FRIGHT NIGHT

WHAT WENT DOWN

BY BRIAN UNDERHILL

FRIGHT NIGHT

WHAT WENT DOWN

UNDER ICE
You know the ocean. You've been pulling people from it for years. This is different. A Russian submarine is beneath the Arctic, in the remotest water on the planet. For its crew - you are the only hope.

DAVEY JONES' LOCKER
There are unanswered questions here. Why did the sub go down? Is there a hidden agenda? And the crew: Where are they?

FRIGHT NIGHT: WHAT WENT DOWN introduces:

* 6 new character classes including Marine Biologist, Rescue Diver, and Salvage Operator
* Character backgrounds such as Oilrig and Navy
* 16 new skills including Scuba, and Underwater Hazard
* Over 25 new feats such as Bright Idea, Swim like a Fish, and Tech Specialist.
* 2 fully detailed new submersibles: the Erebus rescue sub, and the Russian nuclear attack sub Koloss
* Ideas for expanding the horror of WHAT WENT DOWN into a full underwater salvage campaign

FRIGHT NIGHT: WHAT WENT DOWN - THE ULTIMATE RESOURCE FOR UNDERSEA TERROR

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BY BRIAN UNDERHILL

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast, Inc.®

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BRIAN J. UNDERHILL

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INTRODUCTION

Welcome to **Fright Night: What Went Down!**

> *"She was a leviathan of the deep, made by the hands of men to live under the sea. Here was a dark angel of death, a wreaker of havoc, bringer of war and destruction."*
> - Clyde Burleson (Kursk Down)

Fedorichev drew his knees up to his chest and covered his ears. His red eyes stung from the salt of his own tears, and a night of being too afraid to sleep. Around him the bridge systems flickered and continued, oblivious to the surrounding horror. The sonar reflected back the same dull signal from the ice sheet above him as it had for the last nine hours. The engines had stopped some time during the night. Whoever had been in the bridge had decided it was too dangerous to go on. Now the sub just sat here beneath the ice while the crew stalked and killed each other.

Another bout of screaming echoed up from the bowels of the boat, relayed to him in scratchy distortion by the intercom. They'd found another one. A burst of gunfire interrupted the tortured sound, then a pause, more shooting, and then more screams. Fedorichev wondered if it was Dmitriy. He'd last seen him trying to break into the weapons locker, but had been too scared to approach him. They'd gone through the academy together, but he didn't know if Dmitriy would have remembered - if he could be trusted.

The ship fell silent again. At least it had been short this time. When they found Stanislav they tortured him for hours, his dull cries and pleas reverberating up through the cold steel of the decks. He wanted to turn off the intercom, but that was on the other side of the compartment, and so would mean moving. He was safe here in the corner.

He was broken out of his thoughts by a muffled rattling at the door. With panic crowding his mind, Fedorichev spun around to stare at it. They were outside again! He'd tied off the six handles that secured the watertight door. It would hold an army. Each of the handles was being tried in turn, twisting as far as the ropes would allow and then released. 'Fedorichev, I know you're in there. I want you to open this door and let me in.' It was the Captain! 'Fedorichev, I know you can hear me. Open this door! That's an ORDER!' The Captain's cold, cruel voice softened, 'Andri we're here to help you.'

Fedorichev began sobbing again, pressing his hands tighter over his ears to block out the any sound. It was all the Captain's fault; he was the one who brought it on board; he was the one who ordered Sergei shot - and he couldn't be trusted. Still staring at the door through his tears, Fedorichev noticed something strange. A small, red spot had appeared in the top corner of the door. Around it, the gray paint began to blacken and char until the spot became white and the flame shone through. They'd found a way through!

Struggling to his feet Fedorichev scanned the room again, but once more no new solutions presented themselves. Panting and sobbing he stood still, slowly coming to attention. If he was to die, he would die with some shred of dignity. The only sounds were the hiss of the cutting torch burning its way to him, and the relentless ping of the sonar.

An idea suddenly leapt into his mind. The ice couldn't be that thick, there had to be weak spots, places where the sub could surface. Running forward to his helmsman position, he got the sub moving again, and then angled the dive planes to surface. He crossed the bridge quickly and began blowing the main ballast. All the sub needed was momentum, and then it could batter its way through. He'd exit via the conning tower hatch and be away over the ice before they could get him. The sub began to tilt up and climb through the freezing seas, speeding towards its final destination...

In writing this book we have made reference to the Russian Navy, and to those people engaged in the perilous and heroic work of underwater rescue. It is not our intention to offend or belittle those who risk their lives beneath the water. The company of SeaTech is a fictitious one.

Likewise, what is presented here does not accurately reflect the procedures and difficulties involved in exploring a half-flooded nuclear submarine at the bottom of the Arctic Ocean. The author has taken many liberties in order to balance reality with playability, and present a fun adventure that replicates the "rag-tag misfit civilians trapped in an underwater nightmare" movie theme. The GM and players must keep in mind that **Fright Night: What Went Down** is a modern horror role-playing adventure, not a realistic look at underwater rescue operations.

All characters in this publication are fictitious and any resemblance to real persons, living, dead, or fictional, is purely coincidental.

Fright Night: What Went Down is a game for the d20 Open Game License System. A copy of the Dungeons and Dragons Players Rulebook published by Wizards of the Coast is required for play.

HOW TO USE THIS SUPPLEMENT

Fright Night: What Went Down is a role-playing adventure for PCs ranging from first to third level.
The story begins with the mysterious disappearance of a massive Russian nuclear attack submarine, and follows the exploits of an international salvage and rescue crew - the PCs - as they locate and explore the downed sub.

Fright Night: What Went Down can be used as a stand-alone adventure, integrated into an existing campaign, or used to springboard an ongoing ocean salvage campaign. It is divided into the following main sections:

The first part provides GMs with information about the characters, skills, and feats used in this supplement. An overview of what happened to the missing submarine appears on pp. 32-33, followed by the adventure in detail. A section-by-section overview of the downed sub is provided, along with suggestions for creating atmosphere, keeping the story moving, and heightening suspense; several adventure seeds are included to help the GM maintain an exciting, fast paced adventure.

Aftermath (p. 56) provides a look at possible outcomes for the adventure and gives suggestions for continuing the campaign, even after the horrors of the *Koloss* have been dealt with.

The final chapters include detailed information the GM may find useful. Real-world information about the icy arctic waters (including game mechanics for dealing with both the cold and the pressure) is followed by a detailed look at the *Koloss* nuclear sub. Although the *Koloss* is a fictional creation, the sub is based on actual Russian sub designs. Full write-ups for key NPCs are found in the back of this section as well.

The **Fright Night** series focuses on all aspects of horror in the 21st century. Each book is a self-contained adventure based on a popular horror genre or archetype. Meticulously researched and highly detailed, these sourcebooks are the perfect compliment to any modern-day game. Packed with background material, each **Fright Night** book can be used either independently or combined with others to suit any needs.

Check out other titles in the **Fright Night** series:
Fright Night: Haunted House
Fright Night: Asylum
Fright Night: Polar Terror
Fright Night: The Fog
Fright Night: Voodoo Island
Fright Night: Haunted School
Fright Night: Inca Horror

CHAPTER 1

HORROR STORIES

In most role-playing games, players take the role of gallant heroes or all-conquering super beings out to save the world from the forces of darkness. They don't do that in this game. Here, they are the victims, and they are far from in control. GMs may well need to make it clear from the start that in this game, they are not going to simply kill the bad guys and get the treasure. They'll have to struggle just to stay alive, and will quickly find that guns and swords don't make any difference. Sheer brawn is not going to save them or win the day.

In this section, we have included hints and tips for the GM to make **What Went Down** as atmospheric and exciting as possible. Remember, the goal isn't to kill all the players' characters in nasty or gruesome ways: it's to make the game as enjoyable and thrilling as it can possibly be. A player might well end up as the sole survivor, but this is not the same thing as having a lot of fun on the way.

In this book, we have shamelessly twiddled with the rules to force players along the path of the classic modern horror - be it a film, a novel, or computer game.

KEEPING IT SCARY

While this supplement provides an overview of the sub and includes several adventure suggestions, it is up to the GM to keep the adventure scary, using all available tools. For example, the GM may choose to ask for Spot or Listen checks, but tell the player they failed, regardless of the roll, giving the players the impression something is out there that they apparently missed! Equally meaningless Fort, Reflex, or Will saves can keep the players on edge.

The GM should also encourage the PCs to split up at times - ostensibly to get multiple jobs done quickly. In truth, this will help the GM establish a sense of foreboding and isolation. This is a long-standing horror movie convention. The adventure is set on a stranded submarine - here are some of the techniques that the GM can use to add scariness to their adventures.

DARKNESS

The sub is dark when the PCs first enter, and even after power is restored, there may be extensive areas with little or no power. Individual rooms may have had their lights shattered or simply turned off. Most of the PCs' flashlights are sturdy and waterproof, but even the best of them may run dead or stop working if used to pummel an approaching threat.

SOUND

The sub is mostly quiet as the rescue team arrives, but distant echoes of machinery or creaking of the sub will continue throughout. Once the sub begins to warm, the crew will create no end of mysterious and even terrifying noises, ranging from the shuffling of feet in a darkened room to plaintive wailing that echoes through the empty corridors.

HALLUCINATIONS

The early stages of infection cause the victims on the submarine to hallucinate. They will see and hear things that are not there, and will ignore obvious stimuli that contradict the "reality" of their hallucination. Damage taken from these hallucinations will seem real to the character, and is quite capable of causing death if the damage is severe enough. Psychosomatic shock from the event can throw the victim into cardiac arrest or even cause the manifestation of some physical trauma at the point of the "injury".

The GM should make full use of hallucinating PCs early in the adventure, especially while they are unaware that they are hallucinating. This is the perfect time for a character to hear voices in the distance; see a dark figure standing in a doorway; catch the glimpse of a dead body rising from the deck; or see a gaunt-faced man in a mirror. A careful GM can milk these hallucinations for a long time, keeping the PCs unaware of the truth and - more importantly - frightening the daylights out of them.

Eventually the players will begin to realize their fears are only illusory. By that time, the warmth from the restarted reactor (p. 49) will be resuscitating dead crew. What was once dismissed as "just a hallucination" becomes frighteningly real as the dead walk the corridors of the submarine looking to spread the organism to new hosts!

THE WALKING DEAD

There are several ways to put the reanimated crew to good use. First, the GM should pick the proper time and place to reveal their existence.

The GM should begin with faint movement of a dead body glimpsed out of the corner of someone's eye. Follow this up with a second or third instance of movement, then throw a

fully functioning dead body at one of the players in a sudden, violent attack.

A corpse being examined suddenly grabs the examiner's throat, a lone PC finds themselves trapped in a room with a dead body standing between them and the exit, etc. This surprise is best sprung on a lone player, perhaps allowing the GM to attack the PCs one at a time, maximizing shock value.

The GM should avoid the all-out "zombie attack" until late in the adventure. As the sub continues to warm, more and more bodies begin to animate. Once the PCs are aware of the threat, the GM will be forced to rely on graphic details or sheer overwhelming numbers to keep the PCs on edge.

A BAD PLACE TO BE

Sometimes the worst horrors lie just beneath the surface, lurking around the corner, in the shadows of our lives. These are the terrors in the basement, the monster in the closet, or the stranger next door. Other horrors lie in the forgotten places, where they can exist beyond human interference, watching and waiting for someone to stumble over them, so they can feed once again.

The following rules allow horror adventures to be played out in these more extreme conditions: in the icy wastes, where evil lies frozen, bidding its time; in the steamy jungle, amid the trees and creepers, remembered only by the native tribes; in the depths of the ocean, where not even light can filter down, sleeping terrors await the chance to rise.

PERIL IN THE DEPTHS - WATERY HORRORS

Until the middle part of this century, humankind had no real ability to explore the oceans' depths. This changed with the evolution of submarine technology and the development of the aqualung, which has opened up the greatest unexplored region of the earth to exploration. Here, people discovered unimagined wonders - volcanic plumes still teeming with creatures unchanged since the dawn of life, sinkholes so saturated with salt they remain entirely isolated

CHAPTER 2:

CHARACTER GENERATION

REAL PEOPLE - UNREAL SITUATIONS

Like all supplements in the **Fright Night** series, **What Went Down** deals with a group of normal civilians facing an abnormal threat. It is a role-playing adventure for PCs ranging from first to third level. They swing no swords, wield no magic and carry no blasters. They are ordinary people thrust into an extraordinary situation - one that threatens their very lives.

Most PCs will have limited combat skills, and must find a way to defeat their foes using little more than wits and willpower. They will find themselves swinging wrenches instead of broadswords; wielding cutting torches, not M-16s. The GM should monitor character creation closely and limit combat-intensive characters and skills. Some of the PCs may have past military training (especially naval service), but few - if any - will even own a sidearm, let alone bring it with them on the adventure. Exploring the terrifying darkness of the *Koloss* empty-handed will be far more terrifying than using an arsenal to defeat the enemies found there!

CHARACTER CLASSES

The PC classes are based around civilian professionals working in rescue or salvage operations; all of them are employees of the American conglomerate SeaTech, and they may be of any Western nationality (e.g., American, British, Canadian, Australian, Norwegian, Dutch). Sample SeaTech NPCs appear in the GM Resources section.

Players should pay special attention to creating a colorful working-class civilian, focusing on personality and quirks more than skills. The GM and players may also wish to refer to the sample NPCs on pp. 58-61, to get some idea of the diversity of character found working for SeaTech International.

