He simply wants names to put to their faces, and learn what they’re useful for.

**Dr. Needles**, if he is still with the characters, identifies himself as a *doctor*, much to the glee of **Johnson**, **Bradley**, and the others present. **Bradley** informs the party that Sanctuary has no one with any real medical knowledge, and that **Needles**’ skills are sorely needed. **Needles**, sensing an opportunity to not only make himself useful but also *invaluable*, agrees to apply his medical knowledge to the treatment of Sanctuary’s sick and injured. **Johnson** and **Bradley** prove to be more than accommodating for the man, giving **Dr. Needles** free reign of the *Infirmary*. **Dr. Needles** ultimately parts company with the characters, no longer taking an active role in their explorations, though he will be here if they need him.

## APPLYING SKILLS

**Johnson** is in desperate need for talent; his efforts to erect a “safe zone” have attracted a fair number of

refugees, but only a handful of them have any skills useful to bettering Sanctuary. That’s where the PCs come in.

Over the course of the next day or so, **Johnson** confers with the PCs to see how they can best serve the community. Skilled characters will begin to realize what is missing, and what could be improved in **Johnson’s** little “stronghold“, and their suggestions do not fall on deaf ears.

In game terms, the player characters have a chance to improve the infrastructure of Sanctuary by lending their knowledge and expertise to the *Jailhouse Giants*. The following is a list of potential “improvements” the PCs can think of and suggest to **Johnson** and **Bradley**. To suggest an infrastructure improvement to the council, however, at least one PC in the group must have the required Trait linked to it.

**Establish Scrounging Patrols (Required Trait: *Scrounging*).**

The surrounding prison blocks, though deserted, may still hold a great deal of material and supplies of use to Sanctuary. Sending out scroungers to gather this material would be highly useful.

**Devise a System for Screening Refugees for Threats (Required Trait: *Medical Knowledge*).**

The threat of refugees bringing sickness and disease, or infiltration by agents from other factions, can best be countered by setting up a system for “screening” those who wish to enter Sanctuary.

**Establish a System of Scouts to Patrol The Vicinity (Required Trait: *Military Experience*).**

Keeping Sanctuary safe from outside threats can best be accomplished by setting up a system of scouts to detect danger well before it arrives.

**Establish Rotating Guard Duty (Required Trait: *Military Training*).**

To prevent fatigue among Sanctuary’s already beleaguered defenders, establishing a system of rotating guards and sentries will be necessary.

**Devise A Rudimentary Alarm System (Required Trait: *Improvisation*).**

Even something as simple as tin cans strung on a wire at crucial junctions might give the defenders of Sanctuary some warning of impending attack.

Each infrastructure improvement will take the entire efforts of one PC for 1D2 days. For a character to implement the improvement, she must have the required trait AND pass a suitable attribute check.

Suggesting and implementing improvements to Sanctuary’s infrastructure should make the PCs feel like they’re playing an important role in readying the settlement for the unknown; it will also earn them bonus BPs at the end of the adventure.

But don’t just leave this section to a few dry dice rolls; you can incorporate minor events/encounters to show that the improvements have had an effect (for instance, if they set up a screening process, they might catch someone trying to infiltrate the compound; if they sent out scouts, maybe the scouts find refugees and lead them back to Sanctuary, earning a few extra defenders for the Defender Pool for the final battle).

## CHAPTER 2 - SURVEYING

Besides helping assess and improve the infrastructure of Sanctuary, **Johnson** needs the player characters for “odd jobs”. The first of these will be a vital *scouting mission*. When the PCs are ready, they are summoned to City Hall for a meeting with **Johnson** and the rest of Sanctuary’s leaders.

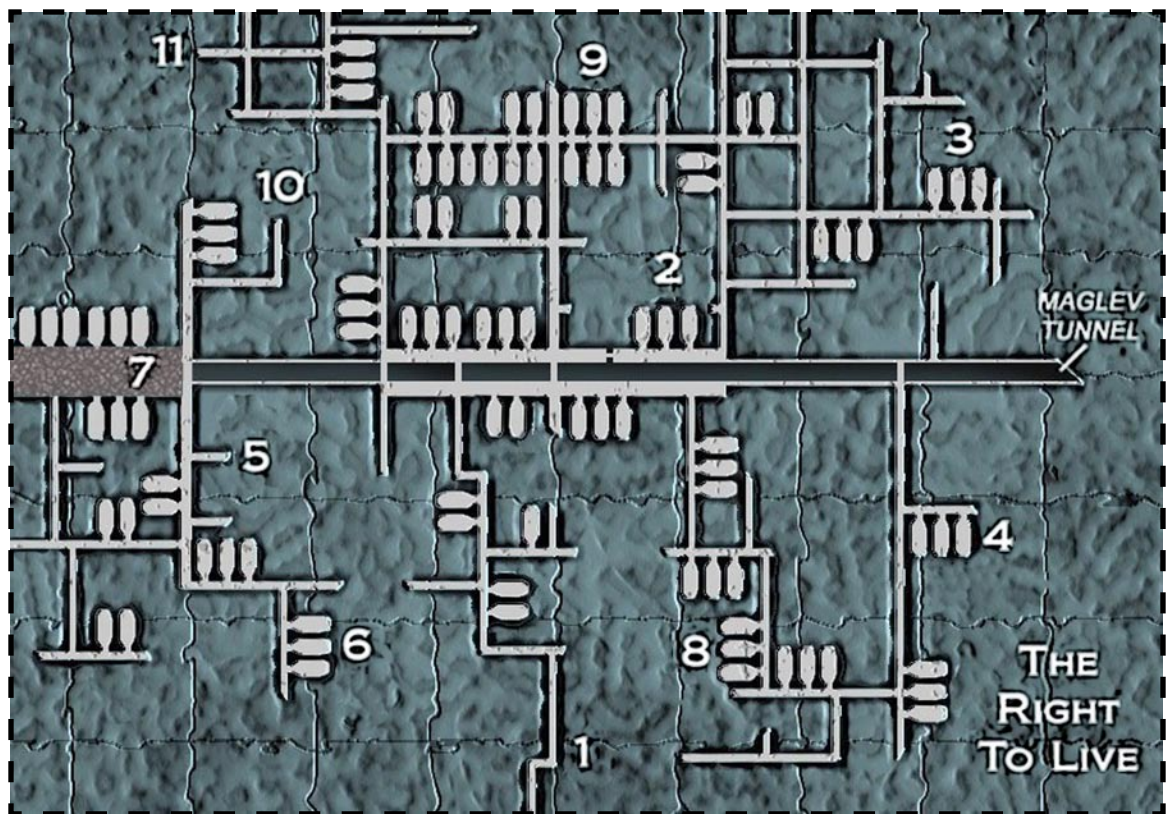
While **Bradley** is polite and welcoming when they first arrive, offering brandy and cigars, **Johnson** cuts to the chase. He needs the characters to perform a scouting mission for him. As he explains it, the inhabitants of Sanctuary need to know what’s out there, and the only way to find out is to send a party into the tunnels to explore, investigate, and *map*. That’s where the PCs come in.

**Johnson** is prepared to give the PCs the tools they need to accomplish this mission. In exchange he wants them to keep an eye out for anything/anyone interesting; more specifically, he needs to know where the *Daughters of Slaughter* are currently based, as well as deal with whoever has been killing refugees passing through the tunnels to the west.

The *adventure map* details the tunnel system around Sanctuary (**Area 2** on the map); you’re free to devise encounters of your own to populate the dark, twisting corridors, but locations of specific interest are indicated by a lettered code, and are detailed below.

The characters are given three days to explore, as well as the following equipment which **Jelly Dawg** (see **Trader**) has collected for the use of those cons directly working for Sanctuary:

- Two **hand torches**, each with a full **battery**
- Two emergency **light rods**
- Six **ration packs** each
- Two **first aid packs**



The party's "mission" will be considered complete once they deal with whoever has been killing refugees in the tunnels, as well as find out where the *Daughters of Slaughter* are (and, if they can, get an idea of their numbers and plans).

### KEY TO THE ADVENTURE MAP

The tunnels, cell blocks, and passages surrounding Sanctuary are universally dark, thanks to a lack of electricity in this part of the ship, as well as damp due to the failing of atmosphere-conditioning units' area-wide.

#### 1. TURRETS

This is the location of the *automated turrets* guarding the sole route south, which the player characters encountered early in the adventure. The *'Giants* keep a small contingent (3-4 **footsoldiers**) stationed here, attempting (with no success) to get the *turrets* up and operational. The hope is that once they can be brought back online, the soldiers can return to Sanctuary, and anything triggering the turrets thereafter (i.e. trying to get past the perimeter) will set off the alarm, alerting the people of Sanctuary of infiltrators and/or attack.

If the characters return here with the proper spare parts and tools (*Basic Tools* and two *Conductor* components), the turret control computer can be reactivated and the turrets brought back online. If this is the case, see

*Chapter 4* for how the reactivated turrets affect the final battles of the adventure.

#### 2. SANCTUARY

This simply marks the location of *Sanctuary* for the Warden's reference.

#### 3. TRAPPED SURVIVORS

*You have entered a dark maze of passages, most of which seem badly damaged. Light fixtures appear to have been shaken from the ceiling, dangling precariously from exposed wires, and metal debris lies in heaps in seemingly random places, sealing off entire tunnels.*

As the characters approach this area, allow each of them to attempt a Wits check with a +2 penalty. If they still manage to succeed they hear, down what appears to be a collapsed passage, the sound of weak "tapping" (if they fail, they simply pass by without noticing).

Clearing the rubble will take some time and effort; at least four hours and a combined Prowess (among all participating diggers) of 30. If the characters take the time, they can slowly clear the passage, revealing a badly-damaged cell block beyond.

The cell block is not empty, however. Their last *light rod* having faded long ago, the surviving inmates of the

**DESERTED CELL BLOCKS**

If you look at the adventure map, you will notice that there are numerous unlabeled cell blocks along the passages and corridors of this area; these are deliberately left blank. It is assumed that these areas are deserted, representing cell blocks plundered or destroyed during Perdition.

If you like, you can populate these areas with encounters of your own design, such as rogue demons, lost convicts, convicts attempting to pass through the area unmolested (unaware of Sanctuary's existence), or simply abandoned with all of the original trappings and furnishing still in place. It's up to you.

cell block (E1205) have been dwindling by the hour in absolute darkness, holding to the hope that someone will rescue them. There are a total of ten of them, most of them lethargic from the diminished oxygen remaining in the sealed cell block. Once the PCs free them, however, they will quickly revive.

The cellmates explain, if asked, that their cell block partially collapsed during the "meteor swarm" that hit the ship (the "meteor swarm", clever characters may surmise, is what the cellmates *assume* Perdition was). They have no knowledge of the events that have occurred since then, or of "demons", or of the danger they're still in. They are unlikely to believe the characters about such claims, but can be convinced of the need to trust the PCs with a successful Social check (made with a +2 penalty).

The player characters will most likely try to recruit the survivors, or at least tell them about Sanctuary and send them/escort them there for their safety. If, however, they simply abandon the survivors to their own fates (without warning them), the PCs must each succeed at a Guilt check or accumulate +1 Guilt. Like lambs to a slaughter, the unprepared survivors will probably be killed by someone/something if they don't get to safety...

**Warden's Note:** If the PCs manage to recruit the survivors of cell block E1205, add +10 to the Defender Pool in *Chapter 4*. In addition, they have some valuables that may be of use to the party, including two *Rigid* components, two **batteries**, a **first aid pack**, and 1D4 **ration packs**.

**4. CRYO-HIBERNATION VAULT**

*Your lights reveal a large chamber at the end of a short flight of stairs; the place is pitch black, the temperature so cold that it is bordering on that of a meat locker. All around the room are miles of ice-encased wiring, power connections hanging with icicles, and frost-covered steam pipes, as well as two dozen "capsules" rising from ceiling to floor. Each of these capsules is dark, with a glass door that is covered either in ice or cobwebs.*

Though not common knowledge, chambers like this one were set up throughout the ship during the last months of its construction, ostensibly to accommodate *overflow* prisoners sentenced to the *Gehenna* after it had reached capacity. Unlike most convicts, who were given comparatively humane living conditions in which to serve their sentence, those sentenced to cryogenic freeze were essentially "bottled up" in computer-controlled "freeze tubes" for long-term storage. Since they are effectively comatose in their cryogenic freeze capsules, such prisoners could be stored, in bulk, in vaults like this one, to be forgotten about by the prison population as a whole while the Warden maintained their nightmarish existence.

Any character with the *Educated* trait who succeeds at a Wits check will know the information above. What isn't known, however, is the fact that while some cryo-hibernation vaults were in fact used for overflow inmates, some were also set aside to safely contain prisoners who would become leaders of the penal colony if and when it found a habitable planet. Special administrators, pre-selected back on Terra, were seeded into the population in vaults like this one, with the knowledge that once they were released, they were to lead the efforts of the penal colony towards self-sufficiency.

**Warden's Note:** If you are using the alternate adventure hooks for getting the player characters involved in *The Right To Live*, this area could potentially serve as the starting point for PCs who have just "awakened". With Perdition the Warden computer has been acting erratically, shutting down certain areas of the ship seemingly at random as it combats the "invasion" elsewhere. This vault is one such area written off by the Warden computer, and with the shut-down of power the cryo-hibernation capsules (and their occupants) are in danger.

Unless the player characters were interred here, a search reveals that virtually all of the convicts in cryo-freeze are now *dead*, their life support systems having been severed by the Warden computer. Each now



contains a naked, lividly-pale corpse. All except for one capsule...

This solitary capsule has a convict number on it, 9999821. A Sociability check does not reveal any information about this convict. A character with the *Hacking* trait, or any character making a Wits check with a +2 penalty, can activate the “awaken” program on the capsule; within moments the cryo-tube opens and the individual inside can be revived.

**CONVICT 9999821 (PTM PLANT/POWER)**

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

TRAITS	GEAR
Educated	None
Innocent	
Inspire	
Trustee - Lvl 1	
Trustee - Lvl 2	
Trustee - Lvl 3	



Convict 9999821 should prove to be an enigma; no amount of digging will reveal anything about him, his name, or what he was sentenced to the *Gehenna* for. Even once he is revived, he will be plagued by *amnesia*, unable to recall any of these details. He seems to be reasonably friendly, however, if a bit frightened, and knows nothing of Perdition or “demons”. If the characters relate the gravity of the situation to him, he will ask to join them.

9999821 is in fact innocent, or more accurately, is not in fact a “convict”. 9999821 was an ambitious government administrator back on Terra, and volunteered for the *Gehenna* program when it was first conceived. Educated in sociology, political science, and behavioral science, 9999821 was to be a high-ranking member of the penal colony’s “ruling elite” if and when it found a habitable planet. Essentially 9999821 traded in his mid-level administrative job on Terra for a position of much greater power and influence in the penal colony.

9999821 is not prepared for the horrors that now plague the ship. Though he doesn’t remember who he is at first, over time (through periodic flashbacks) he begins to remember who he is, and why he was put aboard. The more he remembers, however, the more

self-serving he becomes, quickly developing a strong sense of self-preservation and estrangement from convicts of any kind. Believing himself to be above the ship’s inmates, he seeks to acquire a weapon (for self defense), and later to depart altogether from the party. Deep inside 9999821’s brain is the location of a secret complex aboard the ship, which he and his fellow penal administrators were to report to on awakening. Once he remembers the access codes, 9999821 will try to go there and hold out until others like him arrive.

9999821 should be a sort of “wild card” in the current adventure, as he is little to do with what is going on. However, interactions with him *could* lead the party to the understanding that there is somewhere on the ship designed as a fortified refuge for the penal colony’s administrators; such a refuge is sure to contain implements useful in controlling convicts, enforcing order, and directing the custodian complement.

**5. BAIT**

At some point, call for an unmodified *Wits* check from all PCs. Read the following to those who succeed (if no one succeeds, this encounter does not occur):

*Nearby you hear the sound of a frightened woman calling out. Between exhausted whimpers she continues to shout “Help me! Someone please, I’m lost!”*

If the characters investigate, read the next part:

*Following a few passages and turning one or two corners, your lights finally reveal a female convict, clad in tattered prison overalls that reveal a good deal of skin. She stands alone at the end of a dead-*

end passage. Despite the wear and tear of her clothing and the obvious stress that she must be under, she appears to be amused to see you.

As you appear, she turns and snuffles, then grins and says, "Suckers..."

The female inmate, "Shel", is a lure. As soon as the PCs come to her "rescue", her compatriots, a gang of amoral thugs over whom she has managed to exert some control (using wiles and wits), will emerge from shadowy side niches to ambush the party.

Convict 8113745, "Shel", was sentenced to *Gehenna* for unrepentant, violent criminal behavior. The daughter of a wealthy industrialist involved in interplanetary mining and extraction, during her youth she was kidnapped by a paramilitary gang but over time, found herself not only being involved in their activities, but espousing them. Suffering from "Stockholm Syndrome", she abandoned her old life and fully embraced a criminal lifestyle, waging war against her father's companies through domestic terrorism, robberies, and industrial sabotage.

Shel and the others escaped their cells during the chaos of *Perdition*, but are not allied to any particular faction. They are simply trying to survive, and have been preying off of lone convicts and/or small groups, amassing a considerable haul in loot (they are also the ones responsible for killing lone refugees and small bands passing through the area). Shel styles herself as the group's "leader", but any loyalty her men have for her is questionable at best.

**SHEL (ANARCHIST/DAMNATION)**

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

TRAITS	GEAR
Brawler	Convict Basic Gear
Fifty-Two	Breath Mask
Public Menace	Brass Knuckles
Quickness	First Aid Pack
Seducer	
Sociopath	

**4x AMORAL THUGS (MURDERERS/SURVIVAL)**

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

TRAITS	GEAR
Brawler	Convict Basic Gear
Fifty-Two	Shiv
Sociopath	Mace Canister
Streetwise	Breath Mask

Shel will likely go first (thanks to her *Quickness* trait), and will use her action to immediately don her **breath mask**, since her thugs attack with **mace canisters** to incapacitate the party. They will flee if only two remain. Shel will attempt to flee if injured, cursing at the party before running off. If the PCs are unable to stop her, they may encounter her later with the *Daughters of Slaughter* (having lost her "gang", she will gravitate to the *Daughters* and join them for protection...).

**Warden's Note:** If the PCs manage to capture any of the thugs, an opposed *Intimidation* check will get the prisoner to lead the characters to their secret stash (see **Area 6**).

In addition, killing or capturing Shel and her men will effectively solve the problem of the missing refugees, as she and her band were the ones responsible.



## 6. HIDDEN STASH

*In a maze of twisting passages you come across what appears to be a sealed door.*

This door is not in fact sealed, but rather propped up over the door to *look* like it's sealed. In reality, the small chamber beyond is the hiding place for a small gang of escaped convicts (see **Area 5**).

The entrance to this cache is trapped; anyone removing the door (without first carefully inspecting it) will jar a **cell block special**, causing it to detonate on the party as they pass through the doorway (if the PCs were brought here by a captured convict from **Area 5**, their "guide" may or may not warn them about the trap).

**Loot:** In a side room (out of the blast radius) can be found a heap of goods taken from assorted murdered refugees and lost convicts set upon by **Shel** and her men (see **Area 5**), including:

- Five **improvised weapons**
- One **hand grenade**
- One **riot helmet**
- 600 *smokes*
- 1D6 bars of bath soap
- 1D4 rolls of toilet paper
- Two **first aid packs**
- Three doses of **redline**
- One fire extinguisher
- 1D4+1 rolls on the *Random Finds* table (see the basic rules)

## 7. RIVER

*A peculiar thundering sound echoes down the corridors ahead. A smell reminiscent of raw sewage suddenly assaults you like a runaway train.*

*Emerging into the corridor, your ears aching from the sound, you see what was once a maglev tunnel, but the passage has been flooded with a river of sewage. The sewage almost reaches where you stand at the mouth of the corridor. The icy, murky brown-gray waters move with considerable force. Apparently a major sewage conduit, likely serving multiple levels, collapsed somewhere "up river", because the water looks deep. Bits of random garbage appear than vanish in the waves.*

The presence of this "river" should be quite unexpected, yet it presents an impassable obstacle at this point; the water is deep, swift, and carries a lot of fast-moving debris. Attempting to swim would be foolish (if any players insist on trying, tell them that their character[s] is swept downstream and out sight from the rest of the

group, and is at the very least absent for the rest of the adventure; at worst, she is never heard from again).

The river is held back from flooding the main maglev tunnel by a "dam" of debris - metal girders, ceiling supports, and furnishings swept up in the torrent. This dam *could* potentially be destroyed with a large explosive charge; the effect would be to flood the maglev trench all the way to Sanctuary (see map), but this would have little effect on the coming battle as there are numerous causeways spanning the trench up and down the tunnel's length.

**Loot:** Every few minutes something appears in the water; roll on the table below to determine what the characters see being churned up by the roiling waters:

ROLL	DEBRIS
1-2	Decaying body parts*
3-4	Bloated corpses*
5-6	Severed heads*
7-8	Yellow prison clothing**
9-10	Shredded clothing
11-12	Shredded bed sheets

\* If this result is rolled, those present must succeed at a Despair check or accumulate +1 Despair.

\*\* A successful Sociability check by any PC reveals that *yellow* overalls were reserved for the *criminally insane* aboard the *Gehenna*. These might be useful for masquerading as an asylum inmate, but little else.

## 8. HIDDEN HIDEOUT

*Wandering into this darkened cell block, your lights sweep over stray puddles here and there and a bank of empty cells. But moments later you hear the chilling sound of weapons being cocked.*

A group of ten well-armed women are hiding out in this area, at least for the time being. Former inhabitants of the all-female cell block on this level (see **Area 11**), these women were rivals of the *Daughters of Slaughter*. Members of the *Furies* gang, they have been out of contact with the rest of their organization since *Perdition* (their leader, *Ilona*, is currently out of communication, so these particular women have been forced to survive on their own during their search for their comrades). They attempted to gather up as many other female cons as they could for security, but they were scattered by a chance encounter with a **corruptor**, and now only ten remain. They have since given up on finding other women to aid, and are now just trying to stay alive.

These women have heard of Sanctuary and the ‘Giants’ efforts to create a “safe haven”, though they are understandably wary. They sent one of their number to Sanctuary as a spy, hoping to learn if things are as they say about **Johnson** and the ‘Giants, or if it’s a trap. They’ve already discerned that **Johnson’s** legit, but they’re still not convinced that the “safe haven” has a chance if it comes under direct attack.

If the characters stumble upon these holdouts they react defensively, but they are not above talking before fighting. They are alarmed that their hideout has been discovered, but this isn’t enough reason (at least not for them) to outright kill the PCs. They will interrogate the party about who they are, who they’re working for, etc. They won’t discuss what they know about the ‘Giants, Sanctuary, or their spy in Sanctuary’s midst, but they may be convinced to do some trade if one of the PCs passes a Sociability check. Any trade will be limited to acquiring weapons, however; they are willing to trade up to six **first aid packs** to get their hands on **rubber slugs** or other ammunition for their **room brooms**.

**10x FURIES (VICE OFFENDER/SURVIVAL)**

PROWESS	7	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
Caged Angel*	Convict Basic Gear
Brawler	Room Broom
Comstock Style	5 Rubber Slugs
Woodbourne Shuffle	First Aid Pack

**9. CELL BLOCK E5678**

The PCs may not stumble upon this area, but if they do it gives them a chance to learn some interesting information about events taking place on this level...

*Ahead you see the entrance to a darkened cell block. Entering to investigate, you see a block not unlike your own, but lacking any power whatsoever.*

*Your lights sweep one of the cells, in which sits a grimy young woman. She doesn’t seem to register your presence, but a second woman, in the cell next to hers, sits up and calls eagerly to you:*

*“Watch out!”*

There are three female convicts here, prisoners who, like the *Furies* at **Area 8** escaped from **Area 11** during Perdition. Wandering the halls without a clue as to what to do or where to go, they came across a malfunctioning **monitor custodian** that, having lost contact with the Warden computer, fell back on its last orders: to incarcerate escaped prisoners.

The **monitor** managed to subdue the three women and brought them here, where it has locked them into their cells. One of the women is injured; the other two are near panicking; they assumed they would be trapped here until either they starved, or another collapse killed them all.

The **monitor** is nearby, lurking in the darkness. It will emerge to attack the characters immediately, hoping to subdue them and incarcerate them as well. Obviously, it does not listen to reason.

If the PCs manage to destroy the **monitor** they can free the female prisoners by smashing their way into the women’s cells. If the **monitor** manages to “incarcerate” them, however, they will likely starve to death in separate cells along with the women convicts.

**MONITOR**

PROWESS	10	SOCIAL	1
REFLEXES	3	INTIMIDATION	5
WITS	3	PSY POTENTIAL	6
WILLPOWER	7	PSY STRENGTH	50

**SPECIAL RULES**

Human Size, Authoritarian, Tentacle, Sedative, Armor, Call Backup.

**Warden’s Note:** All three women were political dissidents before being sentenced to the *Gehenna*, and as such none have any real combat skills. Their “leader”, a former unionist named Katherine, proves to be gutsy and smart, but the other two (one a former teacher, the other a lawyer) are terrified of what has happened and will be of little use in a fight, at least until taken to safety.

Katherine, however, will share the following information if the characters manage to secure her friendship:

#1. Katherine explains who she and the other women are: political activists who were jailed for “treason”, a trumped-up charge. She was a popular union leader advocating workers’ rights under the New Regime, while her companions (a teacher and lawyer) were



accused to poisoning the minds of Terran youth (teaching about pre-Regime history) and aiding enemies of the state (providing counsel for prisoners awaiting trial for high crimes) respectively.

#2. They know little of the dangers in the area, only that the *Daughters of Slaughter* are nearby, and that they are *very* numerous, and *very* dangerous.

#3. Katherine states that she and the others were captured by the *Daughters* and offered a chance to join - but they refused. If asked why, Katherine says they haven't given up hope yet - and the *Daughters* seem to have abandoned it altogether. In addition, their leader, a woman named **Lucretia**, just struck Katherine as "terrifying".

#4. Before they managed to escape, Katherine and her compatriots saw several men arrive at the stronghold of the *Daughters*. These men were taken to meet with **Lucretia**. She describes a strange tattoo the men all wore, *a head with three screaming faces* (characters who survived *Seeds of Rage* will recognize this as the mark of the *Ultramax Psychos*, suggesting a possible alliance between the two gangs is underway).

#5. Katherine says the *Daughters* made their lair in an old *Recreation Center* for female prisoners of good behavior. She can give the characters vague directions on how to get there.

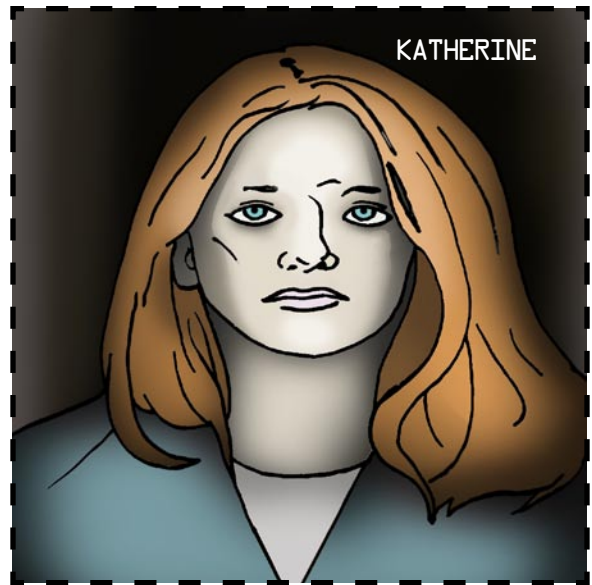
Katherine and her fellow escapees will join the characters only if they are told about Sanctuary, in which case they will be eager to go there and see it for themselves.

**Warden's Note:** If the PCs picked up **Convict 9999821** (see **Area 4**), over time he will come to develop a strong dislike for Katherine and her fellow escapees, and may, if given the opportunity, attempt to engineer their demise!

## 10. ARMORY

*You are surprised to see electric lights working up ahead, cool blue cobalt illuminators that bathe the steel walls, floor, and ceiling in a dark, icy glow. Beyond the long hexagonal passage stands an enormous security door, which must be the entrance to an armory of some sort. Yet oddly, a strange humming noise, like that of a factory, throbs from beyond.*

*Unfortunately, it won't be easy getting in to find out what's going on. An **enforcer** custodian hovers in the center of the passage, its vigilant, central eye glowing intensely.*



The entrance is currently guarded by a single **enforcer** custodian. This custodian has orders to eradicate any menace to the factory's contents, and to use lethal force if necessary to do so. Thus, it won't be an easy fight!

## ENFORCER

PROWESS	10	SOCIAL	1
REFLEXES	5	INTIMIDATION	10
WITS	3	PSY POTENTIAL	8
WILLPOWER	7	PSY STRENGTH	75

## SPECIAL RULES

Large Size, Authoritarian, Cattle Prod, Sonic Beamer, Armor, Call Backup (disabled).

If the **enforcer** is somehow destroyed, the characters will still need *Access 2* to bypass the outer security door. If this is accomplished, the characters will be able to go through the door and into the vast interior.

Beyond the door the vaulted factory smells of sparks, smoke, and hot steel, and is lit by the reddish glow of molten metal being poured into molds. A number of automatons man the conveyor belts of a mass-production assembly line, but five minutes or so after the PCs manage to gain access to the factory, the power goes out abruptly (now that the factory is compromised, the Warden computer shuts it down, focusing its efforts elsewhere). The power won't come on again.

**Warden's Note:** This rumored "armory" is not in fact a storage area, but rather a *factory* for the large-scale production of *weapons* and *armor*. It appears the Warden computer has stripped electricity elsewhere to keep this place running. It seems the Warden is

gearing up for a major battle, though a question remains unanswered: who does it plan to distribute this gear to for the fight?

In any event, this is the motherlode, at least as far as Sanctuary's concerned. There is enough metal here to arm/equip virtually everyone in Sanctuary.

**Loot:** Assume that this factory contains enough assembled/disassembled materiel to equip each party member with **makeshift armor** and a **riot shield**. In addition, if/when the PCs inform Johnson of the factory's existence, he will organize teams to come here to fully loot what they can, and destroy the rest (to keep out of the hands of potential enemies). *If this is the case, consider all Jailhouse Giants **foot soldiers** taking part in the battles of Chapter 4 to be equipped with **makeshift armor** and a **riot shield** in addition to their normal equipment.*

### 11. RECREATION AREA

*Just when you begin to feel like you've wandered too far from Sanctuary and should probably turn back, you hear strange drumming in the distance. While these halls have so far been entirely unlit, requiring you to bear your own light sources, a weird blue glow emanates from the corridors beyond, the product of a strange luminous mold that appears to grow in patches on virtually every inanimate surface.*

*Judging by the debris, discarded clothing, and signs on the walls, these chambers must have once been part of an all-female cell block complex. With caution you continue on, until you come across another sign, partly obscured by rubble, that reads:*

RECREATION CENTER E7  
GOOD BEHAVIOR / TRUSTEE STATUS  
ONLY

*Maybe this was once a place set aside for the betterment of the complex's female prisoners, but its original purpose seems to be lost. The walls are covered in wild and lewd graffiti, and the rotting corpses of both men and women hang from the*

*pipes running along the passage's ceiling. Flies buzz angrily in the air, but their noise is drowned out by the riot of music coming from the corridors ahead.*

If the PCs continue, read the following:

*Though you know where you are – on a starship in the 24th century – you wouldn't believe it by the looks of your new surroundings. Like stepping beneath the dark bowers of a jungle canopy, with rubble replacing underbrush and rusted steel instead of evergreen foliage, it's as if you've slipped into a scene from "Apocalypse Now", or "The Heart of Darkness". The strange music only gets louder, a deep rhythmic thrum reminiscent of tribal drums, accompanied by eerie guitar. The music echoes deafeningly through the corridors, drowning out the sound of your footfalls – and your attempts to communicate with one another.*

At this point, choose a PC at random. If there are any NPCs with the party, choose one of these instead. That character suddenly falls into a **trap**:

*All of a sudden, as the noise seems to reach a screeching crescendo, [insert PCs name] is swept up into the air with a shriek that cannot be heard over the drums. Trapped in a snare, he is drawn up a concealed shaft and out of sight!*

The PC/NPC in question cannot be saved right away, though the party may have a chance to rescue him/her later (see *The Game*, below).

As soon as their comrade disappears, a number of strange *women* emerge from side corridors to encircle the group. These women are all relatively young (none over 35), clad in obscene outfits made from stitched leather upholstery, crude chain mail, or even human skin, and brandish a wicked assortment of weapons. There are exactly one of these women (*Daughters of Slaughter*) per player character present, likely resulting in a pitched fight.

The appearance of the *Daughters of Slaughter* should instill the characters with unease; women of all ages,

### ALIEN FUNGUS

The "mold" mentioned in the description of **Area 11** appeared soon after *Perdition* and has since taken hold throughout several levels of the ship. A form of fungus native to the dimension the *Gehenna* now finds itself in, it has so far proven to be innocuous, though no one who has examined the mold has any idea what long-term effects might arise from exposure to the fungus spores (but mutation, demonic influence, and genetic hybridism are all possibilities...).

they dress scandalously both for their own hedonistic enjoyment, as well as to distract. They are well-armed (each has some sort of explosive as well as a personal weapon), but they are toying with the party, and will not resort to their **cell block specials** unless it necessary.

**4+ DAUGHTERS (VICE OFFENDER/SURVIVAL)**

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

TRAITS	GEAR
<i>Caged Angel*</i>	Makeshift Armor
Obsession (Pain)	Beat Stick
Pretty Face	Cell Block Special
Seducer	
Torturer	

The fight here is intended to be a flowing one, to get the player characters to *flee*. The idea is to create a sense of great danger, of being “chased”. During the fight the *Daughters* will always leave an opening for the characters to escape through. Their numbers should *seem* unending (however, for each *Daughter* slain, mark a circle off of the Attacker Pool in *Chapter 4*; do this visibly, so the players don’t get the impression you’re creating an unlimited supply of enemies for them to fight just to railroad them in a specific direction).

If the PCs *do* get the idea to make a fighting withdrawal, the *Daughters* pursue, harassing the PCs and attempting to corral them down a specific route. At various intersections along the way, other *Daughters* will appear, preventing the party from escaping in any direction except the intended path. You may even want to devise minor skirmishes/ambushes, or traps, to confuse, harass, and panic the characters to keep them moving.

Eventually the characters will be herded to a large chamber (this chamber is not shown on the map, but is not too far from **Area 11**):

*The maniacal female inmates appear to have chased you into a cavernous chamber, at the center of which is an enormous pit leading down. The roar of water – from burst pipes throughout this level – rages far below. There does not seem to be any other way out of this place!*

The *Daughters of Slaughter* will fight the characters right up to the edge of the pit. Unless the PCs deliberately throw themselves down the shaft (a fifty foot drop to turbulent waters below), they will either be forced to fight to the death (by now there should be dozens of *Daughters* arriving behind them) or *surrender*.

If the PCs do actually jump, they take damage as appropriate from falling, and roll for each PC on the table below to see what happens to him or her:

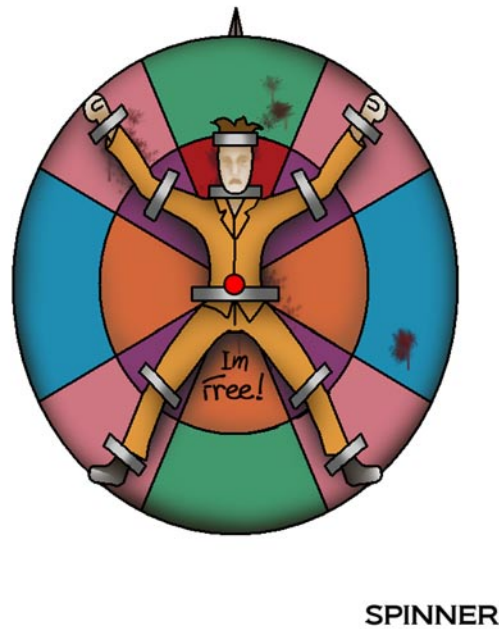
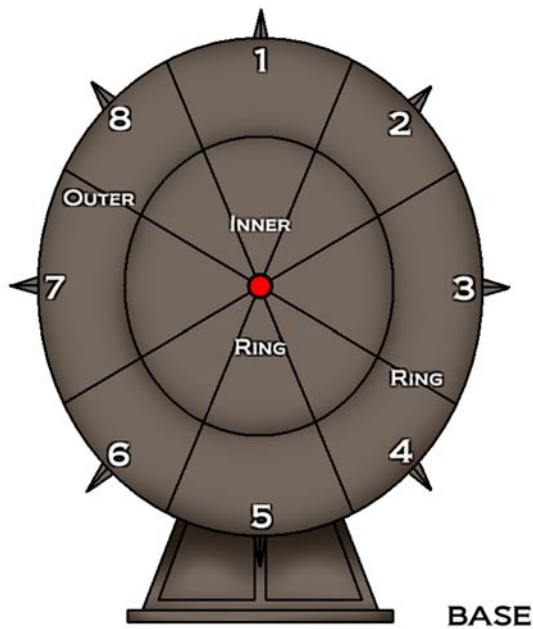
ROLL	RESULT
1	Character drowns.
2-7	Character eventually manages to pull herself out, finding herself at the <i>River (Area 7)</i> .
8	Character is washed down various tunnels and tubes for several hours, eventually finding herself miles away in a distant, unfamiliar part of the ship – as far as this adventure is concerned, she is effectively lost, though she may make an appearance in a future adventure at the Warden’s discretion!