CHARACTER CLASSES:

- Ⓚ   Marine Biologist
- Ⓚ   Navy Veteran
- Ⓚ   Paramedic
- Ⓚ   Pilot
- Ⓚ   Rescue Diver
- Ⓚ   Salvage Operator

BACKGROUND FEATS

At first level, each character class receives one background feat. This covers their marine, rescue or salvage experience, and their possible connection to SeaTech. If a character multiclasses, they do not receive an additional Background feat, but may still select a bonus feat from that character class' starting feat list.

BACKGROUND FEATS

Background Feat	Marine Biologist	Navy Veteran	Paramedic	Pilot	Rescue Diver	Salvage Operator
Oilrig	-	-	X	X	X	X
Navy	-	X	-	X	-	X
Salvage	-	-	X	X	X	X
Marine Science	X	-	-	X	-	X

MARINE BIOLOGIST

'Look, I know I'm not really the kind of guy you'd expect along on a thing like this, but the point is I'm here. I knew SeaTech, back from some of my early field trips and they know I've got arctic dive experience. You can stop looking at me like that. I may be some scientist, but that doesn't mean I go around in a tweed jacket with leather patches on the elbows! Have you actually ever been out on the pack ice? Well, I have. I've swum with whales; spent months freezing out there tracking seal populations; and I've dived with walrus. You may think you know all there is to know about diving, but unless you've actually been there, you don't know about the arctic.

'Now I know you're not happy about me being along on this mission, but you need me here! Every step of the way out here, I've earned my place. I've had to outdrink oilrig crews so they'd take me seriously, and let me use their dive rigs. I've eaten seal blubber with Eskimos, so they would take me into their hunting grounds, and I've damn well got what it takes!

'You need experienced divers, who know these waters, and out here I'm the best you've got! Now you could wait until some other diver got here, maybe they'd even know these waters. But those men on the *Koloss* haven't got that time. I volunteered, I know what I'm doing, so get out of my way!'
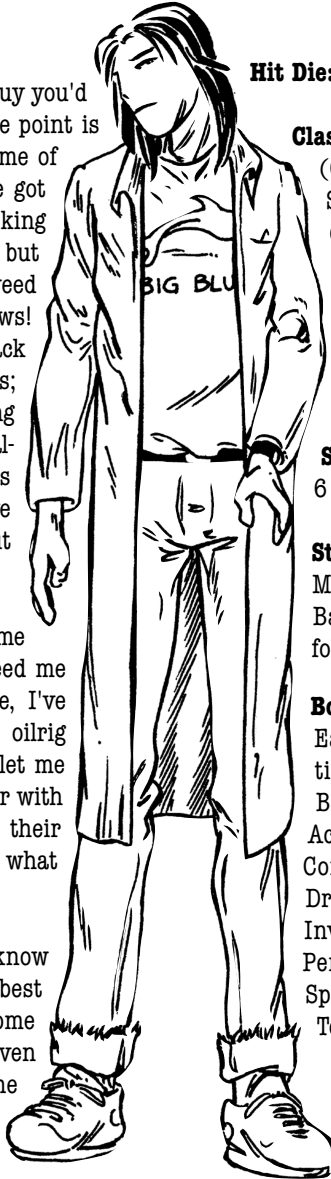
Hit Die: d6

Class Skills: Computer Operation (Int), Diplomacy (Cha), Medical Science (Int), Navigation: Submarine (Int), Oceanography (Int), Pilot: Ship (Wis), Research (Int), Scuba (Int), Spot (Wis), Survival (Wis), Swim (Str), Underwater Hazard (Wis).

Skill Points at First Level:
(6 + Int Modifier) X 4

Skill Points Per Level:
6 + Int Modifier

Starting Feats:
Marine biologists start with the Marine Science Background feat. The character also receives the following starting feat: Swim Like a Fish.

Bonus Feats:
Each time a character gets a bonus feat, and every time they are entitled to select a new feat, Marine Biologists must choose one from the feat list below: Acrobatic, Attraction, Blind Panic, Crack Driver, Computer Wiz, Diligent, Dirty Fighting, Dodge, Driven, Driving License, Empathic, False Sincerity, Investigator, Nerves of Steel, Nimble Fingers, Persuasive, Reserves of Stamina, Skill Focus, Sportsman, Sub Rated Pilot, Tech Specialist, Toughness.

MARINE BIOLOGIST						
Level	Feats	Attack bonus	Ac Bonus	Fort	Ref	Will
1	Starting Feat	+0	+1	+0	+0	+2
2	Bright Idea	+1	+2	+0	+0	+3
3	Bonus Feat	+1	+2	+1	+1	+3
4	Negotiator	+2	+3	+1	+1	+4
5	Bonus Feat	+2	+3	+1	+1	+4
6	Alertness	+3	+3	+2	+2	+5
7	Bonus Feat	+3	+4	+2	+2	+5
8	Skill Focus	+4	+4	+2	+2	+6
9	Bonus Feat	+4	+5	+3	+3	+6
10	Dive Team Leader	+5	+5	+3	+3	+7

NAVY VETERAN

'You remember all those old war films? The ones where sweaty, bearded sub crews all stared at the ceiling looking nervous? Well, it's still exactly the same as that. I mean, the subs are nicer, you're still all crammed together, but these subs are like as big as a corvette from them days. What I mean is, that people are still left under the sea, looking up, and waiting. I've never been to war. I've been on active patrols and exercises, but never under fire. It's just there's still this moment when the sub's creaking and everybody's silent, 'n' just waiting. That's what being in a sub's all about.

'Well, after my service ended, I still wanted to get back under the sea. Now, I was lucky. I had the right skills to get me into a commercial operation. Here's the difference, though. A navy sub has a crew of around a hundred people, and can stay under for weeks at a time. They're nuclear powered, and can give a speedboat a decent race. SeaTech, on the other hand, has these dinky little mini-subs. You steer by looking out the window, and they chug along at a slow crawl. They can hold about six people - if you don't mind being real close. The thing is, it's still the same. There're still moments when you're too afraid to speak, and everyone just turns their heads up, and stares at the ceiling as if the answer's gonna be written there, and just listens out real hard.'
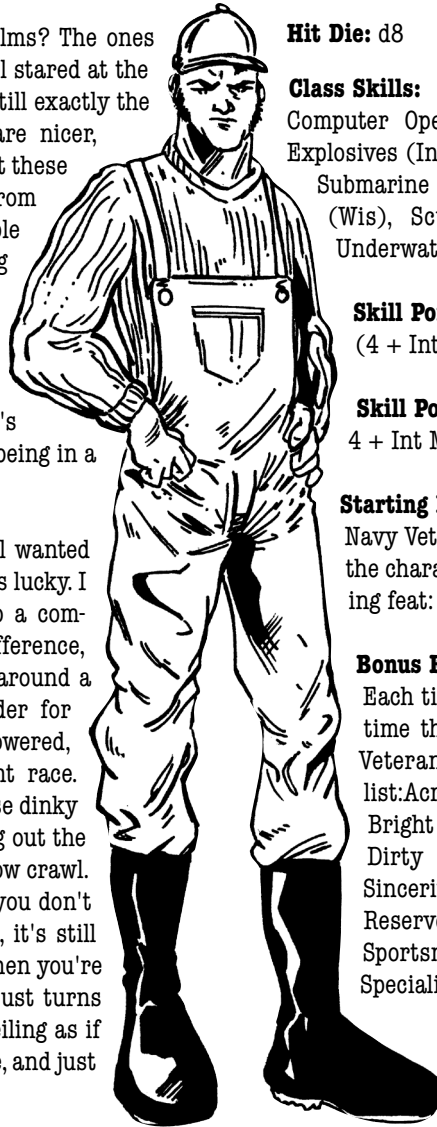
Hit Die: d8

Class Skills:
Computer Operation (Int), Engineering: Nuclear (Int), Explosives (Int), Knowledge: Submarine (Int), Navigation: Submarine (Int), Pilot: Ship (Wis), Pilot: Submersible (Wis), Scuba (Int), Survival (Wis), Swim (Str), Underwater Hazard (Wis) Use Rope (Dex).

Skill Points at First Level:
(4 + Int Modifier) X 4

Skill Points Per Level:
4 + Int Modifier

Starting Feats:
Navy Veterans start with the Navy Background, and the character also receives one of the following starting feat: Sub Rated Pilot or Tech Specialist.

Bonus Feats:
Each time a character gets a bonus feat, and every time they are entitled to select a new feat, Navy Veterans must choose one from the feat list:Acrobatic, Alertness, Attraction, Blind Panic, Bright Idea, Crack Driver, Computer Wiz, Diligent, Dirty Fighting, Dodge, Driven, Empathic, False Sincerity, Investigator, Nimble Fingers, Persuasive, Reserves of Stamina, Skill Focus, Speak Language, Sportsman, Sub Rated Pilot, Swim Like a Fish, Tech Specialist.

NAVY VETERAN						
Level	Feats	Attack bonus	Ac Bonus	Fort	Ref	Will
1	Starting Feats	+0	+1	+0	+1	+1
2	Dive Team Leader	+1	+2	+0	+2	+2
3	Bonus Feat	+1	+2	+1	+2	+2
4	Nerves of Steel	+2	+3	+1	+2	+2
5	Bonus Feat	+2	+3	+1	+3	+3
6	Skill Focus	+3	+3	+2	+3	+3
7	Bonus Feat	+3	+4	+2	+4	+4
8	Reassuring Presence	+4	+4	+2	+4	+4
9	Bonus Feat	+4	+5	+3	+4	+4
10	Toughness	+5	+5	+3	+5	+5

PARAMEDIC

'You work on the edge, in fact most of the time you work beyond the edge. Well, that's what you tell people. Most of the time it's just dull. Practices, emergency drills bandaging skinned knees and plastering up broken arms. Don't get me wrong, I know what I do's important - it's just that there aren't that many actual emergencies. SeaTech is a good company. It doesn't take risks and it uses professionals. That all cuts down on the work. But when it does go off you know it's going to be bad. People will be screaming, crying out for help, and everywhere total panic and confusion. It's like some huge multi-car pileup, except that ships are bigger, heavier, and have thousands of gallons of fuel on board. You've got trapped people, fires, and bad weather. The other thing is that if you're in a burning car, you might be able to get out. You don't get that choice at sea. A ship's got a turning circle of a mile. You jump off, and you'll drown before they find you. So you stay and burn instead. And that's just the explosions and collisions. Then you've got your system failures. That means drowning, or suffocating. Then there are the cold and exposure accidents, when heating systems fail, or someone goes into the water. It's an unforgiving place here. We try to soften the blow as much as we can, but mostly it's just picking up the pieces.

'Over the years I've seen it all. Seen stuff that would keep you awake at night, and leave you sleeping with the light on the rest of your life. You can't let it get to you, though, you've just got to focus on the ones you saved, and try to make sure it doesn't happen to anyone else.'

Hit Die: d6

Class Skills:
Calm (Cha), Concentration (Con), Diplomacy (Cha), Medical Assistance (Wis), Medical Science (Int), Scuba (Int), Search (Int), Spot (Wis) Swim (Str), Underwater Hazard (Wis).

Skill Points at First Level:
(6 + Int Modifier) X 4

Skill Points Per Level: 6 + Int Modifier

Starting Feats:
Paramedics receive either the Oilrig, or Salvage Background feat, and can chose one feat: Iron Will or Empathic
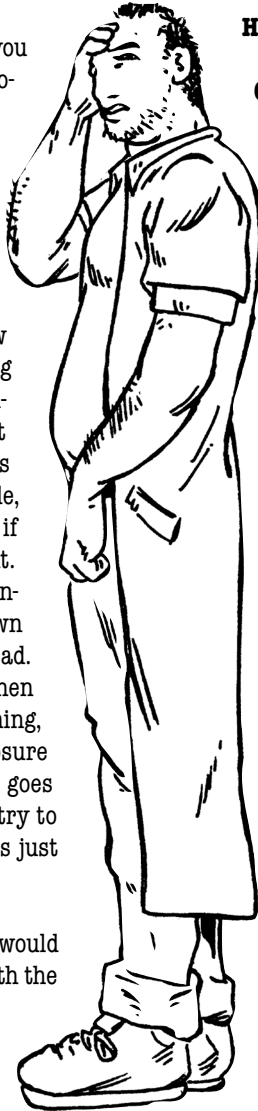
Bonus Feats:
Each time a character gets a bonus feat, and every time they are entitled to select a new feat, Paramedics must choose one of the following feat:
Acrobatic, Alertness, Attraction, Blind Panic, Bright Idea, Computer Wiz, Diligent, Dirty Fighting, Dodge, Empathic, False Sincerity, Investigator, Nimble Fingers, Persuasive, Reserves of Stamina, Skill Focus, Speak Foreign Language, Sportsman, Tech Specialist, Toughness.