The *Daughters of Slaughter* will accept surrender, however; if the characters choose this option, continue to the next section, THE GAME.

**THE GAME**

Once taken prisoner by the *Daughters of Slaughter*, the characters are brought into the heart of the recreation complex, to meet with the leader of the *Daughters*...

*Bound by your captors, you are dragged down a series of dark corridors to the place where the clamor of their dark music and revelry originates. Entering what was once a recreation arcade for good-behavior inmates, you find it to be an enormous artificial cavern now littered with heaps of moldering furnishings, smashed computers, and sagging electrical conduits. In the absence of electricity, this enormous central chamber (which once featured plants, waterfalls, and calming elevator music piped in through hidden speakers high up on the walls) is now lit by primitive torches and bonfires, their orange light casting swirling shadows onto the ceiling some fifty feet above. Huge columns of debris from the devastation of Perdition reach towards the shadowy ceiling, giving the place a primal, subterranean feel.*



The armed band that brought you here is nothing compared to the throng occupying the heart of the old arcade. You count almost a hundred members of the gang, dancing and cavorting before the bonfires, or laughing wickedly in the shadow of a trio of destroyed Enforcer custodians.

The Daughters cheer as you're taken through the crowd like humiliated war-prizes. Freakishly-dressed women clad in shocking attire alternately spit at you, strike at you, or kiss, lick, and embrace you with mock sensuality. Some are quite handsome, some bristle with piercings, while even more wear gas masks to conceal their faces entirely.

A towering Amazon dressed in what can only be described as homemade dominatrix gear emerges from the crowd, holding a bloody machete made from a blade taken from a ventilation fan.

"We have prisoners!" she shouts, and the crowd, gathering like a rabid game-show audience, roars in approval.

Let the characters try to speak or bargain their way out. In reality the Daughters aren't going to kill them (yet); their mistress, **Lucretia**, has plans for them. But the masses have to be appeased, and so **Lucretia** has allowed them to have some "entertainment" first.

After a few minutes of abusive banter, regardless of what the characters say, they are brought

through the crowd to a cleared space before the artificial waterfall that once gave the arcade an outdoorsy feel. Here the Daughters have erected a steel *scaffold*, to which has been strapped their captive (either a PC or NPC captured by the snare **trap** earlier on; in either case, the poor subject confined to the device must succeed at a *Despair* check or gain +2 *Despair* as a result of her current helpless - and outnumbered - condition).

As the PCs stare dumbfounded at this sight, and the crowd roars with bloodthirsty approval, the dominatrix-Amazon explains that if the characters hope to free their companion, they'll have to follow the rules of "the game"...

### RUNNING THE GAME

The "game" the Daughters are referring to revolves around a contraption they call "the Spinner", a large circular platform fixed to a mechanism that rotates it in place. For all intents and purposes the Spinner resembles nothing short of a *game-show* prop (think "Wheel of Fortune"), but the Daughters have designed it for a very dark purpose, a game whose stakes are high indeed...

The Spinner is divided into two rings (*Inner* and *Outer*), and these are further divided by vividly-painted, pie-shaped quartering, so that there are a total of sixteen separate "spaces" on the Spinner. These spaces are color-coded; each color has a different meaning (see below).

In the “game”, an unwilling captive is securely strapped to the Spinner, kicking and screaming, and the Spinner is then spun in a clockwise fashion. The “contestant” who is to play the game is afforded a chance to free her comrade, and is given three knives which she must hurl one by one at the Spinner (and the captive attached to it), in an effort to strike the *single orange space* that will grant the captive freedom. Of course, there is a good chance that these poorly-balanced knives will land elsewhere on the Spinner, possibly causing injury to the captive - or even instant *death*.

The “contestant” ostensibly has several chances to free her captive comrade, but once she runs out of knives to throw she is declared a loser and, in penalty, the captive’s throat is unceremoniously *cut*. Luckily there are ways to regain knives during each round of the game (by hitting specific spaces on the Spinner), but this also means there are more chances to accidentally kill the spinning captive as well...

### PLAYING THE GAME

*The “game” is reproduced here as a prop for the Warden to use to illustrate the scene. Diagrams of the Spinner and its base are included nearby, and should be cut out for use during this encounter.*

The “Base” is the flat brown version of the contraption, while the “Spinner” is the colorized version with the captive attached. These are separate pieces, with the Spinner section sitting on top of the Base and rotating clockwise depending on a dice roll (see below).

**Throwing:** At the beginning of each “round”, the player who is serving as the “contestant” rolls 1D8 to determine *which quarter* she will hit with her knife, using the Base as a guide (each quarter of the Base is indicated with a number from 1-8, corresponding to the dice result). A second D8 is then rolled to determine if the knife lands in the *Inner* or *Outer* ring section of that quadrant:

ROLL	WHERE LANDS
1-3	Inner Ring
4-8	Outer Ring

Next, the Warden rolls D8 to determine the ultimate *orientation* of the Spinner (after it spins around the Base several times) when the knife actually lands. Use the Base as a guide, lining up the sole spike on the Spinner with the “spike” on the Base corresponding to that number. *You may find that lining up the red dots in the middle of both pieces makes it easier to rotate the Spinner around the Base.*

**Moving The Impact Point:** Once it is determined where the knife is going to land and how the Spinner will end up oriented, the player has a chance to *move* the knife’s impact point. The number of spaces she can move the impact point is based on her Prowess:

PROWESS	SPACES
1-5	Throw cannot be altered
6-10	May move the knife <i>one space</i>

*A character with the Knife-Fighter trait may move the knife an additional space.*

Note that the impact point cannot be moved from the *Inner* ring to the *Outer* ring (or vice versa), though it can be moved *within* that ring, assuming the character has the Prowess to do so.

**Spaces:** The fate of the game depends on where the knife lands on the Spinner each round:

**Blue Space:** If a *blue* space is struck the captive remains unscathed, and the thrower regains a knife (a knife is given to her from a nearby *Daughter*) and may throw again.

**Orange Space:** If an *orange* space is struck the captive remains unscathed, and the thrower regains *two* knives. However, in the next round the thrower must throw both knives at the *same time*. *Because the thrower must divide her efforts with this double-throw, she cannot move either knife more than one space.*

**Free Space:** If the orange space labeled “I’m Free!” is struck, the game is won and the captive is set free.

**Purple Space:** If a *purple* space is struck, the captive is *injured*, taking 1D4 Health damage.

**Pink Space:** If a *pink* space is struck, the Warden must roll 1D8; on a roll of 1-4 the captive is *injured* (taking 1D4 Health damage). On a roll of 5-8 the captive is unharmed.

**Green Space:** If a *green* space is struck the captive remains unscathed, and the thrower regains a knife. However, she is *blindfolded* for the rest of the game (while *blindfolded*, the thrower may not move the knife’s ultimate impact point regardless of Prowess or traits)!

**Red Space:** If the red space is struck, the captive is mortally wounded and *dies* (regardless of Health).





## LUCRETIA

Once the game is over - whether or not the characters managed to free the captive (who might or might not be a fellow PC or NPC picked up during the course of the adventure) - they are taken to meet with **Lucretia**, mistress of the *Daughters of Slaughter*:

*After being paraded by your captors, you are led out of the crowded central arcade and into a more private sanctum beyond.*

*This latter chamber is more subdued than the one outside, adorned with looted finery to resemble some pasha's fantastical palace. The grating music of the grand cavern is just a distant pulse here. A large number of the most attractive female convicts seem to be awaiting your arrival, all of them heavily armed and wearing strikingly brazen costumes reminiscent of fetish gear... but made with equal parts eroticism and sadism. Leather and chains mix with pierced flesh and deliberate self-mutilation; some even seem to be wearing costumes sewn from human skin, and wearing pony-girl caps adorned with whisks of brightly-dyed human hair.*

*Lying on her stomach, a young "recruit" is receiving an elaborate tattoo on her back of a medusa's head, marking her as belonging to her new mistress, no doubt the leader of this hedonistic gang. The young woman doesn't seem to be in any duress; her waxy skin and glazed eyes suggest she is too doped up to feel anything. The other occupants of the place also appear to be indulging in drugs as well, many of them smoking from*

*elegant handmade pipes or bearing a sprinkling of angry red marks on their arms from haphazard injections.*

*Sitting atop what can only be described as a "throne" is the gang's matriarch, a dark gothic beauty. Her flawless, alabaster skin is inked with demonic images, gargoyles, and Teutonic crosses. What skin is visible through the covering of tattoos seems almost luminous, clashing with her long pink and black hair. She wears a costume that appears to be half armor, half fetish wear, with one booted leg propped up on a slave serving as her footstool.*

*"All hail Lucretia!" calls one of the well-muscled Amazons in the room, and the rest cheer.*

**Lucretia**, mastermind behind the *Daughters of Slaughter*, is as formidable as she is beautiful. She is also quite corrupt, and while most of her followers are likewise maliciously-minded, many are simply hopeless dregs, having thrown in with the *Daughters* for survival – too terrified of trying to make it alone on the demon-infested ship without allies.

Though the PCs don't have proof quite yet, like the *Ultramax Psychos*, **Lucretia** has slowly succumbed to the influence of the demonic forces now infested the *Gehenna*. Already leading a warped gang of nihilists, it was not a big step for her to swear allegiance to the alien intelligences that are plotting the death of all aboard the ship.

**Warden's Note:** **Lucretia** has been given a mission of sorts - or at least, so she believes. Contact with the "demons" of this new dimension has not been clear or face-to-face, but for her, has taken the form of dreams, voices, and cryptic, *telepathic* contact. When agents of the *Ultramax Psychos* visited recently, her suspicions were confirmed when they, too, admitted to hearing "strange voices" and having "weird dreams" compelling them to move against the *Jailhouse Giants*. The *Psychos* had met strangers from the depths of the ship calling themselves the "Embracers", and they had joined forces. They asked **Lucretia** to bring her *Daughters* into the fold as well. It was then that a tenuous alliance was forged between the gangs.

The *Ultramax Psychos* and their mysterious new allies, the *Embracers*, are planning the destruction of **Johnson**, the *Jailhouse Giants*, and Sanctuary. The reason is simple: so long as Sanctuary stands there is *hope*, and just as fear and guilt are food and drink to the demons of the Nether, hope is a foul *poison*.

## LUCRETIA

As the leader of a major faction, Lucretia isn't detailed here (the PCs aren't meant to fight her, at least not this early in their campaign). However, Lucretia possesses a new trait that requires game information, and is presented here:

### LIKE KNOWS LIKE (NEW PSYCHOLOGY TRAIT)

You are able to sense others who share the same goals as you.

*Prerequisites:* Wits 6+.

*Benefit:* If you succeed at an opposed Willpower check with a subject within sight, you are able to discern whether her *Personal Goal* is the same as yours. If it is not, you learn nothing (other than the fact that your goals differ).

Remarkably, **Lucretia** will eagerly relate all of this to the characters during their audience with her. She *wants* them to know what is coming; she *wants* them to be afraid (secretly she hopes that when they return to **Johnson**, and tell him what they've learned, it will start a panic – or at the very least put fear and doubt into the hearts of Sanctuary's defenders).

After they've learned all they can, **Lucretia** orders that the PCs be set free. With an easy smile she reminds them they have little time before "the inevitable". She challenges them to prepare their defenses and make ready for war... but ultimately, she promises, *it will all be in vain*.

### PROPOSAL (OPTIONAL)

This part of the encounter will only occur if there is at least one member of the party with the *Damnation* personal goal. Alternately, a character with the *Power* personal goal might be approached instead, at the Warden's discretion.

Because of her *Like Knows Like* trait, **Lucretia** can sense others who share the *Damnation* personal goal. During their meeting, **Lucretia** will cast many sidelong glances towards such characters, and, as the other characters speak, even communicate *telepathically* (remember, she *is* psychic). **Lucretia's telepathy** resonates in the subject's head like her own voice, albeit heard through a haze (you may want to play this out in another room with the player[s] affected, or simply pass a note with the following monologue):

*"You've hidden your dark desires well, darling. Do your friends know about you? Do they trust you? Don't be so surprised. I know you. I can see into your soul. You're just like us. In fact, you could be one of us..."*

*"Do you have a plan? Or are you just a neonate, lacking direction? Listen to me, and I will give you all the direction you need.*

*"We need your help... We need someone on the inside, to open the back door, to let us and our friends in. This battle is inevitable. The Dark Ones are building strength, and no walls, no barriers, no turrets will keep them out forever.*

*"But you already know that, don't you? Such a smart [boy/girl]. And with your help, Johnson, his people, and their pathetic little 'Sanctuary' will fall apart like a house of cards..."*

*"When the time comes, be ready. The Dark Ones will be watching. You will know the signal when you hear it. You will know what to do. And for being a good [boy/girl], you will be rewarded..."*

With that, the character's mind is assaulted by a flashing vision of what the future *could* be: visions of multitudes of nude women engaged in freakish sexual acts, glimpses of ecstatic orgies, couplings with alien yet strangely alluring creatures, and a welling of supernatural power from within that will transform him/her into a *demigod*.

**Warden's Note:** **Lucretia** seeks to recruit members of Sanctuary (PCs preferably) to act as "agents" in the upcoming battle. Whether or not they agree is up to them, but for now **Lucretia** is content to merely plant the suggestion – she doesn't expect the PC(s) to act on it just yet, but rather save it for the final battle. *During the final battle in Chapter 4, there will be notes detailing what happens to those PC who received this proposal (see later for details).*

Leather and chains mix with pierced flesh and terrible self-mutilation; some even seem to be wearing costumes sewn from human flesh...



"You've hidden your dark desires well, darling. Do your friends know about you?"

"Do they trust you?"

"Don't be so surprised. I know you. I can see into your soul. You're just like us. *In fact, you could be one of us...*"





## CHAPTER 3 - DEMOCRACY IN ACTION

By the end of *Chapter 2* the people of Sanctuary have become embroiled in a struggle to determine who will ultimately lead them. While **Johnson** seems the natural candidate, having led them here and provided for their security so far, there are vocal contenders who have come to question this logic, feeling that there is room to consider other candidates. Some have even insisted that a formal “vote” be held to determine who the population wants to lead them.

### RETURNING HOME

The renewed impetus for the *vote* becomes clear when the PCs come home after their scouting mission. Even before they manage to report to **Johnson**, it becomes clear Sanctuary is in turmoil. Finding out why is an easy task.

Recently a small group of survivors arrived at the gates of Sanctuary. They were bloodied and exhausted, but what’s worse was the story they told. According to these desperate new refugees, they encountered a “large force” in the tunnels to the south. If the refugees are to be believed, this force was comprised of an unusual “alliance” of gangs; mostly of *UltraMax Psychos*, but with a number of minor factions as well.

Most chillingly, however, is the claim that the refugees saw *other* figures with the ‘*Psychos*, prisoners “clad in hooded robes stitched together from prison clothing and the rags of insane asylum coveralls“. These latter refugees were fewer in number, but chanted wildly in “strange, inhuman tongues“. Where they marched, the refugees claim, the “walls of reality seemed to twist and change“. Their fellow gangers became enraged and spat blood, shadows seemed to bend around them, and lights flickered or went out as they passed.

Asking around town it seems no one has any idea who this last “faction” could be, or where they came from and, perhaps more frighteningly, what they are about.

But it is obvious that Sanctuary is in grave danger. The PCs have learned about the alliance from the *Daughters of Slaughter*, and this only confirms that an attack is imminent, and that it will pit Sanctuary’s few against the *UltraMax Psychos*’ many...

### REPORTING TO JOHNSON

**Johnson** will be eager to meet the PCs and hear the news, and **Bradley** and **Needles** will also wish to be present. The news of the return of the *Ultramax Psychos*, these mysterious “cloaked figures”, and

their growing alliance with the *Daughters* will be of tantamount concern – and fuel for an already raging fire.

But before **Johnson** can enact plans to defend Sanctuary, he has to contend with a more immediate problem – dissent at home.

### THE PROBLEM

The problem currently facing Sanctuary is political. With so many refugees now inhabiting Sanctuary, the ‘*Giants* are no longer the majority, and **Johnson’s** authority is openly questioned from a number of fronts. There are those who criticize his defense plans, or his past conduct, or even bear grudges against the *Jailhouse Giants* for slights that occurred well before Perdition. Sanctuary is on the verge of tearing itself apart, even before the enemy has arrived!

**Bradley** is the first to step forward and suggest an end to the dissension through the calling of a *vote*. His idea is simple; with the consent and agreement of all parties, a vote will be held in which all inhabitants of Sanctuary will get to vote on who leads them through the coming crisis. Those who agree to vote also agree to abide by the results of the vote, and to bury any and all grievances from this point on.

Many in Sanctuary warm to **Bradley’s** idea quickly, either believing it’s the best solution or merely hoping they will win so they can call the shots from here on out.

### THE ENEMY AMONG US

Before these events can come to fruition, however, an event occurs not long after the player characters return from their explorations. On the first night after returning to Sanctuary (and reporting to **Johnson** and learning of the proposed vote), the settlement suffers an unexpected *infiltration*.

Unbeknownst to the people of Sanctuary, a demon of despair has managed to locate Sanctuary by sensing the growing fear of its inhabitants. Unsure as to whether Sanctuary will be able to survive an attack, and unsure even of their own leadership, despair has begun to grow in the ranks of the settlement’s refugees. Like a beacon in the void, this up-swelling of fear has attracted a *Nightmare Weaver*.

The creature arrived invisibly, the day the characters left to explore the tunnels around Sanctuary. For the next two days it settled in, feeding off of the festering fear of Sanctuary’s inhabitants, and using its *Aura of Fear* ability to terrorize perimeter sentries and night

guardsmen with strange sounds, ghostly laughter, and eerie whispering. As such, the Despair of all inhabitants of Sanctuary has increased by +2 since it arrived.

Of all the inhabitants of Sanctuary, only **Dr. Needles** has figured out that something unnatural might be going on. Even **Johnson** and **Bradley** have a hard time believing the sentries who speak of “whispers and ghost sounds”, thinking their men are simply succumbing to the strain of surviving Perdition. But **Dr. Needles**, a far more intuitive and imaginative individual, has some inkling that demonic forces are at work.

**Needles** has been staying up the past two nights, hoping that whatever is at work will make an appearance. Thus, other than sentries and guards, he will be the only major NPC awake when the following encounter occurs.

**Warden’s Note:** While he certainly agreed at first, **Needles’** faith in the *Jailhouse Giants’* plan - to hold out at Sanctuary, trusting in the axiom of “strength in numbers” - is not as strong as it previously was. Through his past observations of demons (see the adventure, *Seeds of Rage*), **Needles** has begun to form a theory into what drives them. He has come to theorize that putting all of their eggs in one basket (namely, putting everyone together in one spot for the sake of security) is in fact *asking* for trouble. Since demons feed off of fear, and mass panic triggers the appearance of more powerful demonic entities, **Needles** has come to believe that the people of Sanctuary are far from safe together - and are in fact far more *vulnerable* as a result! **Needles** has yet to voice his opinions, however (the implications could tear Sanctuary apart, and cause a mass desertion), preferring to gather data first before approaching **Johnson** and **Bradley** with his ideas. Even though this inaction might inadvertently cost innocent men their lives, **Needles** remains unconcerned; he is, after all, a cold and indifferent *scientist* at heart, and more intent on making an informed decision than an impulsive one!

### RUNNING THE NIGHT ENCOUNTER

Sometime during the night, allow each character to make a Wits check (at a +2 penalty) to waken from his/her sleep. For those that do, read the following:

*You are awakened from your sleep by a strange feeling of inexplicable dread. Looking furtively into the darkness outside your quarters, you see only cold, dark shadows, and hear the distant footfalls of a lone sentry on patrol.*

*Suddenly a soft, flickering candlelight washes over you and, looking up, you see the face of Dr. Needles, his features made all the more dramatic by the deep pools of shadow his light creates around his eyes, nose, and mouth. He whispers in a level tone with only the slightest hint of excitement:*

*“It’s as I suspected. Arm yourselves and come with me!”*

Without explaining, **Dr. Needles** will lead the awakened PC(s) from their quarters to a spot not far away. Blowing out the candle, from the shadows **Dr. Needles** motions to a point nearby.

*The doctor motions, from the cover of the shadows, to a lone sentry walking the halls, illuminating his way with a flashlight. The man looks quite afraid, clinging to his weapon with a white-knuckled fist. Needles puts a finger to his lips, calling for quiet. The sentry does not seem to notice your presence.*

*“Morale has begun to slip markedly since you left,” he whispers gently. “I fear it’s more than a natural degrading of willpower. It’s uncanny, as if something’s been feeding the men’s terror...”*

*As you watch, the shadows cast by the sentry begin to coalesce into a monstrous shape with long, slender limbs, a hulking body, and an enormous fanged head.*

*“Ah,” says the doctor with a hint of satisfaction, as if his waiting had at last paid off, “once again I am proven right...”*

Allow the characters a chance to act, determining turn order as normal. Note that the **foot soldier** will be taken by surprise by the sudden manifestation of the creature (the **Nightmare Weaver**), so unless the characters act quickly, he may be killed!

Also, don’t forget to call for *Despair* checks once the creature manifests.

**Needles** will not get involved during the first turn of combat, intent as he is on first observing the creature in action to ascertain (at least to some degree) its capabilities. He will, however, contribute with his *zip gun* on the following turns (he’s cautious, not a coward).



## NIGHTMARE WEAVER

PROWESS	7	SOCIAL	1
REFLEXES	7	INTIMIDATION	6
WITS	8	PSY POTENTIAL	8
WILLPOWER	4	PSY STRENGTH	30

### SPECIAL RULES

Human Size, Frightening, Hopelessness, Bite, Claw, Aura of Fear, Web, Relish Fear.

### AFTERWARDS

Once the **Nightmare Weaver** has been killed, **Johnson**, **Bradley**, and several others appear on the scene to find out what happened. **Needles** moves to take the body to examine it, but it dissolves into shadows moments later, preventing him from doing so.

Assuming the characters relate what happened, **Needles'** insight that a demon would appear tonight causes some to wonder *how* exactly he knew. **Bradley** accuses **Needles** of being in league with the demons in some fashion, and while he, too, is suspicious, **Johnson** at least gives **Needles** a chance to explain how he knew what was going to happen.

**Needles** seems unwilling to relate the full truth, and settles on a lie, saying that he “saw movement in the shadows” and simply followed them here. Any player character making an opposed Wits check with **Needles** (his Wits attribute is 10) can sense he is lying, but **Needles** will stick to his story. Ultimately neither **Bradley** nor **Johnson** can prove **Needles** was involved with the demon (and in fact, he *did* help fight it), but from then on **Johnson** keeps a wary eye on the doctor...

**Needles**, for his part, is uninterested in proving his innocence at this point. He believes he will be fully vindicated when he finally presents his observations - and *plan* for Sanctuary - in the next section, THE VOTE.

### THE VOTE

The next day the process of the vote is put into full swing. Remarkably, **Johnson** does not contest the idea of the *vote* (though many of his followers do, to be sure), as some had expected. After some consideration, he realizes that to keep Sanctuary together - and to avoid looking like a tyrant - he'll have to give others a chance to contribute their ideas to its defense.

As soon as word of the vote spreads, however, it seems every nutcase in the place becomes eager to run as a “candidate“. Some have genuine ideas for Sanctuary, but the vast majority are just average convicts looking for a chance to boss others around, or hungry for a taste of power. *Ambitious PCs interested in running can also throw their hat in the ring, if they so wish, but to separate themselves from the rabble they'll have to have a high combination of Sociability, Intimidation, and political acumen.*

Before long the candidates are narrowed down to **Johnson**, **Dr. Needles**, **Bradley**, and a newcomer, **Sly** (see below), plus any PC(s) who wishes to run.

### PLATFORMS

**Johnson** seems content to let his followers spread word of his plans, while **Bradley**, a political showman, calls for a “town meeting” at the Pit where he can address a far larger group face-to-face to communicate his ideas. **Needles** agrees, intent on announcing his findings/theories and convince the people to elect him. The newcomer, **Sly**, also leaps at the chance to be in the limelight, and appears at the “town meeting” with fanfare.

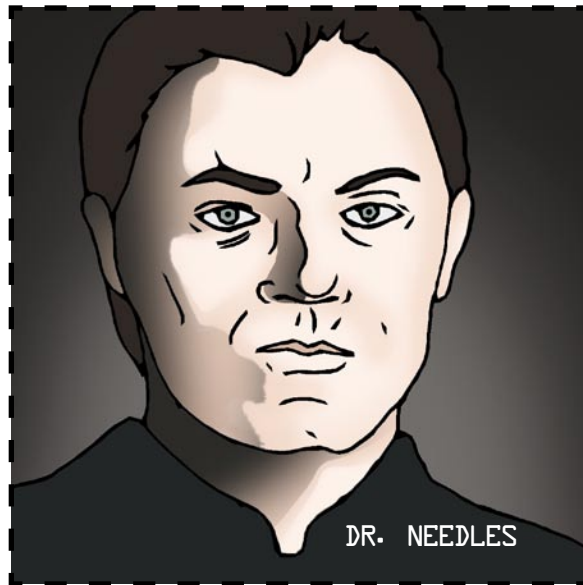
The platforms of the NPC candidates are outlined below. During the “town meeting“, you can role-play the event as an actual debate/dialogue with cheering, shouting, and barely-restrained hostility, or you can simply summarize the stances of **Johnson** and the others for the players. *If a player character is also running, now is her time to role-play her stance and come up with a plan; this is her moment to sway the people in her favor!*

**Warden's Note:** Depending on how well you, Warden, deem the speech to be, the character may receive bonus votes (see later for tallying votes).

### JOHNSON (C. I. N. 1360881)

**The Candidate:** A short black man with knife scars on much of his face and arms, **Johnson** has a penchant for wearing simple black sunglasses. Once picked on for his 5'3” size, he only won his current level of respect and admiration the hard way – by fighting. Usually quiet, when he chooses to speak he does so wisely and decisively. He is known to always carry an excellently-balanced *butterfly knife*, with which he is an expert.

**His Platform:** He led the *Jailhouse Giants* here, he's managed to keep the refugees together, and he has good ideas. He's trusted and admired, and tends to treat his people with an even hand. He is also reasonable, an uncommon trait in convicts.



**Speech:** Johnson's speech is only *Average*.  
**Warden's Note:** Johnson is the likely winner; if he wins, the story continues as normal.

**JOHNSON (MURDERER/REDEMPTION)**

PROWESS	9	SOCIAL	7	GUILT	7
REFLEXES	9	INTIMIDATION	10	DESPAIR	1
WITS	6	PSY POTENTIAL	0	INSANITY	1
WILLPOWER	6	PSY STRENGTH	0	HEALTH	30

TRAITS	GEAR
Brawler	Convict Basic Gear
Extra Health (x2)	Sunglasses
Fifty-Two	Butterfly Knife (as <i>shiv</i> )
Knife Fighter	
Legend	
Made Man ('Giants)	
Quickness	
Stronger	
Woodbourne Shuffle	

**DR. NEEDLES (C. I. N. 3586661)**

**The Candidate:** A handsome educated man, former plastic surgeon to the wealthy – and serial killer. His jet black hair has distinguished silver streaks, and he smokes habitually, but with grace. Well-mannered, the doctor is a figure emanating reserve and calm... though sometimes with icy callousness.

**His Platform:** He's brought a decent level of medical care to Sanctuary, and as a result has saved lives. But as a professed Darwinist, he believes in weeding out the

weak, and survival of the fittest, holding that the meek only endanger the community by attracting demons. To remain alive, the community must remain strong. Needles' platform causes a sensation when he addresses the crowds. Needles presents his theories as to the fallibility of Johnson's plan behind Sanctuary, citing his observations of demons and the recent appearance of the *Nightmare Weaver*. Needles believes that Sanctuary (or any gathering of more than a few hardy souls) is doomed, and that the inhabitants should disband, take what they can, and attempt to survive in small groups - or alone. For the time being - with enemies close - a fight should be made, but the weak need to be expelled now before it is too late and they bring even worse horrors on the community as a whole. Remarkably, Needles' objective, intellectual approach in convincing, winning not a few cold-blooded men over.

**Speech:** Needles' evidence and theories are quite persuasive; his speech is considered *Good*.

**Warden's Note:** If Needles wins, things become grim in Sanctuary. In *Chapter 4*, remove Row 1 from the Defender Pool (simulating those "weak souls" Needles casts out). In addition, all who remain in Sanctuary gain +1 Guilt for failing to stop the "purge". Finally, *Episode 2B* does not occur, since Needles will have already been able to enact his plans before the battle even begins.

**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
Educated	Convict Basic Gear
Extra Health	First Aid Packs (x2)
Isolation	Syringe
Medical Knowledge	Cardiolax (x3)
Obsession (Women)	Zip Gun
Quickness	5 rounds of ammo
Sociable	

**SENATOR BRADLEY (C. I. N. 9798431)**

**The Candidate:** Bradley was a powerful Terran senator before the New Regime purged all of the old politicians. He committed no real crime, other than to be on the losing side – a fact that continues to alienate him from some cons in the prison community. Still, he’s charismatic and well-spoken, and wily enough to play to the inmates’ fears and hopes. Though he may sway with words and emphatic speeches, he’s also rumored to be ruthless as well. He’s living proof that being “Not Guilty” isn’t the same as being *innocent*. He plays hardball, and always makes sure his ass is covered.

**His Platform:** An actual living, breathing politician, Bradley knows the value of appeasement; vote for him and he’ll make sure you get something for your support. He personally believes there’s a way off the ship, and has vowed to make efforts to find an escape for every last inhabitant of Sanctuary if they put their faith in him as their leader.

**Speech:** A skilled orator, **Bradley’s** speech is considered *Excellent*.

**Warden’s Note:** Towards the end of the final battle (see *Chapter 4*) Bradley makes a bargain with the *Daughters of Slaughter*, leaving a “back door” open



for them to come through (this essentially has the same effect as having a character with the *Damnation* goal in the party; see later for details). Having him as leader otherwise has no effect on the final battle, however.

**SEN. BRADLEY (DISSIDENT/DAMNATION)**

PROWESS	5	SOCIAL	10	GUILT	1
REFLEXES	5	INTIMIDATION	6	DESPAIR	2
WITS	8	PSY POTENTIAL	0	INSANITY	0
WILLPOWER	3	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Born Leader	Convict Basic Gear
Sociable	Zip Gun
Educated	10 rounds of ammo
Seducer	<i>Skeleton Key</i> (see sidebar)

**SLY (C. I. N. 2561107)**

**The Candidate:** Once fair-looking, the convict known as “Sly” had his appearance marred in a brawl that took out most of his teeth. He has gold replacements now, though his nose still looks like a squashed potato. Sly claims to have lost his memory soon after *Perdition*, though he says he came to Sanctuary for an important reason - though he no longer remembers what that reason was! A consummate showman, Sly wears an easy grin and devil-may-care attitude that is infectious. In reality he’s a bit of a lunatic, detached from reality (hence his seeming confidence despite the danger looming over Sanctuary).

**His Platform:** Bolstered by the influx of people, Sly is sure Sanctuary can survive any threat, including the



## SKELTON KEY

**Bradley** has in his possession a homemade gadget (created by past associates who owed him a favor) known as a **skeleton key**. This new item is detailed here.

**Control Level:** -

**Cost:** 500 Smokes

**BP Cost:** 100

**Complexity:** Complex

**Time Required:** 72 hrs.

**Components:** Electromagnetic (2), Rigid (1)

A skeleton key is a convict-made electronic device created for bypassing security doors in the event of a prison breakout, riot, etc. Such devices are rare (just as the men smart enough to make them are scarce) and usually command a high price. A skeleton key, when placed on a security/blast door, both produces the electricity needed to open/close that door, as well as automatically bypasses any locks that it may have. Each time a skeleton key is used there is a 50% chance it burns out, however, and no longer functions.

one looming over it now. His confidence is surprisingly contagious, and a lot of people like his seemingly unshakable “can-do” outlook.

**Speech:** **Sly’s** speech, full of ridiculous promises and unrealistic gestures, is considered *Poor*.

**Warden’s Note:** If **Sly** somehow wins, the defenses suffer as a result of his ineptitude at planning (and overconfidence). In *Chapter 4*, remove Row 1 from the Defender Pool; this does not mean an actual reduction in bodies, but simulates the fact that some men go unarmed thinking there is nothing to fear. During the final battle, **Sly** and a handful of equally unstable followers will try to flee Sanctuary at the first sight of the approaching enemy (this event is not detailed, and can be inserted wherever you choose), leaving the community without a leader!

### SLY (MURDERER/POWER)

PROWESS	7	SOCIAL	9	GUILT	5
REFLEXES	4	INTIMIDATION	6	DESPAIR	2
WITS	3	PSY POTENTIAL	0	INSANITY	4
WILLPOWER	2	PSY STRENGTH	0	HEALTH	10

TRAITS	GEAR
Insane (Mild/Detachment)	Convict Basic Gear
Jailhouse Rock	Shiv
Psychopath	
Streetwise	

### CAMPAIGNING

With the threat of attack by unseen (but palpably felt) enemies looming, the vote is set to take place two days after the beginning of *Chapter 2*. That gives **Johnson**, **Dr. Needles**, and the others (PCs included) only a short time to gather supporters for their particular causes. The rules are clear: the candidate who ends up with the most votes, *wins*.

The major candidates (or their followers) immediately begin making the rounds to gather support. The characters, after all they’ve done for Sanctuary, are at the very least minor celebrities, and so a considerable number of people will listen to them.

**Johnson’s** men approach the PCs, hoping to convince them to help raise support for **Johnson**. **Johnson** should be the obvious candidate, after all, considering his history with the *‘Giants*.

**Dr. Needles** approaches the characters and politely requests that they “campaign” for him. He will now openly discuss his views on the future of Sanctuary, but he is also banking on the fact that he helped the characters (in *Seeds of Rage*) and they once traveled together; hopefully they will feel some “obligation” to back him.

At some point during the “campaign” Senator **Bradley** has his men summon the characters to meet with him. A much more persuasive man, he tries to use eloquence to win the characters over. Over brandy and fine cigars he promises to bring sanity and law (he’s not a typical lawbreaker, like the other candidates, who are “murderers and anarchists”) to Sanctuary under his administration. He also promises the PCs prominent positions as a reward for their support once the battle is over.

**Sly**, a relative newcomer, will also attempt to arrange a meeting with the characters, but he is a carnival showman and nothing more, his popularity mostly appealing to the weirdos and dregs. Unless the characters are a bit insane themselves, they’re unlikely to agree to join his campaign.

## OUTCOME

The outcome of the vote is determined through an abstract tally system, as outlined below. Each candidate running for leadership of Sanctuary has a starting number of votes (based on the sum of her Social and Intimidation scores), which is further modified by the quality of the speech she gave at the “town meeting”, her standing with a faction (a measure of a character’s power, at least in the eyes of many convicts), plus various *Traits*. There are some random elements included to make things less predictable.

FACTOR	VOTES
<b>Social + Intimidation</b>	
2-4	3D12 votes
5-9	4D12 votes
10-14	5D12 votes
15-20	6D12 votes
<b>Speech</b>	
Poor	-1D6 votes
Average	-
Good	+1D6 votes
Excellent	+2D6 votes
<b>Faction Standing</b>	
None	-1D6 votes
Probationary	-1D6 votes
Junior	-
Senior	+1D6 votes
Inner Circle	+2D6 votes
<b>Traits</b>	
Battle Plan	+1D6 votes
Beacon of Hope	+1D6 votes
Born Leader	+2D6 votes
Criminal Mastermind	+1D6 votes
Educated	+2D6 votes
Insane	-1D6 votes
Legend	+1D6 votes
Lost Knowledge	+1D6 votes
Maverick	-1D6 votes
Military Experience	+1D6 votes
Military Training	+1D6 votes
Psychopath	-1D6 votes
Sociopath	-1D6 votes
Trustee (any level)	-2D6 votes
Each PC campaigning for the candidate*	+1D6 votes

\* *Player characters who aren't running themselves may actively campaign for any candidate; doing so increases that candidate's total votes by +1D6 per PC working for him.*

## TALLYING

Each candidate's total votes should be calculated individually. The NPCs (**Johnson**, **Needles**, etc.) have their own attributes and traits; their range of votes are shown below.