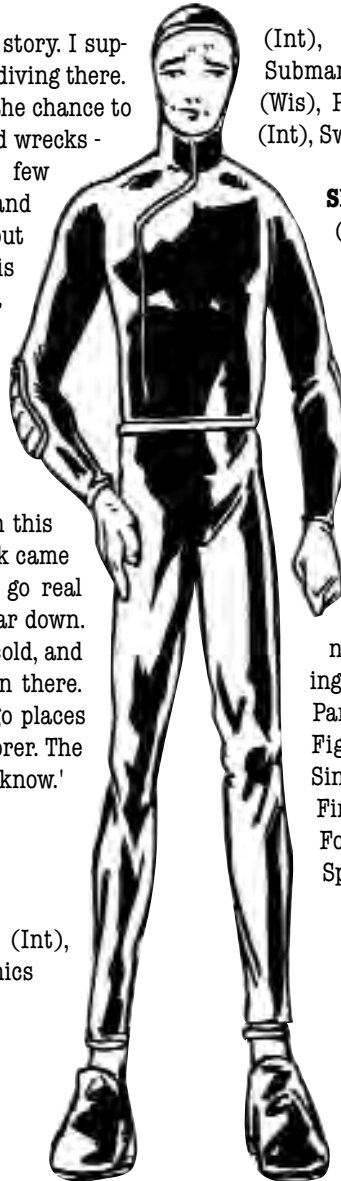| PARAMEDIC		Attack	Ac			
Level	Feats	bonus	Bonus	Fort	Ref	Will
1	Starting Feats	+0	+1	+0	+1	+1
2	Emergency Medic	+1	+2	+0	+2	+2
3	Bonus Feat	+1	+2	+1	+2	+2
4	Skill Focus	+2	+3	+1	+2	+2
5	Bonus Feat	+2	+3	+1	+3	+3
6	Doctor	+3	+3	+2	+3	+3
7	Bonus Feat	+3	+4	+2	+4	+4
8	Nerves of Steel	+4	+4	+2	+4	+4
9	Bonus Feat	+4	+5	+3	+4	+4
10	Driven	+5	+5	+3	+5	+5

PILOT

'How did I end up here? Well, that's a long story. I suppose it started off in high school, I got into diving there. I mean, I was always a keen swimmer, but the chance to just stay down there, to swim the reefs, and wrecks - that just really appealed to me. After a few years, I picked up my various certificates, and swum some of the more challenging sites, but it was still just a hobby. Then I noticed this advert in one of the dive mags. It was a SeaTech ad looking for divers to work out with the rigs. Turns out I've got the right kind of attitude they were after: don't mind being alone depressurizing, or working with others.

'So I worked out on the rigs for a bit, then this chance to move into deep-sea mini-sub work came up. I just jumped at it. These babies can go real deep. Some people freak out working that far down. It's totally dark all the time, and freezing cold, and you're completely alone, but I love it down there. You see things no human has ever seen, go places that no one has ever been - you're an explorer. The whole idea of that still gives me a buzz, ya know.'

Hit Die: d8

Class Skills:
Balance (Dex), Computer Operation (Int), Concentration (Con), Engineering: Electronics (Int), Knowledge: Submarine (Int), Navigation: Submarine (Int), Oceanography (Int), Pilot: Ship (Wis), Pilot: Submersible (Wis), Scuba (Int), Search (Int), Swim (Str), Underwater Hazard (Wis).

Skill Points at First Level:
(4 + Int Modifier) X 4

Skill Points Per Level:
4 + Int Modifier

Starting Feats:
Pilots receive one Background feat, and one bonus feat from one of starting feats below: Ship Rated Pilot or Skill Focus

Bonus Feats:
Each time a character gets a bonus feat, and every time they are entitled to select a new feat, Pilots must choose one of the following feat:Acrobatic, Alertness, Attraction, Blind Panic, Bright Idea, Computer Wiz, Diligent, Dirty Fighting, Dodge, Driven, Empathic, False Sincerity, Investigator, Nerves of Steel, Nimble Fingers, Persuasive, Reserves of Stamina, Skill Focus, Swim Like a Fish, Speak Language, Sportsman, Tech Specialist.

PILOT						
Level	Feats	Attack bonus	Ac Bonus	Fort	Ref	Will
1	Staring Feats	+0	+1	+1	+1	+0
2	Sub Rated Pilot	+1	+2	+2	+2	+0
3	Bonus Feat	+1	+2	+2	+2	+1
4	Crack Driver	+2	+3	+2	+2	+1
5	Bonus Feat	+2	+3	+3	+3	+1
6	Toughness	+3	+3	+3	+3	+2
7	Bonus Feat	+3	+4	+4	+4	+2
8	Skill Focus	+4	+4	+4	+4	+2
9	Bonus Feat	+4	+5	+4	+4	+3
10	Dive Team Leader	+5	+5	+5	+5	+3

RESCUE DIVER

'It works like this - a ship gets into trouble, and they want the crew rescued. Then they want to know why it got into trouble. And then they want the mess cleared up. They send us in to look for survivors, then to find out what went wrong in the first place, and then to try and re-float it or sink it, so the boat's out of the way. That's my job.

'We get hauled in to pick up the pieces. Now, sub rescues, that's really messy. You've got the sheer fact that you're underwater, so you got pres sure, cold, and oxygen considerations. It'll be dark, and chances are half the people in there would've drowned, and the other half will be panicking. You'll have fires, burns, electrical failures, and all the systems down. And despite all this, you've got to keep them alive, get the survivors out. All the time the bosses will be asking how much it costs and is it covered by insurance, and how much overtime you'll be claiming. Sometimes you've got to wonder why you bother.'

Hit Die: d8

Class Skills:
Athlete (Dex), Climb (Str), Disable Device (Int), Engineering: Salvage (Wis), Explosives (Int), Innuendo (Wis), Listen (Wis), Medical Assistance (Wis), Scuba (Int), Search (Int), Swim (Str), Underwater Hazard (Wis).

Skill Points at First Level: (4 + Int Modifier) X 4

Skill Points Per Level: 4 + Int Modifier

Starting Feats:
Rescue Divers start with one of the following background feats: Oilrig, or Salvage. They also receive one of the following bonus feat: Investigator or Sportsman.

Bonus Feats:
Each time a character gets a bonus feat, and every time they are entitled to select a new feat, Rescue Divers must choose one of the feat list below:
Acrobatic, Alertness, Attraction, Blind Panic, Bright Idea, Computer Wiz, Crack Driver, Diligent, Dirty Fighting, Dodge, Driven, Driving License, Empathic, False Sincerity, Investigator, Nimble Fingers, Persuasive, Skill Focus, Sportsman, Toughness, Underwater Welding.
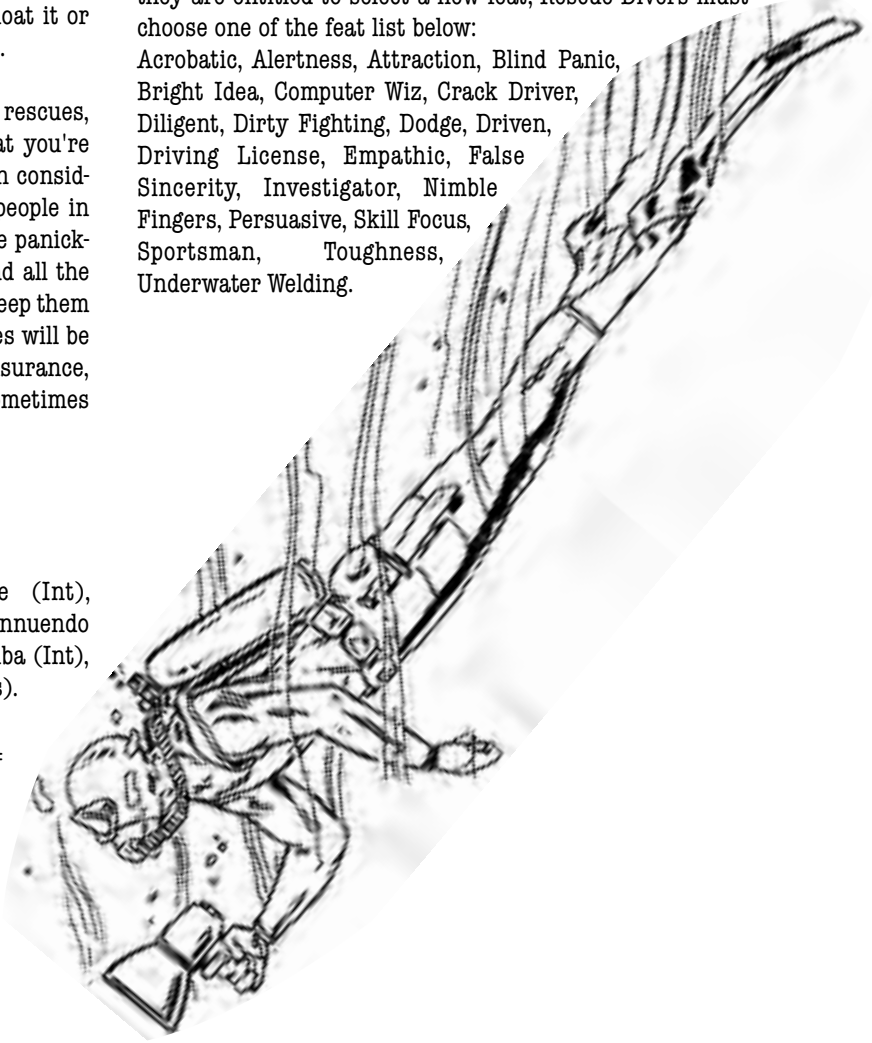
RESCUE DIVER

Level	Feats	Attack bonus	Ac Bonus	Fort	Ref	Will
1	Starting Feats	+0	+1	+1	+1	+0
2	Dive Team Leader	+1	+2	+2	+2	+0
3	Bonus Feat	+2	+2	+2	+2	+1
4	Swim Like a Fish	+3	+3	+2	+2	+1
5	Bonus Feat	+3	+3	+3	+3	+1
6	Tech Specialist	+4	+3	+3	+3	+2
7	Bonus Feat	+5	+4	+4	+4	+2
8	Reserves of Stamina	+6/+1	+4	+4	+4	+2
9	Bonus Feat	+6/+1	+5	+4	+4	+3
10	Nerves of Steel	+7/+2	+5	+5	+5	+3

SALVAGE OPERATOR

'Under the water, human life is dependent on machines. We need them to keep warm, to stave off the effects of pressure, to provide us with locomotion. We need them to breathe. Unfortunately, machines wear out, they breakdown - they fail. That's why I'm here. I fix things. I keep people alive down here - it's that simple.

'It may be that the *Koloss* has only had some kind of breakdown. Perhaps all they're going to need is some help fixing things. It could well be more serious, but I can handle that too. You've worked on SeaTech rescues before. Admittedly, this is the first Russian nuclear attack sub I've ever had to rescue, but it's just a matter of scale. It's exactly the same as a downed mini-sub - it's just gonna be a bit bigger, that's all.'

Hit Die: d6

Class Skills:
Athletlics (Dex), Balance (Dex), Climb (Str), Computer Operation (Int), Disable Device (Int), Engineering: Electronics (Int), Engineering:

Salvage (Wis), Listen (Wis), Pilot: Ship (Wis), Search (Int), Underwater Hazard (Wis).

Skill Points at First Level: (6 + Int Modifier) X 4

Skill Points Per Level: 6 + Int Modifier

Starting Feats:
Salvage Operators can chose any Background feat, and one of the following starting feats: Alertness or Bright Idea.

Bonus Feats:
Each time a character gets a bonus feat, and every time they are entitled to select a new feat, Salvage Operators must choose one from the feat list below: Acrobatic, Alertness, Attraction, Blind Panic, Bright Idea, Computer Wiz, Diligent, Dirty Fighting, Dodge, Driven, Empathic, False Sincerity, Investigator, Iron Will, Nerves of Steel, Persuasive, Skill Focus, Speak Language, Sportsman, Swim Like a Fish, Underwater Welding.

		Attack	Ac			
Level	**Feats**	**bonus**	**Bonus**	**Fort**	**Ref**	**Will**
1	Starting Feats	+0	+1	+1	+0	+1
2	Toughness	+1	+2	+2	+0	+2
3	Bonus Feat	+2	+2	+2	+1	+2
4	Tech Specialist	+3	+3	+2	+1	+2
5	Bonus Feat	+3	+3	+3	+1	+3
6	Reserves of Stamina	+4	+3	+3	+2	+3
7	Bonus Feat	+5	+4	+4	+2	+4
8	Great Fortitude	+6/+1	+4	+4	+2	+4
9	Bonus Feat	+6/+1	+5	+4	+3	+4
10	Nimble Fingers	+7/+2	+5	+5	+3	+5

SALVAGE OPERATOR

CHAPTER 3

SKILLS AND FEATS

SKILLS

The following new and existing skills are used in **Fright Night: What Went Down**. Some remain unchanged and can be found in the *Dungeons & Dragons Player's Handbook*. New skills and existing skills that have been altered to reflect the genre are detailed in the Skills table on p. 15-16. GMs should feel free to adapt the rules and skills as needed for their own campaigns.

Notes: The *Dungeons & Dragons Player's Handbook* has been abbreviated to **PHB** in references. New skills are labeled with an asterisk (*).

NEW SKILLS

ATHLETICS (DEX)

Description: the PC is skilled at sports and other physical games. She can use this skill to kick balls further and more accurately, run faster and further.
Check: The skill can be used to perform an athletic act. It is also a measure of someone's sporting prowess. The DC of related check digits should be determined by the GM. Simple acts of athletics need to beat a DC of 10, with the DC rising higher to reflect more extreme challenges.
Failure: A failed check indicates the character has simply missed her allotted goal for the task at hand. The ball has gone wide, or she has failed to push herself hard enough to win the race.
Note: This skill does not replace the Jump, or Tumble skills, but covers activities outside the scope of these two skills.