CANDIDATE	BASE VOTES	ADD'TL VOTES	TOTAL VOTES
Johnson	6D12	+2D6 votes	
Dr. Needles	6D12	+2D6 votes	
Sen. Bradley	6D12	+5D6 votes	
Sly	5D12	-4D6 votes	
PC Candidate #1			

## DECLARING THE WINNER

After much debate, chaos, disorganization, accusations of intimidation and outright cheating, eventually a *winner* is declared by day's end. But what this means for the community will vary.

Regardless of who comes to power, by and large the adventure will continue as described, but keep in mind that the general tone each individual candidate will bring should alter the “feel” of events – and life - in Sanctuary. If **Johnson** wins, he maintains the *status quo*. **Needles**, on the other hand, is a bit of a calculating radical with little patience for the weak-willed, and under his direction the strong assume power and the weak... well, they have no place in Sanctuary at all. **Bradley** will seek to stabilize the infighting, masking all concerns about the coming attack behind a veil of false assurances (he has his own agenda, after all; see later for details). **Sly's** approach to governing is similar to **Bradley's**, but to anyone with any sense, his efforts seem borderline unstable (and they are). Under his guidance Sanctuary becomes a place of drunken parties and dangerous, carefree living, with the inhabitants of the stronghold engaging in a terrific binge as if it was the last party before the end of the world...

If a *player character* manages to win the vote, let her bask in the glory of her new position. This is especially true for characters with the *Power* motivation, for whom this should be a major personal victory. Use this as a role-playing opportunity, but keep in mind the following:



1. The character is now a leader and will be expected to act as such. People will be looking to her for ideas, leadership, a show of confidence, and courage during the coming attack. People will listen to her orders on command, but they will also blame her if things go wrong. If the character shows indecision under fire, or worse, *cowardice*, NPCs might not only criticize, but might also lose faith and begin to desert in the middle of the fighting!

2. The character is in a position of *power*. Let the player enjoy it. The attack may come tomorrow, or in a few days. Let the player have fun with being in charge. In addition, prior to the attack she can pick her choice of gear from the **armory** or the **trader**, and will have full control over the coming battle. You may want to adjust the next chapter's encounter descriptions so that the character feels he/she learns about every development *first* (from various runners and messengers, or 'Giants lieutenants).

3. A character who wins the election becomes commander of Sanctuary's defense during *Chapter 4*. As such, that character's player should be given the choice of where all *Jailhouse Giants* footmen (which form the backbone of NPC allies during the final episodes of the assault) are assigned.

Before the final battle begins, allow the player to distribute her forces into three areas (*Front Lines*, *Reserves*, and *Rear Areas*). She has three priorities which she can assign (in any order she chooses), *First*, *Second*, and *Third*.

AREA	PRIORITY	EPISODES AFFECTED
Front Lines		1, 2A
Reserves		4B, 5
Rear Areas		2B, 3, 4A

When an episode takes place, the number of *Allies* listed for that encounter is modified by the *priority* the character placed on the area in which it takes place. If the area was made *First* priority, the number of allies increases by +1D3. If the area was made *Second* priority, the number of allies is unchanged. If the area was made *Third* priority, the number of allies is reduced by -1D3. These modifiers stack with any modifiers from the defenders' current *Attrition Effect* (see *Chapter 4*).

*If any of the NPCs wins the election, use the default reinforcements listed under each Episode (under "Allies") instead of using this system.*

- The character's orders are listened to. Let the player come up with ideas or strategies; give them a fair chance of working (though again, some may not). Give the player a chance to feel powerful, in charge, etc.. After all, it won't last long...
- Last but not least, the character will have two *bodyguards* at all times (treat as **footsoldiers**), which are more or less loyal to him/her, and will fight to defend her during the coming battles or against other enemies.

## CHAPTER 4 - THE ASSAULT

The climax of *The Right To Live* is the culmination of the *Jailhouse Giants*' efforts to fortify Sanctuary and populate it with fighters, and the efforts of the *UltraMax Psychos*, *Daughters of Slaughter*, and the heretofore unknown "Embracers" to destroy it. This epic confrontation – nothing less than a full-scale siege – will be determined by a series of seven key encounters, in which the player characters have a chance to play a part and change the outcome.

To simulate the progress of the siege, the battle follows a somewhat static course, as outlined below, starting with *Episode 1: Attack On The Gate*. Following this encounter (assuming they survive), the players will be given the choice of getting involved with either one of *two* encounters. Note that the party may split up, at the Warden's discretion, to cover multiple battles, though to do so may weaken the party significantly.

If the players devote themselves to one encounter, and are not present for the other that is occurring at the same time (the "alternate"), no ill effects occur (assume other foot soldiers or NPCs are able to deal with the alternate episode's challenges).

EPISODES	ALTERNATE
Attack On The Gate	-
Raid on the Sally Port	Hospital Dilemma
The Back Door	-
Things From Below	Relief
Heralds of Doom	-

### EPISODE 1 - ATTACK ON THE GATE

*With no electricity to see by, or to time the hours, recently it has felt like one long, endless night. That's always been the case on the Gehenna, but the analogy seems even more fitting now. An unending night of bad dreams, where every shadow, every dark corridor, seems ready to come alive with some horror beyond imagining.*

### COMBATANT POOLS

Though ultimately Sanctuary falls (see *The Fall* for more on the inevitable outcome), it's still worthwhile for players to try and do their best, as the number of NPCs who survive the assault will determine bonus BPs awarded at the end of the adventure.

The Combatant Pools are a means of keeping track of how many defenders and attackers are left after each episode of the battle. The greater the number of casualties, the fewer allies the player characters will have in each battle (see each individual episode for information on what kind of allies; if any, the PCs can call on to bolster their numbers).

ROW	DEFENDER POOL	CONDITION	ATTRITION EFFECT
Row 0*	OOOOOOOOOOOOOOOOOOOO	*	-
Row 1	OOOOOOOOOOOOOOOOOOOO	Strong	-
Row 2	OOOOOOOOOOOOOOOOOOOO	Battered	1 less ally from each episode
Row 3	OOOOOOOOOOOOOOOOOOOO	Ravaged	2 less ally from each episode
Row 4	OOOOOOOOOOOOOOOOOOOO	Withering	3 less allies from each episode
Row 5	OOOOOOOOOOOOOOOOOOOO	Desperate	<i>No allies remain!</i>

\* Row 0 is optional; these additional defenders will only be present if the characters recruited some or all of the possible NPCs encountered during this adventure (including the Dragons gang, and the survivors of cell block E1205). These defenders should be marked off before moving on to Row 1.

When keeping track of casualties, start nicking off circles from Row 1, moving to Row 2 only after all of the circles in Row 1 have been nicked. This not only measures the number of combatants killed, but also the general *condition* of the defenders, from *Strong* all the way down to *Desperate*. Each time you move to a new row, the number of allies available in each battle is also affected.

If at any point the Defender Pool falls past Row 5 (i.e. there's no one left), proceed directly to *The Fall*.

**For example:** By *Episode 3 (The Back Door)*, the Defender Pool has lost 23 defenders, moving the Defender Pool from Row 1 to Row 2 (and dropping the defenders from *Strong* to *Battered*). Though the episode lists five **foot soldiers** as potential allies to be used in the battle, because the defenders are now *Battered*, the PCs get 1 less ally (for a total of only four **foot soldiers**).

ROW	ATTACKER POOL	CONDITION	ATTRITION EFFECT
Row 1	OOOOOOOOOOOOOOOOOOOO OOOOOOOOOOOOOOOOOOOO	Frenzied	-
Row 2	OOOOOOOOOOOOOOOOOOOO OOOOOOOOOOOOOOOOOOOO	Determined	1 less enemy per episode
Row 3	OOOOOOOOOOOOOOOOOOOO OOOOOOOOOOOOOOOOOOOO	Brutalized	2 less enemies per episode
Row 4	OOOOOOOOOOOOOOOOOOOO OOOOOOOOOOOOOOOOOOOO	Faltering	3 less enemies per episode
Row 5	OOOOOOOOOOOOOOOOOOOO OOOOOOOOOOOOOOOOOOOO	Falling Apart	4 less enemies per episode

Attackers follow the same rules, but their Rows are bigger (as there are more of them than the defenders). In addition, when a new Row indicates fewer enemies are present in an episode as a result of *attrition*, the Warden may choose which of the listed enemies are not present.

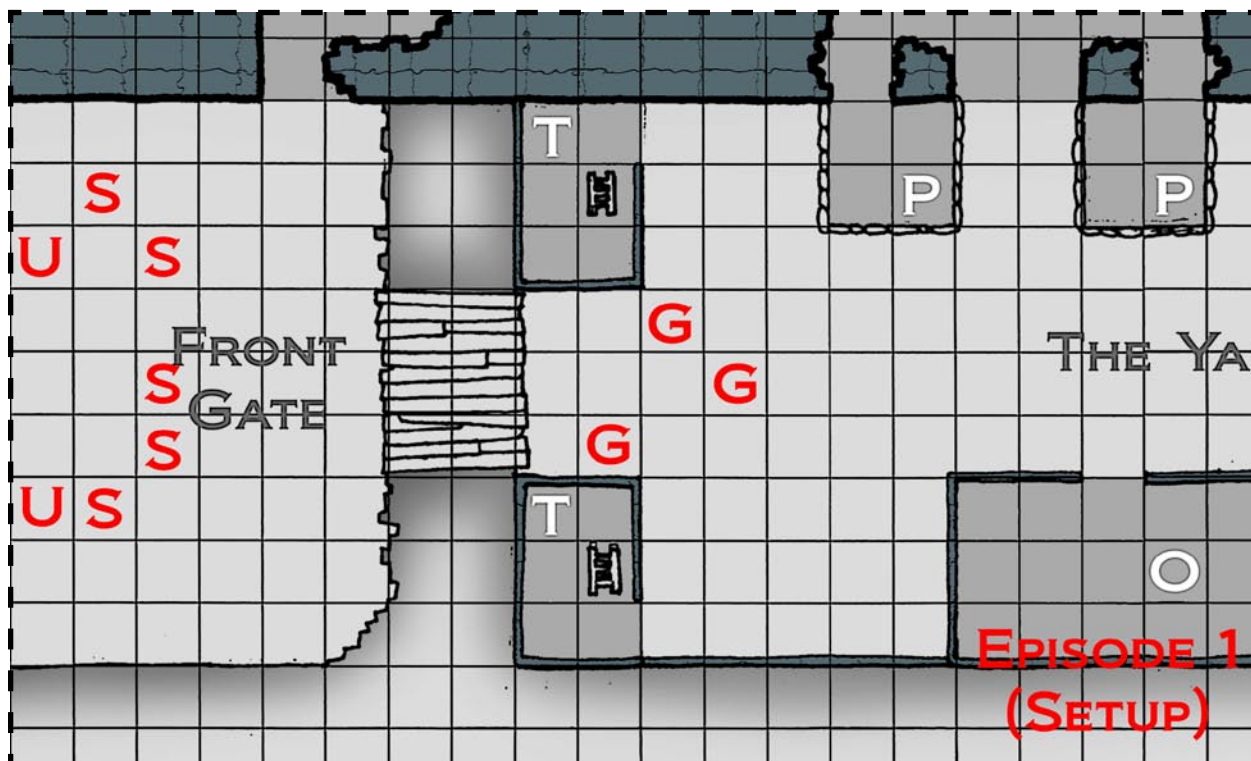
You are stirred from your sleep by the same commotion that seems to have roused everyone else. Coming out of your quarters, you already hear a distant throbbing sound, which grows clearer as you step out into Sanctuary's outer yard. Now, instead of an indistinct throb, you hear the regular, chilling clang of metal on metal, but hundreds of times over, as men beat whatever weapons they have gathered – lead pipes, clubs, etc. – against any surface to signal they are coming... It's the customary way of announcing a gang war is about to explode in the prison yard, suggesting the enemy either has a twisted sense of humor – or a great deal of confidence in their numbers.



The Jailhouse Giants are already scrambling to defensive positions. In the distance, beyond the outer wall – which now seems insignificant to hold back this threat – you hear the rumbling shuffle of hundreds of feet, the roar of cheering warriors, and the rhythmic banging of weapons against the metal walls of the tunnel. What's worse, from the darkness beyond, almost imperceptible over this great clamor, can be heard strange chanting from somewhere at the rear of the enemy host.

Pitch black beyond the walls of Sanctuary, the enormous maglev tunnel thunders with the sound of feet. Lit by eerie, inexplicable glows deep in their ranks, you see hundreds of motley fighters heading your way, filling the entire corridor with bodies. A sea of dirty, cheering convicts is advancing on the stronghold, brandishing improvised weapons of all kinds, shouting lewd taunts and garbled war cries as they come.

Moving to a vantage point with a better view, you and a handful of high-ranking 'Giants are able to see the army assembling for the attack. It's enough to make your blood run cold.



### SPEEDING UP COMBAT

When large numbers of combatants are involved in a battle, the pacing of the game sometimes bogs down. If you would rather speed things up and keep the action flowing (and centered on the actions of the player characters, not slowed down by the die rolls of NPCs), consider relegating non-player characters to a more abstract role. Assume a successful hit with a weapon always kills an NPC (at least in the case of minor NPCs; major ones may warrant using the normal rules since they should present challenges to the player characters).

*Men all around you seem to grow pale in the face of such numbers. The mass of enemies is staggering, and looking more closely you see not only UltraMax Psychos, but vast numbers of Skinheads too – apparently the UltraMax have found eager recruits among the many smaller gangs as well. They are being whipped into a frenzy by the words of a tall man marching among them with a bullhorn in hand, who now motions for them to stop so that he might address the defenders of Sanctuary.*

*You recognize this tall, powerful man by his black hair and tattooed arms as he steps on a metal door and is lifted into the air by half a dozen convicts. It is **Blade**, the leader of the UltraMax Psychos, a man of terrifying reputation. He seems to have “changed”, his skin abnormally pale, the veins bulging and black like poisonous roots creeping over his flesh. But his eyes... they emanate power:*

*“I see before me ants! I expected more of the Jailhouse Giants, but I am encouraged to know so few are left to resist the coming of the Dark Ones. So let us pave the way for their arrival without delay...”*

*With that the crowd roars, creating a deafening echo in the tunnel as they surge forward in a mad assault on the fort’s perimeter.*

The sight of so many enemies requires everyone present to gain +1 Despair (no check).

The opening battle is a straightforward rush on Sanctuary’s defenders. A large mass of enemies is herded at the walls in the hopes of demoralizing the ‘Giants - and to do as much damage as possible. If the gate gives, so much the better!

Consult the nearby battle map for how to set up the battle. The player character begin on the second level of the towers; the starting positions for the ‘Giants are marked with a “G”; *Ultramax* as “U”, and *Skinheads* as “S”.

### PLAYING THE SKIRMISH

This encounter is a straight-up fight. The *UltraMax Psychos* and their *Skinhead* allies are making a mad rush on the front gate. Each *Skinhead* is equipped with a **Molotov cocktail** (see sidebar), which they hurl at the wall hoping it (and anyone up there) will catch fire, or at least drive the defenders away. The *Psychos* have **scatter guns**, which they will use to lay down heavy fire on anyone on the walls or towers, likewise with the intention of forcing the defenders under cover.

If successful, the *Psychos* pull out their “secret weapon” - a handful of 2D6 **barricade buster** rounds - which they begin using against the *gate* itself. The gate can take 25 points of damage before it collapses, so unless

### MOLOTOV COCKTAILS (CONCEAL -1)

A favorite weapon of rioting inmates before *Perdition*, the “Molotov cocktail” is now even more common after the chaos.

**Control Level:** -

**Cost:** 75 Smokes

**BP Cost:** 25

**Complexity:** Rudimentary

**Time Required:** 1 hr.

**Components:** Ignition (1), Volatile (1)

Molotov cocktail are easy to make with common materials; the only trick is finding a fluid flammable enough to ignite, but there are lots of possibilities. When a Molotov cocktail is thrown, the thrower picks a spot within sight and makes a Prowess check; if successful, anyone in the target square and all others within one square of the target take 1D6 points of Health damage from burns and must make an Reflexes check to avoid catching fire (being on fire inflicts 1D6 damage per turn until extinguished). If the thrower’s Prowess check fails the Molotov deviates 1D4 squares in a random direction.

## THE TURRETS

If the characters managed to get the automated turrets at **Area 1** up and running during the adventure, these weapons will do some damage to the oncoming horde (before they are destroyed by the sheer numbers of *Psychos*, *Skinheads*, and *Embracers*). If this is the case, deduct 2D10 from the number of enemies in the Attacker Pool prior to the first episode of *Chapter 4*.

the characters are able to kill *all* of the gun-toting *Psychos* quickly, the front gate will fall.

If the gate does fall, an additional force appears at the western edge of the map on the following round, spurred on by what appears to be an unexpected breakthrough. This force includes four more *Psychos* and another eight *Skinheads*. These “storm troopers” will attempt to storm through the breach, fighting fearlessly to make headway into the compound.

The battle ends when either all of the gun-toting *Psychos* are killed (before the gate is crashed), or, failing that, when either all of the *Psychos* are killed or all of the *Skinheads*.

**Enemy:** The initial group consists of two *UltraMax Psychos Meat* (their term for common foot soldiers) and five *Skinhead Soldats*. The “storm trooper” force that comes later consists of two more *Meat* and seven *Soldats*.

### 4x MEAT (MURDERER/DAMNATION)

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

TRAITS	GEAR
Brawler	Convict Basic Gear
Corpse-Handler	Brass Knuckles
Isolation	Possible addt'l equipment as well (see text)
Psychobaric - Lvl 1	
Psychopath	

### 12x SOLDATS (ANARCHIST/DAMNATION)

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

TRAITS	GEAR
Called Shot	Convict Basic Gear
Cold Blooded	Lead Pipe
Find Weakness	Metal projectile (as improvised weapon, thrown, 1D3)
Military Training	Molotov cocktail (see sidebar) 1D2 matches

**Allies:** In addition to the characters, the PCs have three *Jailhouse Giants foot soldiers*. These are as the normal **foot soldier**, but each is armed with a **room broom** and four **rubber slugs**.

### CONSEQUENCES

The fighting is not solely concentrated around the front gate, and the enemy hurls firebombs and other makeshift projectiles (and attempts to rush the walls) up and down the whole length of the yard. Similarly, *Jailhouse Giants* elsewhere open fire on the enemy from their own vantage points, meaning combatants will be lost on both sides.

The number of additional casualties lost will depend on how well or poorly the characters did, judged by you, the Warden. Remember to keep track of casualties (from the battle itself, and as a result of *Consequences*) using the *Combatant Pools* (see page ?).

CONDUCT	DEFENDERS LOST	ATTACKERS LOST
Excellent	1D3+1	1D20+1
Good	1D4+1	1D12+1
Fair	1D6+1	1D10+1
Poor	1D8+1	1D8+1
Miserable	1D10+1	1D6+1

### CONCLUSION

When the last enemy is killed, a dozen more appear at the edge of the map - but at the same time, so do another 8-10 *Jailhouse Giants* (on the player character's side). The battle will rage on, but for now the PCs have a chance to pull back and let others do the fighting.

Read the following:





*After what seems like an eternity of brutal fighting, the battle for the front gate appears to be grinding to a stalemate. As fresh replacements arrive to bolster you, desperate shouts echo through the 'yard. A messenger arrives suddenly with news: a force of 'Psychos has moved to attack the western sally port!*

Unless **Needles** was elected as leader, also read the following:

*Just when you prepare to head that way, there are more shouts from the rear. A desperate soldier calls in your direction, "The Infirmary - the Doc's gone crazy and he's killing all of the sick and wounded!"*

*You've got a choice to make.*

If the characters decide to rush to the sally port to lend their aid there, go to **Episode 2A**. If they choose to investigate the report of **Dr. Needles** losing it, proceed to **Episode 2B**.

## EPISODE 2A - RAID ON THE SALLY PORT

*By the time you arrive, numerous Jailhouse Giants are rushing to hold the sally port shut, using strength and - when that doesn't seem enough*

*- their combined weight to pin the door closed. The tunnel is filled with bodies as the 'Giants press against the door... at least until a blast tears through the corridor. A bomb, detonated on the door itself, rips through the men, showering you in blood, shrapnel, and scorched limbs.*

*It's hauntingly quiet following the detonation of the bomb, but the smoky silence is soon broken by a chilling noise - the "pop" of a pilot light coming on, the hiss of gas, and the gusher of a flamethrower being turned against the stunned survivors!*

**Blade** apparently had spies watching Sanctuary, because it is now quite clear he knew of the sally port and sent a force to attack it. Using a homemade limpet bomb, the enemy blasted the sally port open with tremendous violence and are now pouring through the gap.

Consult the nearby battle map for how to set up the battle. Possible starting positions for the player characters are marked with an asterisk; *UltraMax* as "U"; the *Animal* as "A".

## PLAYING THE SKIRMISH

With all of the *Jailhouse Giants* dead or dying; the PCs, on entering the scene, must make **Despair** checks immediately or accumulate +1 **Despair** from the sight of so many ruined and fire-scorched corpses.

A few *Skinheads* were killed in the bombing, but the *UltraMax* are pushing forward now that the door is down. Spearheading the assault is a group of *UltraMax Meat*, led by a single *Animal*, a 'Psycho' who has submitted to mutilation to toughen himself and make him inured to pain. This particular *Animal* is armed with a **scorcher**, which he will use in an effort to drive back the player characters and claim a victory for his side.

The battle ends when either all of the 'Psychos are killed, or the PCs and their reinforcements are killed.

**Enemy:** The enemy consists of three *UltraMax Psychos Meat* and a single *Animal*.

## 1x ANIMAL (MURDERER/DAMNATION)

PROWESS	8	SOCIAL	1	GUILT	1
REFLEXES	6	INTIMIDATION	8	DESPAIR	1
WITS	3	PSY POTENTIAL	5	INSANITY	2
WILLPOWER	4	PSY STRENGTH	1	HEALTH	20

TRAITS	GEAR
Brute	Scorcher
Extra Health	Makeshift Armor
Hard Labor	First Aid Pack
Psychopath	1 dose of Redline
Self-Mutilation	Syringe
Stronger	

**Allies:** The characters begin the battle alone, but every round after the first 1D2 Jailhouse Giant **foot soldiers** will arrive on the scene to assist them.

**CONSEQUENCES**

Fighting continues elsewhere during this episode, resulting in additional casualties as the battle heats up. As before, the number of additional casualties lost will depend on how the characters did, judged by you, the Warden. Remember to keep track of casualties (from the battle itself, and as a result of *Consequences*) using the *Combatant Pools* (see page ?).

CONDUCT	DEFENDERS LOST	ATTACKERS LOST
Excellent	1D4+2	1D20+2
Good	1D6+2	1D12+2
Fair	1D8+2	1D10+2
Poor	1D10+2	1D8+2
Miserable	1D12+2	1D6+2

**CONCLUSION**

Reinforcements continue to arrive, and when the *Ultramax Psychos* are driven off/killed, more come with *ad hoc* repair materials to fix the sally port. Though the enemy returns with a smaller force to continue putting pressure on this entrance, they lack another bomb and thus won't be able to break through any time soon.

From here, proceed to **Episode 3**.

**EPISODE 2B - HOSPITAL DILEMMA**

This episode only occurs if **Needles** was not elected leader of Sanctuary.

*Rushing to the second level of the Infirmary despite the sound of an explosion below, you find it oddly quiet. Just outside the Infirmary, several sweaty, unsure 'Giants crouch at the door with melee weapons at hand, ready to charge in, banzai-style. They seem quite relieved when you appear.*

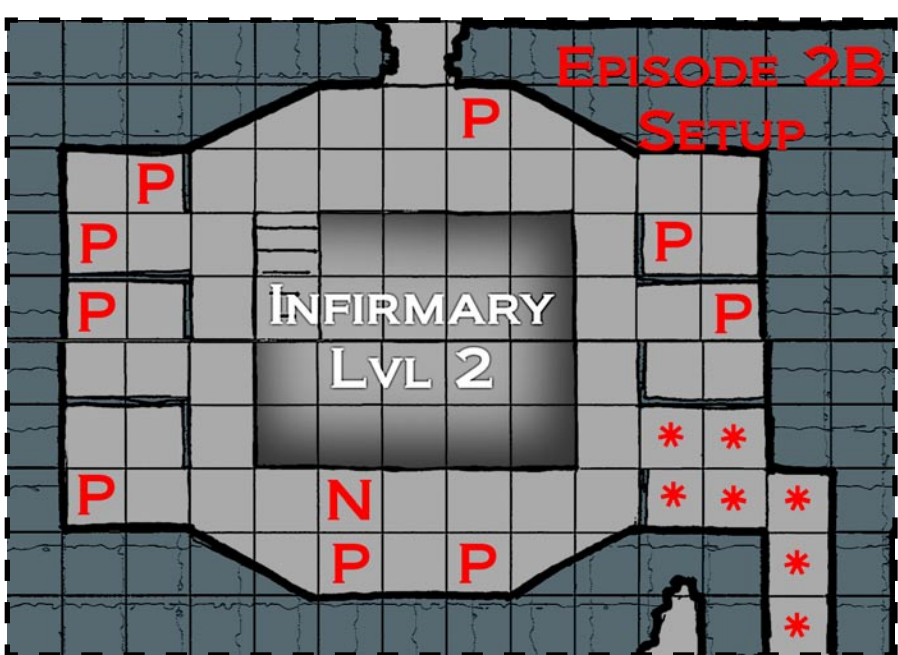
*Cautiously looking inside you see the Infirmary as usual, but the patients which are awake appear to be hiding under covers or under their beds. Dr. Needles is the only one standing, measuring out some chemical in a syringe as he stands over a terrified patient thrashing against his restraints. Other patients appear to have been injected as well; half a dozen lay unmoving on their gurneys.*

*"Don't try to stop me," the doctor says without breaking his concentration. "This is for the good of everyone!"*

From the looks of it, it appears that **Needles** has gone ahead with his plan to eradicate the weak and panicked from their midst to avoid attracting demons. By all appearances it looks like he is lethally injecting each patient, one by one, leaving them lifeless on their gurneys.

In reality **Needles** is injecting his patients with **tranq**, putting them under until the battle is over. But the PCs will only know this if a) they take the time to ask, or b) have the *Medical Knowledge* trait.

**Needles** fights to defend himself if need be, but he stands alone against the characters. *Needles* is marked with an "N"; immobile *patients* (non-combatants) are



## LUCRETIA'S SIGN

Earlier in the adventure, **Lucretia** (leader of the *Daughters of Slaughter*) may have attempted to woo a character with the *Damnation* or *Power* personal goal. If this is the case, she mentioned a “sign” that will tell the character in question when to act. This phenomenon occurs during either *Episode 2A* or *2B*, possibly in the middle of the fighting!

This sign will be nothing short of an obscene “vision” (a telepathic message sent by **Lucretia** to her chosen PC[s]) of numerous luscious-bodied *Daughters* cavorting naked in the darkness, engaged in a bizarre orgy with themselves, mask-wearing slave-men, and even black, oily demons whose invasive, probing tentacles are all that can (thankfully) be seen. Over this pulsating, orgiastic scene a cold voice can be heard in the character(s) mind; it is **Lucretia**, who simply says:

*“Now is the time... to the back door!”*

The character(s) affected will be compelled to slip away from her companions while they’re distracted and to the rear door of Sanctuary (**Rear Exit**), and open it...

marked with a “P”. The characters may start in any square indicated with an *asterisk*.

## PLAYING THE SKIRMISH

**Needles** believes in what he’s doing, and will use his **zip gun** to fire on the first character who tries to stop him. Otherwise, it’s a simple matter of subduing the “crazy” doctor to prevent him from “killing” all of the patients.

If the characters *do* manage to stop **Needles** by force, they soon find out that they’ve made an awful mistake. Just moments after he collapses, several patients, already panicking (believing the doctor was going to kill them), reach critical thresholds of *Despair*. The characters will be powerless to stop them (short of frantically administering **tranq** themselves), and soon this triggers a *manifestation*. The corpses in the **Morgue** rise as newly-possessed **Devourers**, and begin moving towards the Infirmary, aiming to climb to the second level and attack everyone present.

**Enemy:** The initial enemy consists solely of **Dr. Needles**, but if he is subdued before he can finish his work, the party may also have to contend with six **Devourers** coming up from the stairs.

**Allies:** The characters begin the battle alone, but on the following round four *Jailhouse Giant foot soldiers* (waiting outside) will join them.

## CONSEQUENCES

Fighting continues elsewhere during this episode, resulting in additional casualties as the battle heats up. As before, the number of additional casualties lost will depend on how the characters did, judged by you, the Warden. Remember to keep track of casualties (from

the battle itself, and as a result of *Consequences*) using the *Combatant Pools* (see page ?).

CONDUCT	DEFENDERS LOST	ATTACKERS LOST
Excellent	1D4+2	1D20+2
Good	1D6+2	1D12+2
Fair	1D8+2	1D10+2
Poor	1D10+2	1D8+2
Miserable	1D12+2	1D6+2

## CONCLUSION

If things go well the characters will realize what **Needles** is doing isn’t *murder* and, instead of fighting him, assist him (even if they don’t buy his theories, they might still want to stay on his good side and get some healing while they’re here!). Assuming enough prisoners are subdued, the threat of a manifestation is thwarted - for now, at least.

If **Needles** survives, he may be convinced to join the party for the duration of the siege - his ability to heal injuries might come in very handy!

If the PCs end up having to fight the **Devourers**, they may suffer unneeded injury. Luckily, if **Needles** is still alive, he may still be convinced to heal the characters.

From here, proceed to **Episode 3**.

## EPISODE 3 - THE BACK DOOR

*Once the danger is dealt with, you attempt to steal a moment’s rest but are interrupted by the sounds of combat. This time, however, the sound isn’t coming from outside Sanctuary - it’s coming from within!*



*With whatever men you can gather you rush to the scene, the rear entrance to the safe zone. This area was supposed to be secure, but as you arrive you see a handful of armed men, led by Bradley, at the door. You almost sigh in relief seeing friendly forces already on hand, until you realize that a horde of chanting Daughters is pouring through the door, and Bradley and his hand-picked guards are responsible!*

**Bradley** has sold out the defenders of Sanctuary to the enemy, having entered a pact to see his fellows slaughtered in exchange for not only his life, but power in the new order as well. Employing a rare device known as a **skeleton key**, he has managed to activate the security door to the maglev tunnels, leaving it open for the enemy to come pouring in.

Player characters with the *Power* or *Damnation* personal goal may have also been seduced by **Lucretia**, mistress of the *Daughters*, earlier in the adventure. If this is the case, she will have commanded them to come here and join **Bradley** in opening the door for her followers, letting them in unmolested!

Whether or not the player characters face one of their own party members here, they will certainly be confronted by a large contingent of well-armed *Daughters*, as well as the traitor **Bradley** and his own loyal bodyguards. It should be a difficult fight!

Consult the nearby battle map for how to set up the battle. The characters begin in any square marked with

an asterisk. *Jailhouse Giants* are marked “G”. The starting positions for the *Daughters* are marked with a “D”; *Silent Sisters* with an “S”; **Bradley** as a “B”, his traitorous guards with a “T”.

### PLAYING THE SKIRMISH

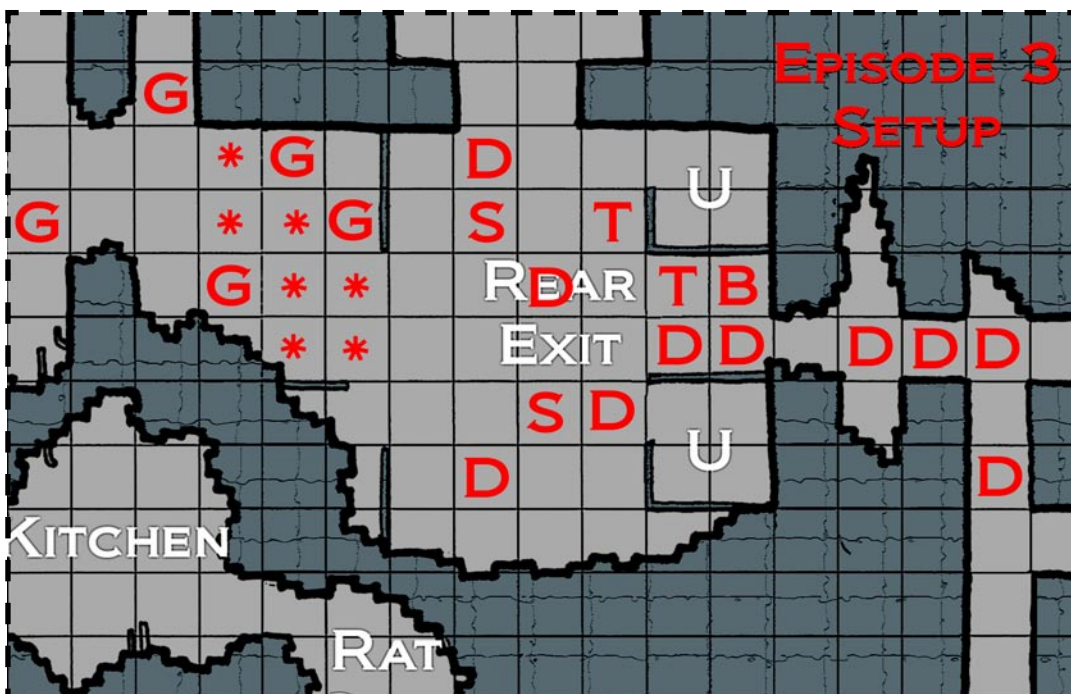
The *Daughters* are already well inside Sanctuary when the characters arrive, and they will rush to attack in melee. **Bradley** will stand back behind his guards, using his **slug pistol** to shoot whoever struck him as the most competent of the party (or the “leader”). His guards will remain near him, engaging anyone who gets too close to prevent them from harming their employer. **Bradley** will flee into the tunnels if his guards are both killed and there are no *Daughters* nearby to shield him.

The battle ends when either all of the enemy are killed or driven back into the tunnels, or the PCs and their allies are killed.

**Enemy:** The initial group consists of **Bradley**, two **traitorous guards**, ten **Daughters of Slaughter**, and two **Silent Sisters**.

### 2x TRAITOROUS GUARDS (MURDERER/ SURVIVAL)

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



TRAITS	GEAR
Cold-Blooded	Convict Basic Gear
Hard Labor	Chain
Public Menace	First Aid Pack
Torturer	200 smokes (each)

**Allies:** The characters are joined by five *Jailhouse Giants* **footsoldiers**, all armed with **room-brooms** with four **rubber slugs** apiece.

**CONSEQUENCES**

Without the heroics of the characters (or at the very least, without their competence in battle), the fighting elsewhere begins to get more pitched, and the casualties on both sides steepen. Depending on how the characters did in this battle, however, the general outcome of the fighting everywhere will be affected:

CONDUCT	DEFENDERS LOST	ATTACKERS LOST
Excellent	1D6+3	1D20+3
Good	1D8+3	1D12+3
Fair	1D10+3	1D10+3
Poor	1D12+3	1D8+3
Miserable	1D20+3	1D6+3

**CONCLUSION**

Once **Bradley** and the *Daughters* are either driven off (in the former case), or killed (in the latter case, as *Daughters of Slaughter* don't believe in retreat), the player characters can move to secure the rear exit. **Bradley** will have left his **skeleton key** behind, and this should obviously be a lucky find indeed. Smart

characters will realize that they should hold onto it for now.