CALM (CHA)

Description: The PC knows how to give comfort and advice to people in stressful circumstances or situations, as well as to provide professional psychological help. PCs can use this skill to calm characters and diffuse tension from a situation. It also allows PCs to deal with aggressive or highly emotional individuals and to influence their attitude (i.e., talk down a jumper or get a twitchy person to hand over a gun).
Check: The skill can turn an emotional character towards neutral or indifferent. The DC is determined by the emotional state of the subject - the more extreme the emotion, the higher the DC. The subject gets a chance to resist the attempt by making a Will save versus 5 +(1/2 x the PC's Calm check result), if he wants to.
Failure: The PC can try to calm the subject again, but each failed attempt increases the difficulty of the next attempt by 5. It is likely the subject would respond poorly to repeated efforts to manipulate their emotions, making them either more antagonistic or aggressive to the PC.

COMPUTER OPERATION (INT)

Description: This skill governs the use of computers and their applications, as well as security and data management. Characters can use this skill to hack into computer systems and to dig out data from a person's files. The skill also covers setting up security measures for computer systems.

Checks:
LOCATING DATA: The difficulty for this check is based on the size of the system involved - the larger the file base, the longer it takes to sort through it. For every 5 points the character exceeds the DC, she can reduce the time required by one rank (see table below), to a minimum of one round.

SIZE OF SYSTEM	DC	TIME
PC	10	5 rounds
Corporate	20	10 minutes
International	30	1 hour

HACKING AND SECURITY: Characters can attempt to access a secure system or try to secure a system against hacking. The PC makes the check against a DC determined by the level of security present.

LEVEL OF SECURITY	DC
Weak/negligible	20
PC Firewall	25
Custom	35
Professional	40

SKILLS TABLE

SKILLS	ABILITY	UNTRAINED	NOTES
Appraise	Int	Yes	Unchanged. See Skills chapter in PHB.
*Athletics	Dex	Yes	The performance of land based physical athleticism.
Balance	Dex	Yes	Unchanged. See Skills chapter in PHB.
Bluff	Cha	Yes	Unchanged. See Skills chapter in PHB.
*Calm	Cha	No	Ability to pacify and comfort those in distress.
Climb	Str	Yes	Unchanged. See Skills chapter in PHB.
*Computer Operation	Int	No	Using computers, including security and data management.
Concentration	Con	Yes	Unchanged. See Skills chapter in PHB.
Decipher Script	Int	No	Unchanged. See Skills chapter in PHB.
Diplomacy	Cha	Yes	Unchanged. See Skills chapter in PHB.
Disable Device	Int	Yes	Unchanged. See Skills chapter in PHB.
*Engineering: Electronics	Int	No	The building and repair of electrical devices.
*Engineering: Nuclear	Int	No	The safe operation and maintenance of nuclear reactors, and their fuel.
*Engineering: Salvage	Wis	Yes	The use of heavy duty tools for salvage
*Explosives	Int	No	Creating and placing explosive devices and bombs.
Gather Information	Cha	Yes	Unchanged. See Skills chapter in PHB.
Hide	Dex	Yes	Unchanged. See Skills chapter in PHB.
Innuendo	Wis	Yes	Unchanged. See Skills chapter in PHB.
Intimidate	Cha	Yes	Unchanged. See Skills chapter in PHB.
Jump	Str	Yes	Unchanged. See Skills chapter in PHB.
Listen	Wis	Yes	Unchanged. See Skills chapter in PHB.
Knowledge: Submarine	Int	Yes	Understanding of the workings of submersibles
*Medical Assistance	Wis	No	Ability to treat of any kind of injury, including surgery.
*Medical Science	Int	No	Knowledge of physiology, pharmacy and other sciences related to medical care and biology.
Move Silently	Dex	Yes	Unchanged. See Skills chapter in PHB.
*Navigation: Submarine	Int	No	Working out location and course from sonar and map reading.
Open Lock	Dex	No	Unchanged. See Skills chapter in PHB.
*Oceanography	Int	Yes	The study of the oceans, and their flora and fauna.
Pick Pocket	Dex	No	Unchanged. See Skills chapter in PHB.
*Pilot: Ship	Wis	No	The steering and control of surface vessels and boats.
*Pilot: Submersible	Wis	Yes	The steering and control of underwater vehicles.
*Research	Int	Yes	Researching using library, Internet, or neutral resources.
Use Rope	Dex	Yes	Unchanged. See Skills chapter in PHB.
*Scuba	Int	No	The use of underwater breathing apparatus.
Search	Int	Yes	Unchanged. See Skills chapter in PHB.
Sense Motive	Wis	Yes	Unchanged. See Skills chapter in PHB.
Spot	Wis	Yes	Unchanged. See Skills chapter in PHB.
Survival	Wis	Yes	Unchanged. See Skills chapter in PHB.
Swim	Str	Yes	Unchanged. See Skills chapter in PHB.
Tumble	Dex	Yes	Unchanged. See Skills chapter in PHB.
*Underwater Hazard	Wis	Yes	Recognizing the dangers and hazards of undersea travel.

ENGINEERING: ELECTRONICS (INT)

Description: This skill covers the construction, repair and maintenance of electronic devices. Characters using this skill will still require the correct tools and components to use this skill effectively.

Check: The DC needed to construct an electronic device is based on its complexity. For most game purposes this will

SKILLS TABLE

SKILLS	BIOLOGIST	VETERAN	MEDIC	PILOT	DIVER	SALVAGE
Appraise	-	-	-	-	-	-
*Athletics	-	-	-	-	X	X
Balance	-	-	-	X	-	X
Bluff	-	-	-	-	-	-
*Calm	-	-	X	-	-	-
Climb	-	-	-	-	X	X
*Computer Operation	X	X	-	X	-	X
Concentration	-	-	X	X	-	-
Decipher Script	-	-	-	-	-	-
Diplomacy	X	-	X	-	-	-
Disable Device	-	-	-	-	X	X
*Engineering: Electronics	-	-	-	X	-	X
*Engineering: Nuclear	-	X	-	-	-	-
*Engineering: Salvage	-	-	-	-	X	X
*Explosives	-	X	-	-	X	-
Gather Information	-	-	-	-	-	-
Hide	-	-	-	-	-	-
Innuendo	-	-	-	-	X	-
Intimidate	-	-	-	-	-	-
Jump	-	-	-	-	-	-
Listen	-	-	-	-	X	X
*Knowledge: Submarine	-	X	-	X	-	-
*Medical Assistance	-	-	X	-	X	-
*Medical Science	X	-	X	-	-	-
Move Silently	-	-	-	-	-	-
*Navigation: Submarine	X	X	-	X	-	-
Open Lock	-	-	-	-	-	-
*Oceanography	X	-	-	X	-	-
Pick Pocket	-	-	-	-	-	-
*Pilot: Ship	X	X	-	X	-	X
*Pilot: Submersible	-	X	-	X	-	-
*Research	X	-	-	-	-	-
Use Rope	-	X	-	-	-	-
*Scuba	X	X	X	X	X	-
Search	-	-	X	X	X	X
Sense Motive	-	-	-	-	-	-
Spot	X	-	X	-	-	-
Survival	X	X	-	-	-	-
Swim	X	X	X	X	X	-
Tumble	-	-	-	-	-	-
*Underwater Hazard	X	X	X	X	X	X

involve the jury-rigging of one device to serve the function of another, or the repair of an object through the cannibalization of another. If the devices are similar in function, then a successful skill check with a DC of 15 will be required.

Failure: A failed result indicates the character has been unable to construct a working device, or to effect a proper repair.

ENGINEERING: NUCLEAR (INT)

Description: This skill covers the safe operation, maintenance and theory of nuclear energy generation. The character knows how to run and refuel reactors, as well as how to deal with radioactive materials in a safe manner.

Check: The DC is dependent on the activity the character is attempting.

- Merely operating a nuclear reactor within its normal operating modes requires a skill check at DC 10.
- Changing fuel rods or dampening rods requires a skill check at DC 20.
- Attempting to push the energy output beyond the safe limits of the reactor requires a skill check at 20 plus 5 for every 5 percent of extra power the character wishes to extract.
- Stopping a reactor from overheating and entering meltdown requires a Engineering: Nuclear check at DC 25, with an additional +5 to the difficulty for 5 percent the reactor is over its critical threshold.

Failure: The level of failure will determine the outcome of the character's mistakes:

- **Failure by 1 to 5** - This simply means the character ha been unable to accomplish what they were trying to do.
- **Failure by 6 to 10** - This indicates that he has stressed the reactor, pushing up core temperatures. If not cooled, the reactor will automatically shut down.
- **Failure by 11 or more** - This indicates that the reactor has suffered a radiation leak, or has automatically been tripped into shutdown mode.

Note: This skill does not protect the character from radiation or other adverse effects, but will merely alert him to the potential hazard.

ENGINEERING: SALVAGE (WIS)

Description: Characters with this skill can attempt mechanical repairs on boats or submarines and to dismantle them. This skill covers the use of the equipment necessary to perform such work i.e., heavy wielding and cutting torches, the operation of cranes and other heavy lifting gear.

Check: The DC for repair work is dependent on the level of malfunction with the device. Simply tinkering with a wrecked boat will not get it sea-worthy again; the character may well need access to the correct tools and parts to affect a proper repair.

For dismantling or junking objects the DC is based on the Hit Points and Armor Class of the object in question. To determine the DC simply add the Hit Points and the Armor Class for the object together.

For example, cutting through a steel door with 25 hit points and 10 points of armor would therefore require a DC of 35. Each five points the character exceeds the skill check by indicates the time required to complete the task is dropped by 25 percent.

Failure: If a skill check is failed, then the character has made no headway in their attempts.

Note: GMs can use a series of cumulative skill checks to determine how long the process takes to dismantle larger objects. Players can opt to Take 10 or 20 when undertaking Engineering: Salvage checks.

EXPLOSIVES (INT)

Description: Use this skill to create and place bombs and explosive charges for mining, demolition, or anti-personnel purposes. Characters with this skill can construct such devices and use them with a degree of safety.

CREATION: If the PC has access to the parts required, then she is capable of building an explosive device. The GM sets a difficulty for the device, depending on its type, then the character attempts to construct it.

Making the explosive using household or improvised ingredients adds +5 to the DC and +2 to any attempt to locate the device once it's been placed. Homemade devices are large and clumsy, making them easier to detect than military-grade explosives.

To construct any kind of bomb or explosive, the character must first obtain or make the explosive charge (DC listed by explosive type). She then construct a device, choosing a blast effect type and method of detonation (timer type). Finally, a single check is made against the combined DCs to see if the PC was able to construct the device. The GM should note down the result of this roll, as it will also be the DC of any attempt to use the Disable Device skill to disarm the explosive.

Failure: The margin by which the roll has failed determines the level of **Failure:**

- **Failure by 1 to 5:** The device is less explosive than expected - damage and radius are reduced by a half.
- **Failure by 6 to 10:** The device has been improperly made, and will detonate late, prematurely, or not at all.
- **Failure by 11 or more:** Catastrophic failure. The device explodes. The PC must make a Reflex save to avoid taking the full effects - if made, the damage is reduced by half.

PLACEMENT: This skill is also used to place a device to achieve a specific effect against a large or complicated target. Other rolls may be needed (e.g. Move Silently).

Note: A placement roll is not needed in typical demolition situations. At the GMs discretion water can affect the blast radius of explosions by reducing it by 25% to 75%.

EXPLOSIVES TABLES

EXPLOSIVE CREATION	DC	DAMAGE	NOTES	
Improvised Explosive	20	2d6	The most primitive of the explosives family, it is fairly unstable and is susceptible to heat and damp if stored incorrectly.	
C4	15	3d6	An Industrial/Mining ExplosiveSimple plastic explosives used in the demolition and mining industries. Their stability and longevity make them safe to handle.	

TIMER TYPE	DC	NOTES	
Fuse	5+	The simplest of detonators, it consists of a fire source that burns down to the explosive. It cannot be used with C4.	
Timer set	10+	The explosive can be set to detonate at a chosen time or after a delay.	
Tilt	15+	The explosive will detonate if moved or tampered with.	
Remote	15+	The explosive will explode upon a signal from a remote source.	
Wire	5+	The explosive will detonate upon a signal sent down a wire leading between the detonator and the explosive.	

BLAST EFFECT TYPE	DC	DAMAGE	NOTES	RANGE
Shaped	20+	2d6	Concussion damage. This type focuses the explosive force on to a specific point with a resultant drop in blast radius.	5 feet
Demolition	15+	1d6	Concussion damage. These are general explosives for blasting work.	15 feet

Failure: The margin by which the roll has failed determines the level of Failure:

- ☸ **Failure by 1 to 5**: The PC incorrectly positions the device; its effect is lessened by half.
- ☸ **Failure by 6 or more**: The device has been incorrectly hidden and is out of position. Anyone trying to discover it receives a +2 to check; the effect of the explosive is halved.

KNOWLEDGE: SUBMARINE (INT)

Description: Characters with this skill are familiar with the workings and day-to-day operation of submarines, and are proficient in their general maintenance. They understand the principles, by which a submarine can maneuver, and the purpose and location of the various stations aboard a vessel.

Check: the GM can ask for a Knowledge Submarine check to see if a character can recall useful information about a submarine's functions or anatomy. The more complex the enquiry, the higher the difficulty of the check, although it is DC 10 for knowledge that would be common to any submariner.

MEDICAL ASSISTANCE (WIS)

Description: This is a trained skill that allows a PC to tend injuries and ailments. The skill is broken down into three aspects: stabilization, long-term treatment, and surgery.

Note: Unless the character has the Emergency Medic feat for patching wounds or the Doctor feat for surgery, then all checks are at -4.

Also, in order to use this skill effectively, the character needs the correct medical equipment to hand and a commitment of time. Without the proper equipment, stabilization and long-term treatment, skill checks are made at an additional -4 penalty. Surgery without the correct equipment is a brutal, medieval affair - the DC is raised to 25 for any such attempt.

STABILIZATION: This aspect prevents a wounded character from deteriorating further. The skill can also be used to arrest the spread of poison.

Check: A character performs a check at DC 15. This can only be done once per injury.

Success: The patient is stabilized if they have negative hit points, or recovers d4 hit points if they still have positive hit points. For poison, effects have been slowed, but only long-term treatment can cure the patient.

Failure: The patient receives no benefit from the attempt at healing.

Retry: No, patient must receive care from other specialists.

LONG-TERM TREATMENT: This covers all attempts to restore a PC back to full hit points. Such care requires both rest and attention.

Check: The PC makes a skill check at DC 15 at the end of each day's rest.

Success: The patient recovers another 3 HPs plus their Con modifier to a minimum of 1. They also recover 1 point of ability plus their Con modifier to a minimum of one.

Failure: The patient receives no benefit from the attempt at healing.

Retry: The character can try again the following day.

SURGERY: Surgery is most often used in the removal of bullets, but could apply to any number of other treatments. Surgery helps patients recover more quickly from serious injuries or conditions.

Check: The surgeon makes a check against DC 20.

Success: Surgery increases the amount of base HPs that the patient recovers during long-term treatment, giving them a base of 5 instead of 3 (see Long-Term Treatment). This effect lasts for a number of days equal to the amount by which the surgeon succeeded the check. Damage to ability is also recovered at a faster base rate (2 instead of 1).

Failure: The surgeon deals d6 damage to the patient.

Retry: The character can try again the following day.

MEDICAL SCIENCE (INT)

Description: This is the study of human anatomy, physiology, and the effect of chemicals and drugs upon the body. Characters with this skill will have studied the science behind medicine, as well as autopsy techniques and pharmacology.

Check: Dependent on the situation, the GM can set a DC based on the complexity of the medical knowledge required.

Success: The more the character exceeds the DC by the more information is supplied, or the shorter the time required to make the correct deduction.

Failure: The character is unable to determine the necessary information, or comes to the wrong conclusions.

NAVIGATION: SUBMARINE (INT)

Description: The character knows how to use maps, sea charts, sonar, and GPS positioning information to determine their location and position while underwater.

Check: To determine and follow a set course the character must make a Navigation: Submarine check at DC 15:

- �він If the character has access to GPS information the difficulty is reduced by 5.

- ☫ To navigate in enclosed or tight spaces the difficulty is increased by 5.

- ☫ To navigate using sonar to locate another object, and then position yourself relative to that requires a Navigation: Submarine check at DC 20.

Failure: The character has drifted off course, and is not where they think they are. If there are hazards in the area, the DC for Pilot: Submersible skill checks is increased by 5.

OCEANOGRAPHY (INT)

Description: This is the study of the world's oceans, their geology, as well as the environments and ecologies within the seas. Included in this skill is the study of marine life, both flora and fauna.

Check: The DC of the skill check is based on the level of complexity and depth of knowledge that is required in this field. Answering a simple question, or recalling a trivial fact requires only a DC of 10, whereas a more complex issue will require a DC of 20. A very hard question or explanation about something really unusual will require a skill check at DC 30.

Failure: If a skill check fails, then the answer or solution eludes the character. This may mean simply answering that they do not know, or getting the answer wrong.

PILOT: SHIP (WIS)

Description: This skill covers control, maneuvering, and steering of ships, large boats and other powered ocean-going surface vessels

Check: No check is required for ordinary sea journeys made by the character unless they do not have the Ship Rated Pilot feat, in which case a check at DC 10 is required every time. Players who wish to complete journeys faster, or to travel in adverse weather, or perform more dangerous maneuvers such as chases, should see the Chase Rules in the combat chapter on p. 24.

Note: Players without the Ship Rated Pilot feat receive a -4 penalty for any Pilot: Ship check they attempt.

PILOT: SUBMERSIBLE (WIS)

Description: This skill governs the control and piloting of underwater sea vehicles. Characters with this skill understand the principles and navigational requirements for moving in three dimensions underwater.

Check: To maneuver a submarine, a basic skill check at DC 10 is required. For more complex maneuvers such as a rapid ascent, or dive, or for entering tight spaces, a higher DC should be set.

Trying to outmaneuver or chase another submersible will require an opposed piloting roll (see the Chase Rules on p. 24 for details).

Failure: See Chase Rules on p. 24 for failed pilot checks and crashes.

RESEARCH (INT)

Description: Use of this skill covers gathering information from the internet or library, or other information resources, such as microfiche, universities, newspaper etc.
Check: The DC for using this skill is largely up to the GM - some subjects may be concealed or harder to research. Basic facts are DC 10, obscure facts are DC 20, hidden or illegal information is DC 25, and information on government secret projects and covert operations is DC 40.
Failure: The sought-after information is one of the following: unavailable, unclear, contradictory or conflicting, or even non-existent.
Fumble: The PCs pick up either erroneous or misleading information.

SCUBA (INT)

Description: This skill allows a character to know how to use scuba and deep-sea dive apparatus.
Check: The characters will need this skill to calculate dive times, oxygen mixes and how to replenish air tanks. All these activities have a base DC of 10 with a plus five modifier for operating at lower depths.
Fail: A failure to get mixtures right, or a miscalculation of dive times, can be disastrous for the character. It will result in running out of air, with the first warning being the reserve tank kicking in. A failure by 10 or more will give the character the bends.

UNDERWATER HAZARD (WIS)

Description: For people, underwater is an alien environment. Not only is there a risk of drowning, but also high water pressure. This skill allows the character to spot and anticipate the various dangers in this hostile environment.
Check: The GM can insist on characters making an Underwater Hazard check when confronted by a potential environmental threat. A successful check will then alert the character to the danger, allowing them to avoid or alter their course of action.

Example: Water is flooding into a submersible, shorting out the lights, and plunging the remaining air pocket into darkness. Trapped alone, William decides to light a waterproof match to assess the situation. The GM asks him to make an Underwater Hazard check, which he then passes. The GM warns the player that the air in the sub is now compressed and any fire will be force-fed, making it highly dangerous.
Failure: A failed skill means the character has not spotted the impending hazard, and will continue headlong into danger.

FEATS

The following new and existing feats are used in Fright Night: What Went Down. Some remain unchanged and can be found in the Dungeons & Dragons Player's Handbook published by Wizards of the Coast. New feats have been created and existing feats have been altered to reflect the genre as detailed below. GMs should feel free to adapt the feats as needed for their own campaigns.

Note: The Dungeons & Dragons Player's Handbook has been abbreviated to PHB in the references. In the Feats table on p.21-22 all new feats are labeled with an asterisk (*).

Here are descriptions of the new feats that appear in **Fright Night**: What Went Down.

In addition to the basic feats below, characters must select a background feat. This gives each character a bonus package of skills to reflect their previous salvage/marine experience.

MARINE SCIENCE BACKGROUND:

Description: The character has received higher education in marine sciences. This has given them some underwater dive time, as well as experience with marine life. They could well have spent time as a scientist specializing in marine topics, such as oceanography, or marine biology.
Benefit: Characters receive a +2 bonus to the following skills: Oceanography, Research, Scuba, and Medical Sciences.

NAVY BACKGROUND:

Description: The character is an ex-navy diver, or submariner. Although no longer employed by their nation's navy, they have learnt the rigors of underwater life.
Benefit: Characters receive a +2 bonus to the following skills: Pilot Submersible and Underwater Hazard. Characters also get the firearm proficiency feat.

OILRIG BACKGROUND:

Description: The character worked for an oilrig dive team, performing maintenance and construction work at deep-sea depths. They have extensive dive experience, and are used to the dangers of the deep.
Benefit: Characters receive a +2 bonus to the following skills: Engineering: Salvage, Scuba, Swim, and Underwater Hazard.

SALVAGE BACKGROUND:

Description: The character has worked in marine salvage and rescue before. They are skilled at breaking up wrecked ships, emergency repairs, and dealing with the aftermath of disasters.
Benefit: Characters receive a +2 bonus to the following skills:Engineering: Electronics, Engineering: Salvage, Medical Assistance, and Underwater Hazard.

FEATS TABLE

FEAT	PREREQUISITE	DESCRIPTION
*Acrobatic		The PC gets a +2 bonus on all *Jump* checks and *Tumble* checks.
Alertness		The PC gets a +2 bonus on all *Listen* checks and *Spot* checks.
*Attraction	Cha 11	The character is physically attractive, gaining a +2 circumstance bonus on all Charisma checks and Charisma -based skill checks when appearance would play a part.
*Blind Panic		The character receives +3 to all Athletics skill checks while running away on their own.
*Bright Idea		The character gains a +4 circumstance bonus to any skill rolls or ability checks when attempting to convince other characters that his opinion is correct.
Combat Expertise	Int 13	When the PC uses the attack action or the full attack action in melee, she can take a penalty of as much as -5 on their attack roll and add the same number (+5 or less) as a Dodge bonus to their Armor Class. This number may not exceed her base attack bonus. The changes to attack rolls and Armor Class last until her next action.
*Computer Wiz		The character gains a +4 bonus to his *Computer Operations* skill whenever attempting a Hacking/Security task, and a +4 bonus to his *Engineering: Electronics* when attempting to repair or modify computer equipment.
*Crack Driver		The character receives a +2 bonus to drive, ride or pilot a vehicle, including boats and submarines.
*Diligent		The character gets a +2 bonus on all *Appraise* and *Decipher Script* checks.
*Dirty Fighting	Base attack bonus 1+	The PC is an expert at low blows, gouges and other nasty fighting moves. Once per day they can declare an attack to be "dirty". If successful, it deals an additional d4 of damage.
*Dive Team Leader	1+ ranks in Scuba	The PC gains a +2 bonus on all *Scuba* and *Underwater Hazard* checks.
*Doctor	Int 13, Medical Assistance 4 ranks	The PC received extensive medical training and can perform surgery without incurring a -4 penalty.
Dodge	Dex 13	During this action, the character designates an opponent and receives a +1 Dodge bonus to Armor Class against attacks from that opponent. The character can select a new opponent on any action. A condition that makes the PC lose their Dexterity bonus to Armor Class (if any) also makes them lose Dodge bonuses. Also, Dodge bonuses stack with each other, unlike most other types of bonuses.
*Driven	Wis 11	The PC receives a +2 bonus on all *Concentration* and *Diplomacy* checks.
*Emergency Medic	Wis 11 Medical Assistance 4 ranks	The PC has training in first aid and treating injuries. She may attempt to stabilize a patient without incurring a -4 penalty.
*Empathic	Wis 11	The PC receives a +2 bonus to all *Sense Motive* and *Gather Information* checks.
*False Sincerity	Cha 11	The PC receives a +2 bonus to all *Bluff* and *Diplomacy* checks.
Great Fortitude		The character gets a +2 bonus on all Fortitude saving throws.
Improved Initiative		The PC gets a +4 bonus on Initiative checks.
*Investigator		The character gets a +2 bonus on all *Gather Information* and *Search* checks.
Iron Will		The PC gets a +2 bonus on all Will saving throws.
Lightning Reflexes		The character gets a +2 bonus on all *Reflex* saving throws.

FEAT	PREREQUISITE	DESCRIPTION
*Marksman		The range increment for a ranged weapon is increased by 1.5 for any full attack taken.
*Mobility	Dex 13, Dodge	The character gets a +4 Dodge bonus to Armor Class against attacks of opportunity caused when he moves out of or within a threatened area. A condition that makes him lose their Dexterity bonus to Armor Class (if any) also makes him lose Dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.
*Negotiator		The PC gets a +2 bonus on all Diplomacy and Sense Motive checks.
*Nerves Of Steel	Will Save 2+	The character can steady those around her, giving her +1 to all saves to resist being frightened.
Nimble Fingers		The character gets a +2 bonus on all *Disable Device* and *Open Lock* checks.
Persuasive		The PC gets a +2 bonus on all *Bluff* and *Intimidate* checks.
Precise Aim		The PC can fire any single-shot weapon into a melee and ignore the -4 penalty for doing so. This feat may not be used with a shotgun or other area-effect weapons.
Rapid Shot		The PC receives an extra shot each round when firing a single-shot weapon. Both shots together count as a full action. Each shot is at -2 To Hit.
Ready Weapon	Base attack +1	PC can ready a weapon as a free action, or reload or clear a jammed firearm as a half action.
*Reassuring Presence	Cha 11	The character receives a +4 circumstance bonus to Calm skill checks when trying to snap a character out of distress.
*Reserves of Stamina		The PC gains a +2 bonus on (Con) checks and Fort saves to keep on going, and to resist environments that cause non-lethal damage.
*Scientist	Int 13	The PC gets +4 to science- based Knowlegde skills when using lab equipment.
*Ship Rated Pilot	Pilot: Ship 1 rank	The PC is proficient in sailing ships and other ocean going vessels, and no longer incurs a -4 untrained penalty when doing so.
Skill Focus	Chose a skill	The character gets a +3 bonus on all checks involving that skill.
*Speak Language		The PC is able to speak and to write in a foreign language e.g. Russian or Swedish. Note: This replaces the Speak Language skill in the PHB.
*Sportsman	Str 13, Dex 13	The PC receives +1 bonus on all *Athletics, Climb,* and *Jump* checks. Running speed is also higher: Base Speed x5 rather than Base Speed x4..
Stealthy		The character gets a +2 bonus on all *Hide* and *Move Silently* checks.
*Sub Rated Pilot	Pilot: Submersible 1 rank	The PC is proficient in piloting submersibles and no longer incurs a -4 untrained penalty when doing so.
*Swim Like a Fish		The PC's base speed for swimming receives a +10 feet bonus.
*Tech Specialist		The character gains +2 bonus to all *Engineering* skills.
Toughness		The PC gains +3 hit points.
*Underwater Welding	Engineering: Salvage 1 rank	The PC is proficient with underwater welding equipment, and no longer incurs a -4 untrained penalty when using such equipment.
Weapon Finesse	Base attack bonus +1	When using a light weapon the PC is proficient with, the character may use their Dexterity modifier instead of their Strength modifier on attack rolls.
Weapon Focus	Choose one type of weapon you are proficient with, Base attack bonus +1	The PC gains a +1 bonus on all attack rolls made using the selected weapon.