Once the battle is over, however, read the following:

*You've saved Sanctuary from an insidious betrayer, but there's no time to rest on your laurels. From the reports of 'Giants rushing to and fro, the pressure continues to mount on the front gate and elsewhere. The battle isn't over yet.*

*You hear through the chaos someone shouting about "demons" pouring up from the depths of the Pit and a desperate fight unfolding there, while another claims that a band of armed refugees have been spotted trying to fight their way towards Sanctuary through the enemy army.*

*You could go and help the refugees before they are overwhelmed, but then again, the idea of creatures inside Sanctuary warrants immediate attention as well.*

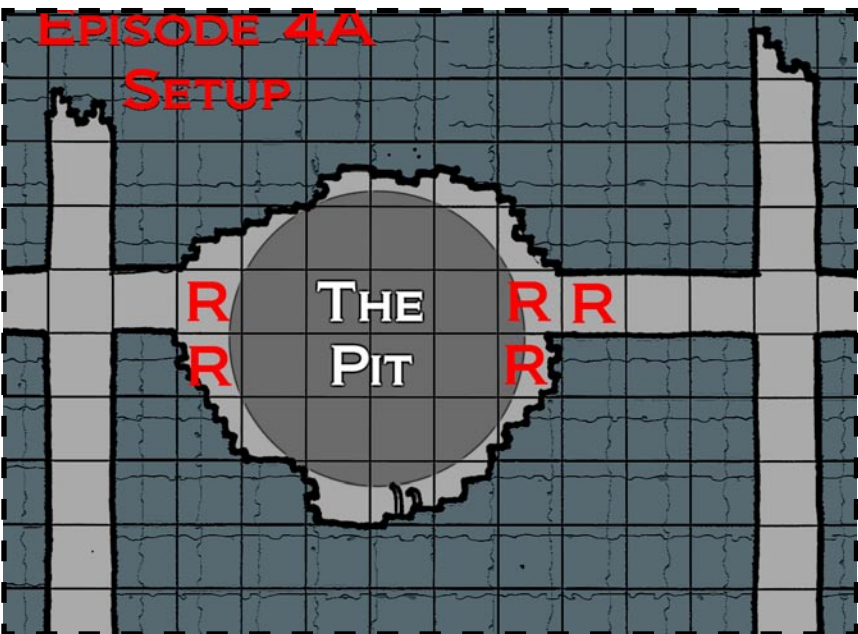
If the characters decide to rush off to the Pit, go to **Episode 4A**. If they choose to investigate the report of refugees trying to fight their way to safety, proceed to **Episode 4B**.

**EPISODE 4A - THINGS FROM BELOW**

*Following reports of "demons" spilling up the Pit from below, you've rushed to the scene, dodging fleeing 'Giants and wary of the intensifying sounds of combat outside.*

*As you near the Pit you hear the scream of a Jailhouse Giant as he falls to his death. Coming inside, you stop at once when you realize that the floor of the Pit - formerly a sturdy metal grillwork put in place to prevent people from falling - is no longer there. It must have come loose when the explosion first went off, and collapsed down the shaft. Whatever happened, it has left a deep, open pit at the heart of Sanctuary, and coming up from the bleak darkness below is an ominous red glow.*

A number of especially-zealous *Skinheads*, seduced by the words of the *Embracer* cult and giving up all hope of escaping





Hell, gave themselves over willingly to possession and became **Ragelings** (see the end of this adventure for information on this new type of demon). The *Embracers* positioned these creatures on the level below, waiting for the opportunity to ascend into Sanctuary behind the walls. Now is that opportunity.

When the characters arrive numerous **Ragelings** begin to reach this level, slinging themselves onto the narrow rubble ringing the chamber's edge. *Don't forget to call for Despair checks!*

Consult the nearby battle map for how to set up the battle. Player characters and their *Jailhouse Giants* allies may begin in any square outside of the Pit chamber proper. The starting positions for the *Ragelings* are marked with an "R".

### 5+ RAGELINGS

PROWESS	6	SOCIAL	1
REFLEXES	3	INTIMIDATION	7
WITS	2	PSY POTENTIAL	4
WILLPOWER	2	PSY STRENGTH	10

### SPECIAL RULES

Human Size, Frightening, Hopelessness, Immolate, Searing Form, Glow, Renewal.

### PLAYING THE SKIRMISH

The **Ragelings** already present move to attack and overwhelm the characters, but they are fragile demons and should not be difficult to kill.

However, each turn roll 1D6; on a roll of 1 an additional **Rageling**, climbing up the Pit from below, reaches this level at any point of the Warden's choosing and joins the battle. This continues until the characters either kill all of the **Ragelings**, at which point no further demons will join the fighting.

**Enemy:** The initial group of demons consists of five **Ragelings**.

**Allies:** The characters are joined by two *Jailhouse Giants* **footsoldiers**, armed as normal.

### CONSEQUENCES

Attrition is beginning to take its toll, and any advantage the defenders of Sanctuary might have had with their prepared defenses is equalized as the enemy finds numerous tentative footholds beyond the walls. The success (or failure) of the already hard-pressed characters in this episode is mirrored by the beleaguered defenders elsewhere:

CONDUCT	DEFENDERS LOST	ATTACKERS LOST
Excellent	1D6+4	1D20+4
Good	1D8+4	1D12+4
Fair	1D10+4	1D10+4
Poor	1D12+4	1D8+4
Miserable	1D20+4	1D6+4

### CONCLUSION

Even so far removed from the fighting outside, the characters are startled once the battle with the **Ragelings** is over, for in addition to the sounds of escalating combat, an even stranger noise echoes through the tunnels. The weird chanting of the enemy seems to be growing louder and more frenzied, and accompanying this ritual chanting, in ever-increasing volume as to shake the very walls, is a mad chorus that sounds like the piping of madmen, the screaming of lunatics, and the operatic bellows of a dozen divas all at once...

The walls of reality are about to be tested. From here, proceed to **Episode 5**.

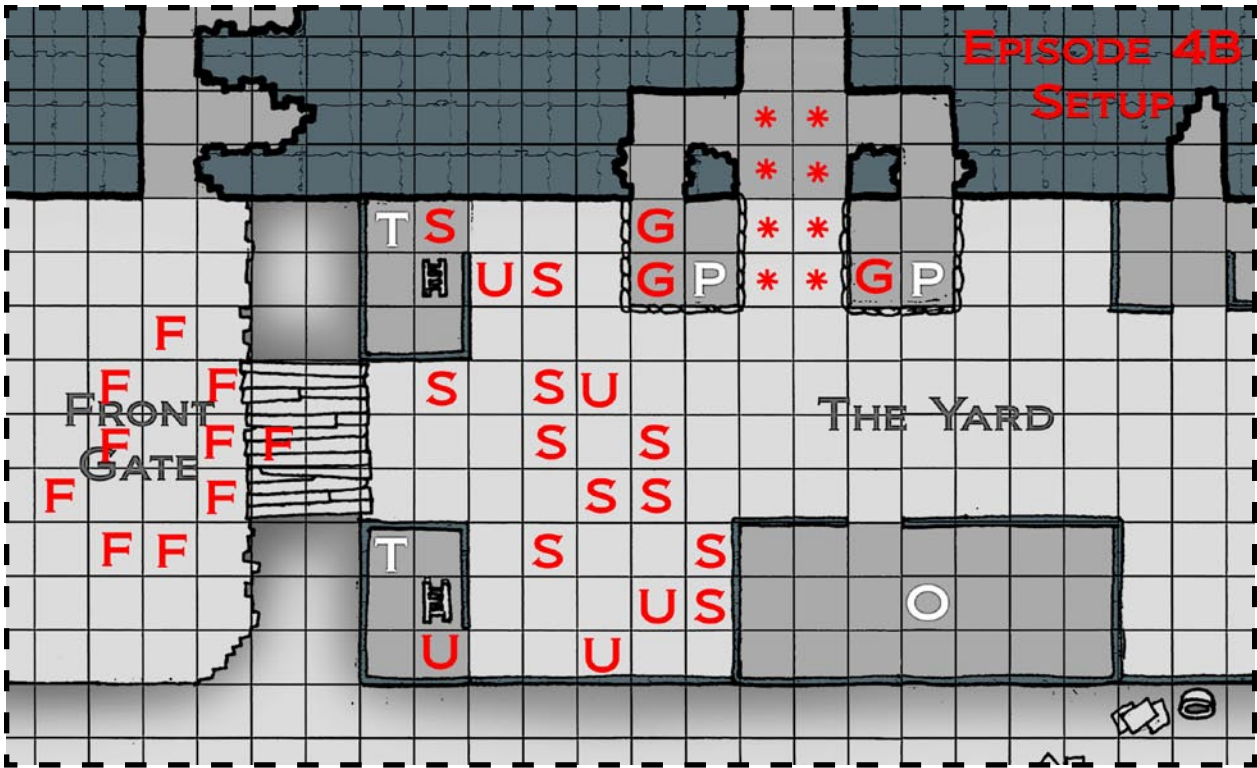
### EPISODE 4B - RELIEF

*By now the defenders have forsaken the yard and have withdrawn to the tunnels, sealing off the entrances and using the pillboxes for cover. Coming forward, you see what the commotion is all about.*

*Through the motley mass of UltraMax Psychos, Skinheads, and Daughters of Slaughter can be seen a group of ten well-armed women, attempting to fight their way through the besiegers to get to safety. The women are fighting like hornets to stay alive, but the sheer number of enemies is only increasing, and their chances of making it seem slim.*

The group coming through the enemy lines are the *Furies* who've been watching Sanctuary for some time (see **Area 8** for details). They've finally decided to commit themselves to the battle, even if they're all killed in the process. Remarkably the women have made it this far, but whether they survive the last few yards to reach the safety of the *Jailhouse Giants* lines is open to debate.

The enemy is currently focused on killing off the *Furies* in their midst, and will not attack the *Giants* during this episode. Thus, the players could conceivably sit back and watch the women die (but doing so should require *Guilt* checks, with an accumulation of +2 *Guilt*



for failure; the women were coming to help, after all, and leaving them to die is truly heartless).

Consult the nearby battle map for how to set up the battle. The player characters may begin play in any square marked with an *asterisk*. The starting positions for the *Furies* are marked with an “F”, and *Jailhouse Giants* with a “G”. *Ultramax Psychos* are marked with a “U”, *Skinheads* with an “S”.

**PLAYING THE SKIRMISH**

The *Furies* really only need to keep moving, but it will take a player character to motivate them into realizing this plan. Otherwise they try to fight.

The enemy will fight the *Furies* (if you want to skip playing out the combat, simply roll 1D3 per turn to determine how many *Furies* are killed; this should get the players motivated) to the exclusion of all else, unless the PCs emerge from the tunnels to help. In this case it becomes a free-for-all!

The battle ends when the last of the *Furies* makes it into one of the tunnels, or if all of the *Furies* are killed.

**Enemy:** The enemy consists of five *Ultramax Meat*, and eleven *Skinhead Soldiers*. They will not get reinforcements.

**Allies:** In addition to the player characters, there are three *Jailhouse Giants* **footsoldiers** armed with

**room-brooms** (and four **rubber slugs** apiece) in the pillboxes. There are also ten **Furies** at the start of the battle (see **Area 8** for their game specifics).

**CONSEQUENCES**

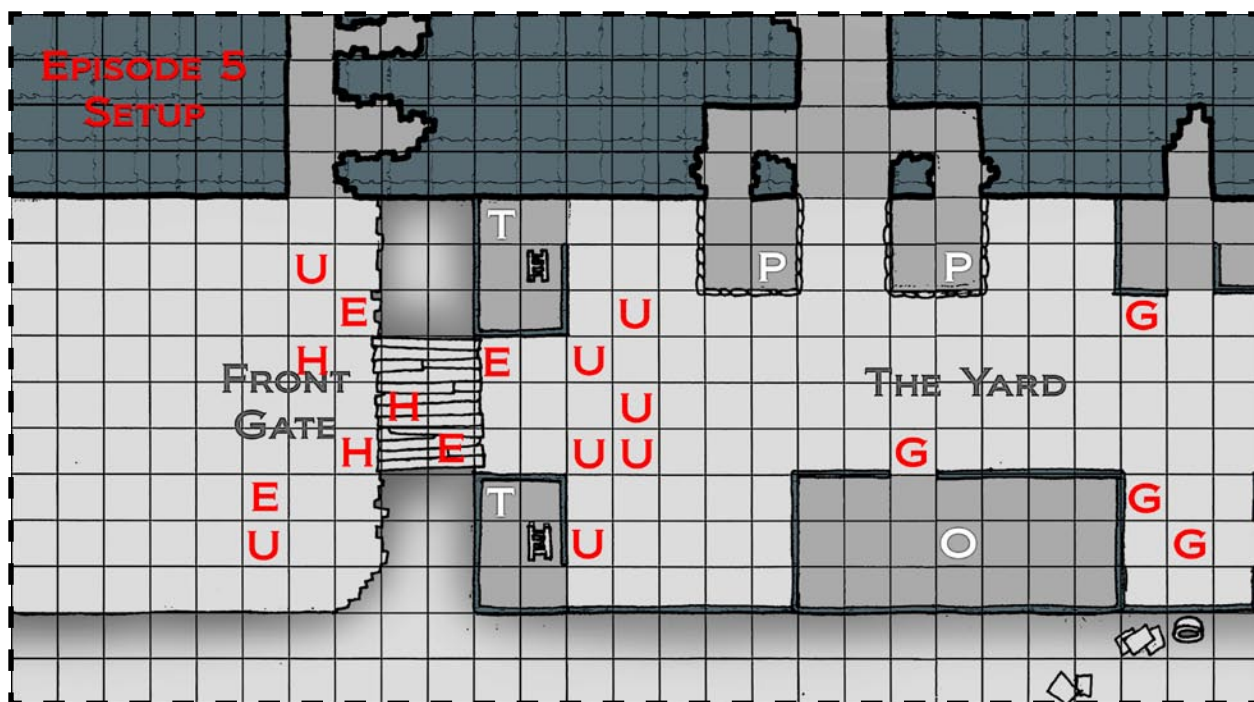
It’s clear the tide has turned against the defenders of Sanctuary, at least in terms of ground lost, but it’s not over yet. How the characters did in this battle is reflected in the overall casualties suffered and inflicted:

CONDUCT	DEFENDERS LOST	ATTACKERS LOST
Excellent	1D6+4	1D20+4
Good	1D8+4	1D12+4
Fair	1D10+4	1D10+4
Poor	1D12+4	1D8+4
Miserable	1D20+4	1D6+4

**CONCLUSION**

If the *Furies* make it to safety, they immediately move to help man the defenses and distribute supplies brought with them, including five **first aid packs**, two doses of **cardiolax** (with **syringes**), and a box of **30 rubber slugs**!

The yard may be clear of enemies, but the onslaught is far from over. More *Psychos*, lunatics, and other crazies press forward from the main maglev tunnel, a sea of seemingly unending foes that surges like a tide against Sanctuary’s walls. And something else is coming as well...



From here, proceed to **Episode 5**.

### EPISODE 5 - HERALDS OF DOOM

*The Jailhouse Giants are putting up stiff resistance at the entrances to the tunnels, making the yard the new battlefield. But ammunition is running low, and even direr, so are the numbers of fighters left standing.*

*As if this wasn't enough, a new danger now rears its head. Coming forth from behind a wall of convicts assaulting the yard are strange new arrivals in hand-stitched hooded cloaks, drenched with blood, singing maniacally as they march. With them come unimaginable horrors, a trio of broad, tree-like beings walking on multiple undulating legs, with enormous, unblinking black eyes and a forest of flailing tentacles that bristle with screaming/shrieking/singing mouths. The sound of these mouths is like some ungodly chorus, a deafening harmony of impossible notes and syllables that seems to be slowly unraveling the fabric of reality itself.*

Having taken the yard and inflicted serious casualties on the *Jailhouse Giants*, the *Embracer* cult senses that all resistance will soon crumble. The cult is now ready to commit its own flesh and blood to the battle for Sanctuary; though few in number, the *Embracers* possess an unimaginable edge: *demonic entities* as "allies".

The demons in this battle are a trio of **Heralds of Madness**, demons of insanity who, while not particularly dangerous alone, can together bring into being entities of *far* greater power. These, it is hoped, will lay waste to the last defenders of the stronghold.

Consult the nearby battle map for how to set up the battle. The starting positions for the *Embracers* are marked with an "E". The **Heralds of Madness** are marked with an "H". *Ultramax Psychos* are marked with a "U". *Jailhouse Giants* are marked with a "G"; the player characters can start in any squares of their choosing (including the second level of Sanctuary), but no closer than five squares from the nearest **Herald**.

### PLAYING THE SKIRMISH

At the onset, check for Despair and Insanity, as the **Heralds** inflict both.

The *Embracers* and *Ultramax Psychos* present in this battle are buying time. The *Ultramax Psychos* move to fight the defenders directly, while the *Embracers* prefer to stand back and use their weapons from a distance. The **Heralds** spend their turns attempting to summon a greater creature to join the fighting. They only fight if directly threatened.

The defenders may break in the face of these monsters; those that remain will follow the party's orders and will fight as directed.

**Enemy:** The enemy force consists of four *Embracer Acolytes of Madness*, three **Heralds of Madness**, and eight *Ultramax Meat* (armed with *metal projectiles* and *improvised weapons*). The only reinforcements the enemy will get will be any demons summoned by the *Screams of Madness* ability of the **Heralds**.

**4x ACOLYTES OF MADNESS (MURDERER/DAMNATION)**

PROWESS	6	SOCIAL	2	GUILT	1
REFLEXES	8	INTIMIDATION	8	DESPAIR	1
WITS	4	PSY POTENTIAL	10	INSANITY	2
WILLPOWER	7	PSY STRENGTH	2	HEALTH	20

TRAITS	GEAR
Insane (Mild/Nihilism)	Breath Mask
Isolation	Shiv
Knife-Fighter	Metal projectile (as improvised weapon, thrown, 1D3)
Psychobaric - Lvl 1	<i>Molotov cocktail (see sidebar on page ?)</i>
Psychopath	1D2 matches
Seen Beyond The Veil	
Sociopath	

**3+ HERALDS OF MADNESS**

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

**SPECIAL RULES**

Human Size, Frightening, Disturbing, All-Around Vision, Tentacles, Dark Speech, Chorus of Unreality, Screams of Madness.

**Allies:** In addition to the player characters, there are four *Jailhouse Giants* **footsoldiers** armed with **room-brooms** (and four **rubber slugs** apiece). If any **Furies** were rescued in a previous episode, there will be three of them present as well.

**CONSEQUENCES**

The battle having reached its crescendo, the losses on both sides are staggering. However, the ability of the characters to hold against the demons and their human “worshippers” will reflect how the fighting goes overall:

CONDUCT	DEFENDERS LOST	ATTACKERS LOST
Excellent	1D6+5	1D20+5
Good	1D8+5	1D12+5
Fair	1D10+5	1D10+5
Poor	1D12+5	1D8+5
Miserable	1D20+5	1D6+5

**CONCLUSION**

This is the last major skirmish in the battle for Sanctuary; once this battle is over, proceed directly to the next section, *The Fall*.

**THE FALL**

*Victory over the yard was hotly contested, but now, even as you repair to the tunnels and let new reinforcements take your place, you see the grim toll the fighting has taken. There just aren't that many survivors left to stem the tide of the enemy horde. Even now fresh ranks of Skinheads, whipped once more into a mad charge, are fast approaching the compound.*

*It's clear in the faces of the bloody and battered defenders that while they put up a valiant defense, there's little hope for victory this day. Johnson, sporting a gushing head wound, and several similarly-injured lieutenants, look ready to fight to the last, but it seems needless martyrdom isn't the only path to redemption. Realizing now that their efforts to create a safe zone and hold out has failed, Johnson is only momentarily without words. His sunglasses hide what must certainly be despair in his eyes, but instead of wavering, the tough fighter's face ultimately turns into a mask of determination.*

*“We don't have to die here,” he says. “It's time to leave, abandon the safe zone. It's our only chance.”*

If **Johnson** managed to stay in charge (i.e. he wasn't replaced by a PC; note that if either **Bradley** or **Sly** won, **Johnson** will have assumed control after they fled; if **Needles** won, **Needles** will prove agreeable to **Johnson's** idea) there won't be any debate; if a PC is in charge, **Johnson** will try to convince him/her that flight is now the best option.

Assuming the PC(s) agree, **Johnson** leads the remaining survivors back through the tunnels to the **Rear Exit**.

## SEALING THE DOOR

The same door used by the *Daughters* to enter Sanctuary from behind is the same door the people of Sanctuary will use to escape the coming end.

The *Jailhouse Giants* gradually move everyone away from the fighting and to the **Rear Exit**. Unless the characters refuse to acknowledge its existence (they will most likely have taken it after the fight with **Bradley**), **Johnson** will use **Bradley's skeleton key** to open the doors - and keep them open. Thus, the remaining defenders are gradually able to escape out the back door in a reasonably ordered retreat. But, just as **Johnson** and the party prepare to join them (as the last ones through), the **skeleton key** suddenly sparks, sputters, and burns out. As the device fails, the blast doors automatically slide shut – and seal themselves!

**Johnson** and the PCs are now trapped on the Sanctuary-side of the doors, and no amount of damage with the weapons at hand will open them. They will have to find another way out!

It only takes **Johnson** a moment to act:

*“Hurry!” he shouts, springing unexpectedly into action. “To the Pit. The enemy came up from there: you might be able to rappel down to safety. Get to Jelly Dawg’s shop; I think he had some rope there. Now get the fuck out of here before it’s too late. I’ll hold ‘em off. Move!”*

**Johnson** moves to a nearby corpse and picks up a **room-broom**, and immediately begins loading. He will not listen to reason. He is intent on buying the player characters some time to escape – a dubious plan requiring them to go to the Pit and descend by rope into the unknown recesses below Sanctuary - to another level of the ship entirely. But at least they don’t have to die here.

Leaving **Johnson** to die does not cause an accumulation of Guilt; after all, **Johnson** is doing it willingly (and, even if one or more PCs insist on staying, **Johnson** will threaten them with the gun to make sure they don’t “act like heroes” and “die needlessly”).

## RAPPELING DOWN

Jelly Dawg did indeed have rope at his shop, so the characters will have to go there first, and then make haste to the Pit. Getting there should be no problem; other than the blood-curdling screams of zealots pouring into the tunnels, the sound of rogue elements looting the deserted cell blocks, and the “pop” of random gunfire from **Johnson** as he plays “tunnel

warfare” on the enemy to draw them off, they will encounter no trouble until they reach the Pit proper.

At this point the PCs are faced with having to descend into the lightless depths of the Pit using only a few scaling ropes. Furthermore, they only have a limited time before **Johnson** is overwhelmed and the enemy arrives; once they do, they will surely start cutting ropes... Nevermind not knowing what might be *down there*, waiting...

PCs looking/listening only see darkness, and hear the rumble of rushing water. The pit is at least 200 ft. deep, so no light source will show the bottom at first.

Climbing requires a Reflexes check each turn. If a character succeeds, she descends 10 ft. If she fails, she slips 5 ft. and must make a second Reflexes check; if this second check fails, she plummets to the bottom.

Once the characters reach the halfway point, assuming they have a light source read the following:

*Dangling in open space, surrounded by darkness, you use your light source to survey the area below you. The shaft appears to continue another hundred feet down, but to your horror you see a wall of surging water instead of a solid bottom!*

Just when it seems like the PCs made a terrible mistake, someone’s light picks up the ugly hues of rusted metal. A narrow metal catwalk apparently rings the shaft just a few feet above the water, but it is less than two feet wide and the characters will have to swing to it.

Once the characters are within 20 ft. of the bottom, they can swing for the catwalk. Doing so requires a Prowess check. If a character fails, she automatically falls into the water.

**Warden’s Note:** If the PCs take too long, you may have enemies appear at the top and start cutting ropes or taking random shots down the shaft after them.

## SAFETY

Once the characters reach the bottom (whether they climbed successfully, fell and survived, or landed in the water and had to swim to the catwalk), an exit will be located on the far side of the chamber – a yawning black doorway. Exploration with a light source shows a cramped, dark, and damp passageway beyond... but no immediate enemies. The party has found safety. At least for the time being.



## THE END?

The long struggle for Sanctuary is finally at an end, and although it did not withstand the onslaught sent against it, betrayers were revealed, unlikely heroes rose to the occasion, men were tested, and others found redemption. Ultimately the characters fought, and in so doing, won the right to live.

What happens to the refugees who escaped Sanctuary will be unknown to the party. Because of the characters' selfless efforts many managed to get away, but the PCs are now on another level of the ship, several hundred feet down, and the fates of those they left behind cannot be known. Hopefully the survivors of Sanctuary will have escaped the threat of the *Embracers*, to disperse under the leadership of strong figures like **Needles** (if he survived), perhaps to melt into the shadows as small bands and hold out for weeks, even months to come. Hopefully, the battle will not have been in vain.

**Johnson's** fate, too, is unsure, though unlike the others, his does not seem as bright. The last the PCs saw of him, he was valiantly holding off the *Psychos* to buy the characters time to get away.

From here the PCs are on their own. They're in a new part of the ship now, an entirely new level away from the madness that ultimately seized control above. It's dark here, but it's dark everywhere on the *Gehenna*. Who knows what they will find – monsters, demons, or other convicts like those they left behind, struggling to stay one step ahead of the nightmare that has caused them to abandon all hope.

## FINAL REWARDS

For surviving *The Right To Live*, 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 epic attack by the army assembled against Sanctuary, the players characters may each reduce their current Despair by -1D6.

Bonus rewards are given to player characters depending on their specific Personal Goal. These rewards should be distributed 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 donating medical supplies to the Infirmary: +10 Build Points.
- For saving the trapped cons of cell block E1205: +10 Build Points.
- For saving **Katherine** and her associates from the crazed **monitor** in **Area 9**: +10 Build Points.
- For saving the captive held in **Lucretia's** "game": +10 Build Points.
- For attempting to save the **Furies** in *Episode 4B, Relief*: +10 Build Points.
- For every five Defenders (from the Combatant Pool) that survived the final battle: +10 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 each Infrastructure Improvement implemented by the PC: +25 Built Points (award up to two times).
- For being voted leader of Sanctuary: +50 Build Points.
- For every five Defenders (from the Combatant Pool) that survived the final battle: +10 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 successfully repairing the turrets at **Area 1**: +25 Build Points.
- For looting the armory at **Area 11**: +25 Build Points.
- For finding the secret stash in the **Rat Cave**: +50 Build Points.
- For every five Defenders (from the Combatant Pool) that survived the final battle: +10 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.

GENDER TRAITS	MURDERER	VICE	DISSIDENT	ANARCHIST
Caged Angel	200	200	200	200
Hellcat	100	200	200	100
Ilsa	100	100	200	100
No Man's Toy	100	200	200	100
Reform School Reject	200	200	200	100

### ESCAPE

- For learning who **Convict 9999821** really is (and thus finding out about the possible existence of secret places on the ship where weapons, armor, supplies, and safety can be found): +50 Build Points.
- For mapping the area (accumulating maps of explored areas may help the character one day locate a way off the ship): +50 Build Points.
- For every five Defenders (from the Combatant Pool) that survived the final battle: +10 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 joining **Bradley** in fighting against the rest of the party in *Episode 3, The Back Door*: +50 Build Points.
- For every five Defenders (from the Combatant Pool) that were killed during the final battle: +10 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 RULES FOR FEMALE CONS

Female characters can already be made with the standard character generation guidelines in *Abandon All Hope*, but consider allowing these “women-only” traits for female characters:

#### CAGED ANGEL (BACKGROUND)

Even members of the so-called “gentler sex” have to learn how to fight to stay alive in prison.  
*Prerequisites:* Female.

*Benefit:* The Build Point cost for traits listed as “Combat traits” is 20% less for you.

*Penalty:* None.

#### HELLCAT (COMBAT)

Victimized once too often, you’ve turned into a vengeful killing machine.

*Prerequisites:* Female, Tortured.

*Benefit:* Improvised weapons do more damage in your hands; increase the die type by one step when using *improvised weapons*.

*Penalty:* None.

#### ILSA (SOCIAL)

Most female convicts give in to despair in prison, but you at least have learned to adapt and, in fact, prosper. It’s better to be feared than envied, after all.

*Prerequisites:* Female, Intimidation 10, Torturer.

*Benefit:* Other women must make a Despair check or accumulate +1 Despair if they fight against you in combat.

*Penalty:* None.

#### NO MAN’S TOY (COMBAT)

People become victims every day, but not you. You’d rather die fighting than become someone else’s slave.

*Prerequisites:* Female, Tortured.

*Benefit:* You inflict +1 damage with unarmed attacks against *men*.

*Penalty:* None.

#### REFORM SCHOOL REJECT (COMBAT)

The authorities gave you numerous chances to avoid hard time but you spurned them all, instead embracing your self-destructive nature.

*Prerequisites:* Female.

*Benefit:* You inflict +1 damage with *shivs* and other slashing melee weapons.

*Penalty:* None.

## NEW DEMON

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

### RAGELING

*Ragelings* are ferocious, determined creatures that seem compelled to attack the living wherever they encounter them. They are believed to have once been humans who surrendered to hopelessness and either killed themselves - or gave up fighting against the tide of entities from the Nether. Whether this is the reward for all who cease resisting cannot be known, but it is clear the transformation is not a pleasant one. Such individuals are reduced to a living pile of embers, propelled by the memory of the lives they lost and consumed with the need to snuff out the hope of others. A *rageling* resembles an anthropomorphic shape made of smoldering ash, black and gray in places, but with a red-hot core that shows through as its outer layer perpetually crumbles or is blown away by a breeze. Though it yearns to fall apart and be destroyed, the *rageling's* body constantly renews itself, trapping the tortured soul within to an eternity of pain and despair. The only relief from this agony seems to be the hunting of those who still cling to hope, which these demons do with single-minded purpose.

**Typical Manifestation:** When a *rageling* manifests the air temperature increases and mundane, flammable objects have a chance of spontaneously igniting. The creature itself usually possesses the corpse or body of someone who has given up hope, transforming the new vessel in a flash of fire, sparks, and red-hot ash.

### RAGELING

PROWESS	6	SOCIAL	1
REFLEXES	3	INTIMIDATION	7
WITS	2	PSY POTENTIAL	4
WILLPOWER	2	PSY STRENGTH	10

### RAGELING SPECIAL RULES

**Human Size:** This creature is man-sized and takes up one square on a standard Battle grid.

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

**Hopelessness:** *Hope* points cannot be used during encounters with this creature.

**Immolate:** Any hit from a rageling does 1D6 fire damage on a successful strike. If any hit rolls 6 for damage, set the dice aside and add another D6 to this total (rolling again if another 6 is rolled, etc). In addition, the target immediately catches fire, taking 1 point of fire damage each round thereafter until the fire is extinguished (this can be accomplished by spending a turn dropping and rolling, using a blanket or fire extinguisher to put herself out, or dousing herself in water).

**Searing Form:** A flammable weapon that strikes a rageling has a 25% chance of catching fire and melting (and is thus destroyed). Unarmed attacks that hit a rageling inflict damage on the attacker as if she had been hit by the creature's *Immolate* ability.

**Glow:** A rageling can often be detected by the presence of its inherent glow, a reddish light emanating from its burning body. This glow can be seen up to 50 ft. away, around corners, etc.

**Renewal:** Any hit on a rageling that does not bring it to 0 or lower Health has its damage reduced by -1 (minimum 0).

## PC GANG MEMBERS?

What if a player character already has standing with one of the gangs featured in this adventure? You as Warden may need to adjust the reactions of specific NPCs as well as modify encounters if that's the case. Here are some ideas:

### JAILHOUSE GIANTS:

If a PC is a member of the 'Giants, she will receive a better welcome when she arrives at Sanctuary. For being a member of the gang the character might receive free medical aid, access to the armory, and a 10% discount at Jelly Dawg's "shop". In addition, you might even allow the PC to encounter an old friend here (also a 'Giant), who might go on to become a henchman.

### SKINHEADS:

If a PC is a member of the Skinheads, it may lead to trouble when they arrive at Sanctuary. You may want to devise at least one minor encounter in which the racist PC is confronted by one or more members of the 'Giants, who seek to rough her up. However, since Johnson has opened the doors for all convicts willing to help, beyond a minor scuffle the PC should have no trouble if she behaves.

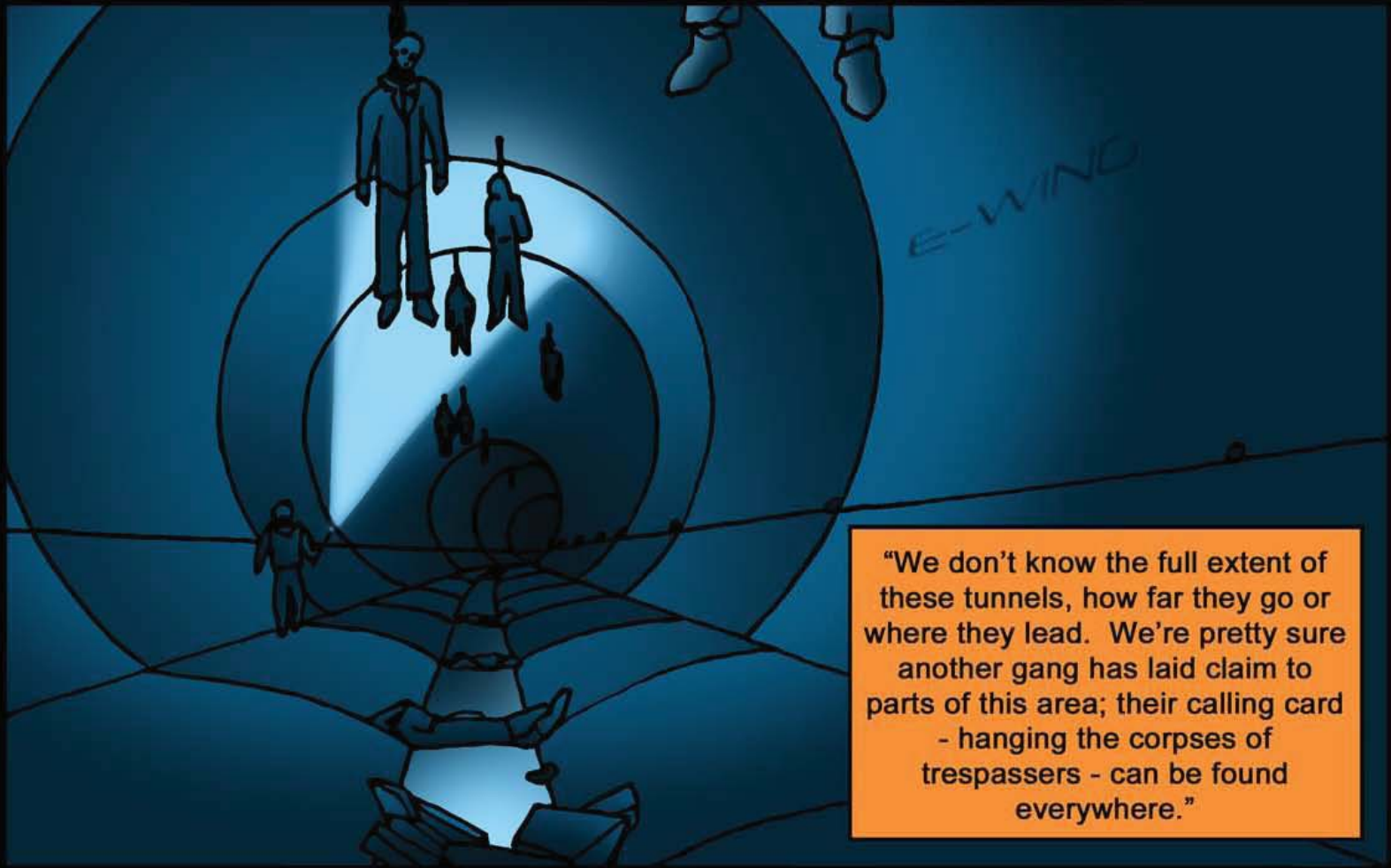
### FURIES:

If one of the characters is a Furies member, she will be greeted in a much more friendly manner if/when the party encounters the Furies. The women will share supplies with the PC freely, though they may ask a favor in return, including sending the PC to Sanctuary to assist in "spying" on the 'Giants.

### DAUGHTERS/EMBRACERS/ULTRAMAX:

If a PC is a member of any of the major enemy gangs featured in this adventure, you may need to modify things considerably. The easiest option is to talk to the player and find out whether her character is a former member of these gangs, or is actively working with them. In the former case, the character will likely only experience mild prejudice (a Daughter will be attacked on sight by the Furies, an UltraMax Psycho will be barred from Sanctuary until he proves he's abandoned his old ways, etc.). In the latter case, the PC will be asked (and expected) to switch sides during the final battles.

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"We don't know the full extent of these tunnels, how far they go or where they lead. We're pretty sure another gang has laid claim to parts of this area; their calling card - hanging the corpses of trespassers - can be found everywhere."

IN THE RIGHT TO LIVE THE CHARACTERS HAVE LOCATED AN ALLEGED "SAFE-ZONE" SET UP BY THE JAILHOUSE GIANTS, WHICH HAS BEGUN TO ATTRACT SURVIVORS OF PERDITION FROM ALL OVER THE GEHENNA. THE 'GIANTS PLAN ON MAKING A STAND AGAINST THE "DEMONS" THAT HAVE BEGUN INFILTRATING THE SHIP, AND WHEN THE CHARACTERS ARRIVE IT SOON BECOMES CLEAR THEY NEED ALL THE HELP THEY CAN GET.

THE RIGHT TO LIVE IS AN ADVENTURE FOR THE HORROR ROLE-PLAYING GAME, ABANDON ALL HOPE. IT IS THE SEQUEL TO SEEDS OF RAGE, BUT CAN ALSO BE PLAYED AS A STAND-ALONE ADVENTURE.

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The only safe place you can be sure of is Sanctuary, and even that's a pretty rough place...