CHAPTER 4

COMBATING THE EVIL

ADJUSTED COMBAT RULES

People and objects are fragile and prone to damage. As such, we offer an adjustment to the regular Armor Class bonus rules to reflect this.

AC BONUS

The best thing to do in any horror game is get out the way, hide or run away. When the going gets tough - the smart fade into the background or simply disappear. To represent this more experienced characters receive an AC bonus. After all, should they survive a whole bunch of horrific encounters they should be pretty adept at taking cover by now.

PCs (and some objects) receive an AC bonus ability in the game; this represents how easily they can be hit in a fight, or how vulnerable they are to damage. PCs attempting to hit something or someone roll their attack, with the target's AC bonus as a bonus to a normal DC 10, plus any ability or circumstance modifiers.

Example: A 7th Level Character with a Dexterity of 15, giving them a +2 Dex bonus and (for example) a +4 total AC bonus, would require a To Hit check of 16 or better to be hit normally.

ALONE IN THE DARK

We have an instinctive fear of the dark. It could conceal anything from tables that we bump into to fierce, predatory creatures. As we grow older, our experiences tell us that there's nothing out there - that it's just the wind, that there aren't any bogymen under the bed that ghosts don't exist. But then again, there's always a first time....

RULES ON DARKNESS

During the game, characters might unexpectedly find themselves alone in total darkness, as the lights suddenly go out, or a candle is snuffed out by a gust of wind.

Characters who find themselves in the dark make any Will Saves to avoid being frightened with a -2 penalty. They do not have to make any additional Will saves simply because they are in darkness.

- ☺ Characters in the dark lose the ability to deal extra damage due to precision, such as from feats like Weapon Focus.

- ☺ Their movement is cut in half as they stumble around.

- ☺ All opponents count as having total concealment, so the character has a 50% miss chance in combat. Similarly players themselves are considered in total concealment should their opponents be unfamiliar with fighting in the dark. Creatures, which continuously wander around in the dark, can fight in the dark at no penalty.

- ☺ Characters take a -2 penalty to AC to simulate their inability to defend themselves. They still receive their AC bonus based on their character level.

- ☺ Characters receive a -4 penalty on Search checks and many Strength and Dexterity-based skill checks (such as Tumble) at the discretion on the GM. Spot checks are impossible.

- ☺ A player creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponent's Move Silently checks). A successful check lets a blinded character hear an unseen creature as "over there somewhere". It's almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 10 reveals the unseen position (but the unseen creature still has total concealment from the blinded creature).

- ☺ If a character is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck them (until the unseen opponent subsequently moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed them) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not their location).

- ☺ Creatures that are more familiar with the dark can be blinded by bright light and suffer all the penalties described above.

- ☺ GMs can modify any of these rules when faced with partial darkness or near total darkness.

ESCAPING THE TERROR: CHASE RULES FOR FRIGHT NIGHT

The following rules permit GMs to run fast-paced, exciting chases on foot. The main determining factors in a chase are the distance between participants, their relative speeds, and the maneuvers they are trying to perform (modified based on the conditions present).

RUN AWAY!

The system detailed in this section gives GMs a quick way of resolving players trying to run away or to escape on foot from terrifying monsters or perilous situations. It also covers characters chasing after one another, and monsters running down hapless PCs.

Movement in combat or chase situations is measured in three different speeds: walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about six miles per hour for an unencumbered human.

Run (x4): Moving four times speed is a running pace for a character. It represents about 12 miles per hour for an unencumbered human.

Encumbered characters carrying lots of equipment or heavy loads use a x3 movement multiplier for running.

HUMAN	ONE ROUND
Walk	30 ft.
Hustle	60 ft.
Run (x3) (encumbered)	90 ft.
Run (x4) (Normal)	120 ft.
Run (x5) (sportsman Feat)	150 ft.
MONSTERS	
Walk	30 ft.
Scamper	60 ft.
Run	90-120 ft.
Ooze	10 ft.

RUNNING, SCAMPERING, SCUTTLING, AND OOZING

Some creatures might move faster or slower than an ordinary person. The base speed for a human is just 30 feet, meaning they will cover 30 feet in a round at walking pace.

Some monsters may still only cover this distance at a walk, but can accelerate faster than a normal person, giving them higher run multipliers. Others may not be as quick, but have pounces, or sudden busts of speed that give them a surprisingly long range to make single attacks, but no sustained movement.

RUN! RUN! AS FAST AS YOU CAN!

When determining the outcome of a chase on foot, characters use opposed Athletics checks to see who can outdistance the other. Once a character has the lead, the may try to hide quickly out of sight, or even lay an ambush. If the pursuer manages to catch up with a fleeing character, they can attack them, or try to trip them up.

RANGES

For the purposes of chases, there are five possible ranges: The GM should determine the starting range based on the circumstances when the chase begins. After that, the winner of opposed Athletics check may either decrese or increase the range by one range step.

Neck and Neck: The participants are close enough to perform melee attacks on the other.

Close: The participants are easily within sight of each other. Ranged attacks can be made at a -4 penalty.

Medium: The participants are still in sight of each other, but will frequently lose direct line of sight if in built up or forested terrain. Ranged attacked can be made at a -4 penalty but only at the discretion of the GM.

Long: Characters on foot are unlikely to be able to launch ranged attacks, as circumstances allow.

Extreme: The participants have lost sight of one another. Feats that allow tracking may be used to reestablish pursuit, but these take some time and the participant being pursued will be able to place some distance between them and the pursuer.

FALLING OVER, TACKLING, AND BEING PUSHED INTO THINGS

Characters that are at "Neck And Neck" range can attempt to shove or trip up another person. This is a standard trip or overrun attempt (see the **PHB**) but a 4 penalty if both characters are running (a running character attacking a static character recives no penalty.) Note that falling on snow never hurts.

FRIGHT RULES FOR FRIGHT NIGHTS

Naturally, in this game, there are rules regarding fear and what happens when terror strikes. These rules are optional. If a GM decides that their players are sufficiently responsive to what should frighten them then they may go easy on the rules. However, these are ideal if you get players who ordinarily, you might expect to simply "tough it out" without much response to the horror element.

WHAT'S THE BIGGEST THING I CAN SCARE?

Below is a table that GMs can use to see if their monsters are scary enough. If, as a GM, your roll on the **Scare Table** is high enough to affect the most powerful character/creature within 60 feet then roll 2d6 + the Hit Dice + Charisma modifier for **Scare Capacity.** That's how many total Hit Dice/Level of characters will be frightened. GMs can divide these hit dice up any way they please.

For example a monster is 6 hit dice and is approached by a bunch of second level characters. It appears and endeavors to scare them silly. Its scare check, rolled by the GM, is 5 - not good. So it can scare its own hit dice (6) minus 2. So its maximum scariness is 4 hit dice/levels. A fifth level character who has been here before and has some experience in these matters would be unfazed.

HOW MANY THINGS CAN I SCARE?

The Creature then rolls 2d6 + the Hit Dice + their own charisma modifier. The creature has a charisma of 14 so its modifier is 2. It rolls a 14 so it can scare 22 HD worth of creatures/characters (14 plus 6 plus 2) So, 22 hit dice suffer the effects outlined below. The GM picks several characters (usually the nearest but it can be random) that are subsequently scared up to 22 hit dice total. This is likely to easily cover the whole party (They do get a save - see below)

Soon enough players will realize that wandering off on your own, because of the few hit dice in only one character is silly.

If your Charisma score is average or low, it's possible to roll fewer Hit Dice/Level of characters frightened than indicated on the **Scare Table** and, of course, you scare nothing.

Creatures may skip over already frightened characters that are still within range, so that the GM need not waste the creatures **Scare Capacity** on them.

RESISTING FEAR

People cannot help but be scared by any supernatural monster, creature or manifestation of power, by the sheer nature of its supernatural origin. Some will simply unnerve, or shock someone seeing it; others will trigger our deepest fears and rock that person's mind to its foundations. Each frightening creature has therefore been given a **Scare Rating** equal to its hit dice. Creatures such as those with obvious supernatural elements that defy all rationality, such as ethereal Ghosts, animated objects, etc. are given abilities that boost their **Scare Rating** higher. This reflects the feelings of terror they convey. For some characters, the very sight of them will be too much, becoming mentally scarred as a result. For them, the trauma will be so great that they will be too afraid to enter a situation or circumstance that might bring them into contact with such horror. (See Madness and Phobias, p. 27)

A creatures can take a move equivalent action to snarl, roar, or generally scare the characters. It would then take a **Scare Check** to see how deeply it frightened the characters. This would give it a total number of hit dice/levels of characters it could scare. Working usually from the nearest character, the victims then make a **Will Save** with a **DC equal to the creatures Hit die + 10** to remain calm. Those who fail have been scared and subject to whatever condition of fright the creature has inflicted.

The GM needs to develop a mounting sense of dread and apprehension as the players walk through the house knowing that something is out there, which at any second might jump out and attack them. Tension and fear come from not knowing what's in the dark and from the realization that what they are seeing is beyond all previous experience.

SCARE TABLE	
SCARE CHECK DICE/RESULT	MOST POWERFUL (MAXIMUM HIT LEVEL)
0 or lower	Creature HD - 4
1-3	Creature's HD - 3
4-6	Creature's HD - 2
7-9	Creature's HD - 1
10-12	Creature's HD
13-15	Creature's HD + 1
16-18	Creature's HD + 2
19-21	Creature's HD + 3
22 or higher	Creature's HD + 4

THE SCARE

The characters that are scared by a creature or circumstance can become **Shaken**, **Frightened**, or **Panicked**. This condition will last until they are safe, or for one round for every point they failed their **Will Save** by. **Frightened** or **Panicked** characters must flee from what's scaring them by the best and fastest means available. They will not run to anything that has just frightened them also (i.e. a previous failed roll) but they might run blindly into more trouble. If they cannot flee or fight, they are forced instead into **Cowering**. If the creature approaches within their threat range (usually within 5 feet of them), they can try to confront their fear and act by making another **Will Save** (at the same DC) to become **Shaken** instead.

Monsters target the whole party, as this system works on collective hit dice/levels of the group, not the individual hit dice/level of a character. As a result, the party can be affected all together, and so may run together, or stand and fight together. This will help prevent parties splitting up so much, making the game easier to GM. After all, wandering off in these situations is always a precursor to a sorry ending and sticking together has to be the best thing to do! Characters that make their fear check may stand and fight alone, or can elect to run with the other characters? Whether they try to help, protect, or carry cowering characters is up to them.

ALL ALONE WITH NO ONE TO HELP YOU

For some people there's simply nothing scarier than being alone in the dark. It brings back all the childhood fears, and allows the mind to dwell on what might be out there. As long as we are with someone else, we can take comfort in their presence, and the knowledge that you're not alone.

For characters that find themselves cut off from the other characters, there is no one to help them deal with their nerves. Perhaps they ran away on their own, or they decided that they knew best and would go their separate way - whatever the reason, they now suffer a -2 penalty on all **Will** saves to avoid being frightened. If they fail this save, the severity of the frightening also increases. Something that would ordinarily cause a character to become **Shaken** instead causes them to become **Frightened**. **Frightened** becomes **Panicked**, etc.

"IF IT BLEEDS - WE CAN KILL IT"

In some games, cumulative factors may allow the characters to receive bonuses to resist this terror. When a character meets one of the conditions below, they can be given a +2 circumstance bonus to resist the frightening effects of a creature or situation.

- ☻ Finding a creature's vulnerability (Vampires and garlic or crosses, etc.).

- ☻ Working out what a creature is (`Hmm... It seems the radiation here has altered the rat's DNA to make them super intelligent`).

- ☻ Familiarity with the creature, and acceptance of their supernatural origins (`Not another zombie! This place is just filled with them`).

FRIGHT LEVELS

The four conditions listed below represent the effects of a character becoming frightened. The first is just a more extreme case of nervousness, rising in severity to a level of terror that would leave the character paralyzed with fear.

1) Shaken (mild): A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

2) Frightened (Lesser): A frightened character has 50% chance of dropping whatever they are holding. They flee from the source of their fear as best they can. If unable to flee, they may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened character can use special abilities, including spells or special powers, to flee; indeed, the creature is compelled use such means if they are the only way to escape.

3) Panicked (Severe): A panicked character must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers they encounter along the way. They cannot take any other actions. In addition, the character takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked character starts **Cowering** and does not attack, typically using the total defense action in combat. If a panicked character can use special abilities (including spells or special powers) to flee, they will do so; indeed, the character must use such means if they are the only way to escape.

4) Cowering (Extreme): The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses their Dexterity bonus (if any).

☻ Determination to save the world, knowingly confronting a monster, etc. (`Unless I can reach the reactor in time, the whole world could be destroyed!`).

This is usually factored into the adventure and will be noted where appropriate. For characters that stray from the adventure's intended path, or for GMs that wish to adapt the adventure to fit into other campaign/adventure ideas, they can use the above rules to modify the characters' Will Save to make it easier for them to govern the emotions of their characters and hence influence the plot.

FEELING ILL, OR REVOLTED

Some particularly foul monsters might also cause characters to become nauseated or sickened, e.g. maggot-infested zombies, slimy, diseased, bad things, smelly, rotten monsters, etc. These conditions can be used in place of the normal frightening ones of Shaken, Frightened, Panicked, and Cowering.

1) Sickened (lesser): The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

2) Nauseated (severe): Experiencing "stomach distress". Nauseated characters are unable to attack, cast spells or use special abilities, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per round.

MADNESS AND PHOBIA

The results of the Frightening test can also be used to induce manias, phobias and other mental states and derangements on the characters. Any fumble incurred develops a mental condition based on the situation in which they were frightened.

GMs should inflict these states with care; not to penalize and punish players, but to represent the effects such events would have on him. When the character fails a **Scare Check**, or when the GM deems them to have experienced something truly horrific or unworldly, she may then say he has been struck by madness. The form this madness takes can either come from one of the suggestions below, or can be the GM's own invention. The delusions and behavioral forms below can all be triggered by extreme shock or fear. Many of the forms of behavior people associate with madness, such as split personalities and delusions, are actually caused by physical symptoms such as chemical imbalances within the brain, and are not suitable for quick, exciting games of horror.

Players can also opt for voluntary madness if they think this will be fun particularly if they are playing a higher level character whose background includes another horror story.

SUDDEN MADNESS

This form of mental collapse will only last until the character can be successfully calmed or "snapped out of it" by another character, or until any form of threat has been negated. For example, someone afraid of the dark can be brought into a well-lit, bright room. A successful Calm skill check at DC 10 (+1 for every time the subject has suffered a form of madness) is required to treat the character.

PROLONGED INSANITY

Unlike sudden madness, prolonged insanity will become a recurrent problem for the character. Whenever he is faced with a similar situation or set of stimuli that reminds them of the original incident, he will have to make a Will save at DC 15 or suffer a recurrence of symptoms. A character can be brought out of his insanity by a successful Calm Check at DC 15 (+1 for every time the subject has suffered a form of madness).

The GMs can chose their madness and insanities from the table below or make up her own.

LONG-TERM HELP

Characters who have suffered prolonged insanity can be treated through therapy and counseling. This takes one week for every form of prolonged insanity they have suffered, after which a Calm Skill check with a DC equal to15 (+1 for every time the subject has suffered a form of madness) is made. If successful, the character will be cured. Hey, it's a bit easier in the role-playing world if you wish to play your characters again. Alternatively, players can opt to have their characters gradually worsen under the burden of finding themselves in one long horror story if they so wish.

SUDDEN MADNESS	PROLONGED INSANITY
Faints	Compulsive behavior
Screaming fit	Paranoia
Hysterical	Severe phobia
Babbles uncontrollably	Psychosomatic ailment
Curls into a fetal ball	Uncontrollable tics or convulsions
Becomes phobic	Amnesia
Catatonic	Psychosis

THE ICY WATERS

Swimming around the "*Koloss*", (the submarine) even in full scuba gear, will prove dangerous and possibly deadly. The sub rests in some 200 feet of ice-cold water, and even the hardiest scuba diver will be hard-pressed to survive for long.

SWIM FOR IT!

Any character can wade in relatively calm water that isn't over their head, with no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that equipment or heavy gear makes any attempt at swimming much more difficult. (See the Swim skill description in the **PHB** for details.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of non-lethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only pitch black, posing a navigational hazard, (See Alone In The Dark, p.23) but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute.

THE COLD

Characters entering the water (by any means) may suffer "cold shock" from being immersed in the cold water (a failed Fort save will reduce all the character's attributes and skills by -2 while in the water).

Even if the character manages to safely reach the underside of the ice pack, they'll have a long swim ahead of them to reach open water. Survival in the icy water will be almost impossible, even with scuba gear. Hypothermia will set in almost immediately; Fort saves every fifteen minutes of game time will help the character stave off the inevitable. But a total of four failed Fort saves means the character has succumbed and will fall asleep in an icy, painless death.

UNDER PRESSURE

Ascending from the depths requires a DC 15 Scuba check to prevent ruptured eardrums from a rapid ascent. Rapid pressure changes can also damage the diver's lungs or bring on the bends (below). GMs should require two Scuba checks (DC 15) during the ascent; failure results in 2d4 damage (Fort save for half damage).

Two hundred feet of water produces over 100 psi of pressure - about seven times normal atmospheric pressure at sea level. Although the human body is capable of adapting to the pressure, it is incapable of returning to a lower pressure without taking time to slowly decompress. If pressure is removed too quickly, nitrogen bubbles form in the blood, causing a painful - and deadly - medical condition known as "the bends".

Swimmers that leave the *Koloss* will be required to acclimatize to the intense pressure by flooding their escape chamber or torpedo tube slowly, and then must spend time decompressing before they can safely re-enter the sub.

DECOMPRESSING

Decompression time is based on two things: depth or pressure the diver is leaving, and how much time they have spent there. The former will be mostly constant during this adventure, as any divers leaving the sub will be swimming at 170-200 feet. The amount of time spent outside the sub will dictate how much time must be spent decompressing. GMs can use a rough approximation of four minutes of decompression time for every minute spent outside the sub or in a pressurized room.

Characters may use the airlock of the Erebus to decompress (the submersible will have to be undocked for them to enter the chamber, however), or the emergency decompression chamber aboard the sub if longer decompression times are needed. The *Koloss* has a dedicated decompression chamber on the top level of the third compartment that can be used if power is restored.

THE BENDS

Characters that do not receive proper decompression will experience intense pain in their joints as nitrogen bubbles gather and cut off blood-flow, causing 1d4 damage to the character (Fort save for half damage, round down). Unconsciousness and death soon follow as nitrogen bubbles gather together and become trapped in the circulatory system, cutting off blood-flow and creating stroke-like symptoms or cardiac arrest. The GM may allow a Fort save once per minute to avoid unconsciousness in extreme cases of the bends; a second Fort save (each minute) will temporarily stave off character death. (Placing a victim on their left side, with their feet above their head, adds a +1 to each Fort save as the nitrogen gathers near their feet and not their brain and heart). Treating the character is next to impossible without the use of decompression chambers to balance out the character's circulatory system.

If these options unnecessarily complicate matters, the GM is free to modify or ignore them, or place the sub in more

shallow water where the pressure differential is minimized.

GASPING FOR AIR!

Any character can hold their breath for a number of rounds equal to twice their Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding their breath. Each round, the DC increases by 1.

When the character fails a Constitution check, they begin to drown. In the first round, they drop to 0 hit points, and are unconscious. In the following round, they drop to -1 hit points and begin to die. In the third round, the character dies from drowning.

FLOWING WATER

This includes a fast flowing river; a set of white water rapids; a whirlpool; or even water pouring into a sinking ship - in other words, anywhere where there is a current. People and objects can be swept downstream at a speed of ten to forty feet per round. The fastest rapids send swimmers bobbing downstream at sixty to ninety feet per round. Fast rivers count as at least rough water (Swim DC 15), and whitewater rapids are the equivalent of stormy water (Swim DC 20). If a character is in moving water, they are moved downstream the indicated distance at the end of their turn. A character trying to maintain their position relative to shore or keep themselves in place, can spend some or all of their turn swimming upstream.

SWEPT AWAY

Characters swept away by water moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. Such conditions may well occur if the hull is breached, or if a character opens a hatch into a flooded section. If a character gets a check result of 5 or more over the minimum necessary, they arrest their motion by catching hold of something. They are no longer being carried along by the flow of the water. Escaping the surge requires three DC 20 Swim checks in a row. Characters holding on against the surge can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can then rescue them. Characters swept underwater are at risk from drowning (See Gasping For Air).

STILL WATER

Any body of still or slow moving water simply requires a successful Swim check to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning (See Gasping For Air).

STEALTH AND DETECTION UNDERWATER

How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it's murky. Moving water is always murky.

COMBAT ADJUSTMENTS UNDERWATER

Condition	Slashing or Bludgeoning Damage	Movement	Off Balance?[4]
Successful Swim check	-2/half[1]	Quarter or half[2]	No
Firm footing[3]	-2/half	Half	No
None of the above	-2/half	Normal	Yes

1 Grapple checks underwater at a -2 penalty, but deals damage normally when grappling.
2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. Characters can only walk along the bottom if they wear or carry enough gear to weigh them down - at least 16 pounds for ordinary people.
4 Creatures flailing about in the water (usually because they fail their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

UNDERWATER AND WATERY COMBAT

Ordinary people have considerable difficulty when fighting in water. Water affects characters' Armor Class, attack rolls, damage, and movement. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest-deep water, or walking along under water.

RANGED ATTACKS UNDERWATER

Normal ranged weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

ATTACKS FROM LAND

Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land.

TOOLING UP

The Characters in **Fright Night: What Went Down** have a limited choice of weapons. The only things they can get hold of are what they brought with them on the submarine, the equipment from the Erebus, and what they can salvage or cannibalize from the *Koloss*.

Unless the GM is feeling very generous, they will not have any guns or other weapons to start with. The Russian divers have service pistols and diving knives, but this should be the initial limit to what's available, and the Russians certainly aren't going to give their weapons away.

As the adventure progresses, the party will have the chance to explore and to "loot" pieces of equipment from the *Koloss*. Remember though, the crew will have already tried to put up a fight, with infected and uninfected sailors struggling for survival. There may be guns to be found, but these should be found empty, clutched in the hands of dead crew, surrounded by spent shell cases.

Similarly, objects such as kitchen knives, cleavers, pry bars, and large tools will all have been taken away and utilized as weapons.

YARYGIN PYA PISTOL

The PYa (Pistolet Yarygina - Yarygin pistol) was developed for the Russian Army trials, codenamed "Grach" (rook). Several designs were submitted to the trials, but this model was the eventual winner. Designed at the state Izhevsk Mechanical Plant by Vladimir Yarygin, this pistol was initially known as the 6P35 (military index during trials) or as MP-443 "Grach" (manufacturer's designation).

The Yarygin PYa has now been officially adopted as the standard issue sidearm weapon by the Russian Government for military and law enforcement use. The weapon is only just being issued to Russian military units. The divers are one of these lucky units. The pistol is constructed from steel, and unlike modern sidearms from the west, has no polymer parts except for the handgrips. As with all Soviet weapons, it is designed to be extremely reliable and easy to maintain.

MODERN RUSSIAN FIREARMS						
WEAPON	DAMAGE	CRIT	TYPE	RANGE	ROF	AMMO
Yarygin PYa	2d6	20	Ballistic	30 feet	0	17 round clip
Makarov PM	2d4	20	Ballistic	20 feet	0	8 round clip
AKS-74U	2d8	20	Ballistic	50 feet	2	30 round magazine

The pistol fires the more common 9 mm Luger/Para round, unlike the Makarova pistol still in service with the Soviet Navy, which fires the shorter Soviet 9 X 18 mm round. As a result, bullets from one gun cannot be used in the other.

MAKAROV PM PISTOL

The Makarov PM (Pistolet Makarova). In 1951, the Soviet Army adopted the Makarov pistol as its standard sidearm, and it continued to serve in this role until the end of the twentieth century. The design of the pistol was loosely based on the German Walther PPK, one of the most successful automatic pistols of its time. It was recently declared obsolete, and is being slowly phased out of service with Russian military and law enforcement. The officers of the *Koloss* have each been issued with one of these pistols, and would be expected to keep it holstered as part of their normal uniform.

The decision to withdraw the Makarov stems from its small ammunition capacity, and lack of stopping power compared to other modern sidearms. The Makarov PM is, however, simple, sound and inexpensive, and stands as one of the best compact self-defence pistols of its day.

AKS-74U

The AKS-74U short assault rifle (the "U" suffix means "Ukorochennyj" in Russian, or "Shortened" in English) was developed in the late 1970s from the larger AKS-74 assault rifle. The AKS-74U was intended as a personal defense weapon for tanks, helicopters and other vehicles , and for the special operations forces, who required a compact but relatively powerful individual automatic weapon. The AKS-74U has the size and effective range of a typical submachine gun, but can use the same magazines, ammunition and spare parts as the more common AK-74 and AKS-74 assault rifles.

Unofficially known as a "Ksyukha" (a variation of a Russian woman name) or "okurok" (cigarette stub), it is also known as the "Krinkov" in the US. While the AKS - 74U is compact and concealable, its effective range is much shorter than its full sized counterpart, and has a tendency to overheat if fired for prolonged periods. The weapon is issued to submarine crews for use in boarding actions. It is kept secured in locked armories around the submarine during normal operations.

SPANNERS, WRENCHES, KNIVES, AND OTHER BLUNT INSTRUMENTS

The characters can quite easily find an assortment of objects that can be wielded as weapons, and as soon as the threat from the alien probe and the crew becomes apparent, no doubt the players will struggle to arm themselves. As a standard rule of thumb, these weapons will inflict a d6 non-lethal damage unless they are particularly heavy, (such as a large steel wrench), or sharp (such as kitchen cleaver). They will all be critical only on a 20, and inflict bludgeoning damage for blunt objects, and piercing or slashing damage for sharp weapons.

HOME MADE EXPLOSIVES AND BOOBY TRAPS

The characters may also try to make bombs and booby traps from the C4 they have, and from other dangerous chemicals aboard. There are also various other devices that can be used as explosives, such as the air filter packs, and air tanks of the emergency scuba suits. These should be treated as improvised explosives, and are dealt with as such under the Explosives skill description on page 17. Playing with explosives in confined spaces is dangerous, however, and any resultant fires may further deplete the already meager supplies of oxygen.

SALVAGE GEAR

The main source of useful equipment and tools is the salvage gear the team has on the Erebus. This consists of screwdrivers, spanners, hacksaws, drills, and so on. The sub also has heavy cutting gear for getting through jammed bulkhead doors, etc. This consists of two tanks, one filled with flammable acetylene, and the other with compressed air. The air allows the acetylene to burn fully, and increases the temperature to the point where it can melt steel. Naturally this can be turned into a very deadly bomb, or a rather dangerous flamethrower. Both options are extremely hazardous. The walls of a submarine are thick and solid, so any explosion will be compressed out along corridors, etc. Swinging around a cutting torch may also end up rupturing the tanks of gas. Players who do want to use the cutting gear in this way should probably be allowed an Underwater Hazard check to point out the obvious dangers in their plan. Using the cutting torch as a weapon will inflict 3d4 damage, and will ignite any flammable material on the target. The flame can be extended to give it a five-foot threat range. Trying to blow up the tanks will create an explosion equivalent to 10 units of homemade explosive and will detonate as a fragmentation bomb.

The last use for the cutting gear may be as emergency oxygen. The gas in the compressed air tank is under too much pressure for it to be of use underwater, but might fill a room in an emergency.

CHAPTER 5

THE MYSTERY OF THE *KOLOSS*

Tis the witching hour of night,
Orbed is the moon and bright,
And the stars they glisten, glisten,
Seeming with bright eyes to listen
For what listen they?
- John Keats

Three weeks ago, a Russian naval vessel, the space event support ship *Marshal Krylov*, tracked a small object. Ostensibly a meteor, it raced through the skies of Eastern Europe and struck the polar ice cap near Franz Josef Land, Russia. The *Krylov's* technicians ignored the mundane event until a review of the data seemed to indicate that the object had apparently slowed its decent just moments before impact.

The Russian government, skeptical of the *Krylov's* findings, refused to mount a full expedition to the impact site. They did, however, send the nuclear attack submarine *Koloss* to investigate. The *Koloss* was already on maneuvers in the Barents Sea. It would be a simple matter for the high-tech sub to travel under the ice pack, use its sonar to find a suitably thin layer of ice, and surface. They were to relay their findings - and the object if it survived impact - to the *Krylov*, waiting just south of the winter ice pack.

Eight days later, the crew of the *Koloss* retrieved the "meteor" - an oblong, metallic object, charred and pitted from its journey through space and reentry through the atmosphere. Unbeknownst to the men of the *Koloss*, the object

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THE ORGANISM

The alien organism is not intelligent on its own. It is, however, capable of attaching itself to intelligent hosts - like a microscopic parasite - and slowly gaining control of the host body. It eventually develops a bizarre combination of the host's personality and memory and the alien's malevolent and chaotic intent. By that time, however, the host has usually been overtaken with paranoia and insanity (see Prognosis: Negative, p. 44).

Once control of the host is complete, the organism begins to mutate, adapting the host's body to better survive in its current environment. It is capable of makeshift repairs to damaged bodies, and can even bring the dead back to life - or nearly so....

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was not a simple meteor, but an ancient, alien probe launched millennia ago from some distant part of space. The device itself was all but a charred husk, but it was teeming with microscopic life.

Alien organisms that had lain dormant for thousands of years as the probe hurtled aimlessly through the void began to multiply as warmth from the *Koloss* seeped into the object. Before the *Koloss* even began its return journey, an unforgiving alien organism began to infect the crew.

THE *KOLOSS* GOES DOWN

Within hours of picking up the alien probe, the crew of the *Koloss* developed headaches, ringing in the ears, and nausea. Visual and aural hallucinations followed, and a deep, irrational paranoia soon overtook the crew. As the sub continued its journey toward open water, infighting became commonplace, the hallucinations increased in frequency and intensity, and soon a mutiny was underway.

Captain First Rank Maxim Belov, now paranoid to the point of insanity, began ordering crew to be confined to quarters, locked in makeshift brigs. He armed himself and his senior staff, but within hours, a full-scale war had broken out aboard the *Koloss*. Officers and crew turned on one another, betraying, torturing, and killing each other as their paranoia increased.

The *Koloss* continued on her course beneath the polar ice cap. But there was no one at the helm, no one monitoring the radio, no one watching the reactors. The *Koloss* had become both a battle zone and a ghost ship.

Then the mutations began.

As infected members of the crew died, the organism continued to modify their bodies, repairing damaged organs, finding new ways to route blood supplies, shutting down "unnecessary" parts of the body. In short, the alien life form began reanimating dead crew in a twisted parody of life, turning them into walking dead. The transformation is slow, however, and the organism does not function well in the cold.

THE WRECK OF THE *KOLOSS*

As the alien organism struggled to integrate with the minds of its hosts, the *Koloss* continued to cruise quietly beneath the waters on course for its rendezvous with the *Marshal Krylov*. But crazed crew and an incomplete but sentient hive-mind, spelled disaster for the sub. The ship's helmsman, Midshipman Andrei Fedorichev, tried to surface the *Koloss* to free himself and other crew trapped in the nightmare of blood and violence.

But the boat had not cleared the winter ice pack.
Not far from the Norwegian island of Bjørnøya (Bear Island), Fedorichev blew the ship's ballast and sent the boat into a climb toward the surface. The boat struck a thick pressure ridge in the ice, tearing a gaping hole in the nose of the boat. Water poured into the forward compartments and cascaded into the rest of the ship. Soon the weight of the water forced the sub toward the bottom. Any crew that retained some semblance of coherent thought closed off the ship's watertight bulkheads as best they could, but it was not enough.

The *Koloss* sank in about 200 feet of arctic water as the front torpedo room continued to fill with water from the gaping wound in the nose. The sub landed hard, fracturing along the port side near the middle of the sub and flooding the fifth compartment (see map) and scramming - shutting down - the reactor.

The sub's emergency buoy automatically released and shot toward the surface, its radio beacon struggling to be heard through the 10-foot ice pack.

The sub fell dark and silent. Undead crew began makeshift repairs, but as the temperature dropped, the alien organism slipped into dormancy once again. The infected bodies dropped to the decks, lifeless, awaiting sufficient warmth to rise and walk the boat once again.

THE RESCUE OPERATION

Whoever rescues a single life earns as much merit as though he had rescued the entire world.
 - The Talmud

The *Koloss*' emergency radio beacon was too feeble to be heard by the Russian Northern Fleet, and would have gone unheeded if radio technicians at the Bjørnøya radio and meteorological station had not picked up the distress call. They reported the event to their Norwegian superiors who passed the information to the Russian government.

A number of rescue scenarios were considered, but there were only three ways to get to the sub: make an opening in the ice pack above the *Koloss* and descend; travel under the ice pack in search of the wreck; or wait until summer, allowing the ice pack to retreat enough for surface ships to reach the site. The former might allow divers to locate the sub, but provided no reliable means of rescuing survivors

SEATECH INTERNATIONAL
(See Hogshead's Website for more on SeaTech)

SeaTech International maintains offices in Rotterdam, Galveston, and Singapore. It specializes in marine pipeline and drilling installation and engineering; underwater salvage and wreck removal; marine emergency response; and harbor, coastal, and ocean towing. It employs over 2,000 people worldwide - including over fifty underwater operation specialists - and maintains a fleet of nearly three hundred vessels.

The SeaTech yard in Rotterdam will provide the PCs with salvage and rescue equipment for this adventure, including pumps, compressors, hoses, firefighting gear, dive suits, welding and cutting equipment, patching material, demolitions gear, and so forth.

(not to mention the time delay involved in breaking through forty linear miles of ice pack to reach the site in the first place). Waiting for the ice to melt would mean certain death for any survivors.

Only a rescue submersible, large enough to hold 118 people plus rescuers, could save the crew of the *Koloss* - and the Russians did not have one.

THE WORLD REACTS

Rumors of the incident spread, and soon word was out: a Russian sub had gone down under the polar ice pack. Offers of aid poured in. Norway, the United States, and the United Kingdom all immediately offered their services - both civilian and military - to help locate the sub and rescue any survivors. The Russian government demurred.

But world pressure forced the Russians to reconsider. Fearful of Western military involvement in the operation, they flatly refused any military aid, turning instead to the civilian sector.

SeaTech International, an American conglomerate specializing in international maritime operations (see p. 33),

offered money, people, and machines. Their cutting-edge, deep submergence rescue vehicle (the unimaginatively named *STI-DSRV1*) was safely tucked away aboard her tender, the *STI John Henry*, currently moored at Tromsø, Norway - about 300 miles south of the incident site.

The *STI-DSRV1* - nicknamed the *Erebus* - is capable of holding about three dozen rescued submariners and can travel at nearly five knots submerged. If there was any hope of reaching the downed submarine in a timely manner, it rested with the employees of SeaTech. Despite their resurrected Cold War fears, the Russian government begrudgingly accepted SeaTech's offer.

PREPARATIONS

A call for volunteers immediately went out around the world. From SeaTech's oil rigs in the Philippines to salvage operations off the coast of Honduras, courageous volunteers stepped forward and offered their services to rescue trapped survivors. The GM and PCs should work together to create a diverse and colorful group of characters with underwater operations, engineering and repair, and emergency medical skills. GMs with a strong sense of genre convention may choose to run individual role-play sessions

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THE RUSSIAN NORTHERN FLEET

The *Henry* is not the only vessel at the staging area. The lights of several Russian ships can be seen in the lengthy arctic night. Some will be on site when the PCs arrive; others will trickle in as the hours wear on. If the PCs ask questions, they can find out only basic information about the other ships.

Marshal Krylov. The *Krylov* has remained in the vicinity since the beginning of the entire incident. From a distance, it looks like a Russian trawler, but even a cursory examination reveals countless antennae, radio masts, and other communication equipment. It serves as a satellite and space telemetry boat for the Russian space agency. The GM can foreshadow the adventure by giving the PCs a chance to recognize the satellites and radio masts aboard the *Marshal Krylov* - if they can determine that it is a deep space event support vessel, they may have a heads up about what is waiting for them aboard the *Koloss*.

Murina. This multipurpose, seagoing tug doubles as a rescue and firefighting vehicle. It is large for a tug, but its medical bay is half-stocked and only large enough to accommodate about ten patients.

SB-610. This mid-sized cargo ship was converted to a fleet engineering support vessel in 1995. It is aging and

outdated, but functions well in its support role. It remains on station to lend supplies and support to the other small vessels in the makeshift fleet.

Nicolai Karamzin. Built on the hull of an old timber boat, this full-sized freighter has been converted to carry a pair of Russian submersibles. One, called *AS-17*, is an *Avtonomny Rabochy Snaryad* (Autonomous Working Apparatus) and is used for underwater salvage and engineering operations; it has no rescue capability. The other - the *Pyranja* - can carry up to a dozen people, but it does not have enough battery power for a round trip to and from the accident site, some forty miles northeast.

Persevet. This 30-year-old *Dobrynya Nikitich* icebreaker has been called up to assess the possibility of muscling a path through the ice pack toward the downed sub. It is capable of breaking through the ice, but at a very slow pace. The viability of a surface rescue has been discussed more than once, but dismissed due to the logistics involved. The GM may wish to involve the Persevet later in the adventure, when the PCs are attempting to flee the submarine and to make their way to safety (p. 55).

Izumrud. The PCs can learn very little about this Russian light cruiser. It patrols the seas around the staging area, its powerful weapons an ominous reminder of the navy's opinion of allowing Westerners near their military secrets.

portraying the rounding up of the PCs from various places in the world; some may already be working; others may need to be tracked down while rock climbing in the Grand Canyon; others may be slumming in seedy bars.

The *John Henry* made ready for sea and was underway within two hours. SeaTech assigned Gordon Cramer, one of their senior salvage experts, to act as liaison to the Russians and to coordinate the SeaTech operations (his character sheet appears on p. 58).

TROMSO, NORWAY

As the *John Henry* and her precious *DSRV* head towards Bjørnøya, the PCs will be flown from various sites around the world to converge on the Norwegian port of Tromsø. They will be allowed to bring their personnel equipment, but no firearms. SeaTech will provide the necessary salvage and underwater gear, but the PCs may acquire additional personal items at the GM's discretion.

The team has a very tight deadline and will be flown by helicopter to the *John Henry* not long after they have assembled at Tromsø. The GM should roll 1d20 for each PC to determine how many hours ahead of the departure time each one arrives.

At about 5:00 p.m., the team - including the PCs and about a dozen NPC support personnel - is loaded aboard a helicopter and ferried to the *John Henry*. The four-hour flight is uneventful, and soon the lights of several ships can be seen gathered around ten square miles of the icy, storm-tossed Barents Sea. The chopper will set down hard on the Henry's helopad, jarring the passengers but delivering them safely to the boat. The bright yellow and white hull of the *STI-DSRV1* - the *Erebus* - stands out on the deck of the otherwise drab support ship as technicians scurry around it, performing last-minute tests and checking on supplies. As the PCs disembark the helicopter, they're ushered unceremoniously below deck to crew quarters and given fifteen minutes to report for a preliminary briefing.

ABOARD THE *HENRY*

The PCs should feel at home aboard the *STI John Henry*. If they have not served on it themselves, they have spent many hours aboard similar support ships around the world. The bulk of the vessel is devoted to carrying and deploying the *Erebus*. The command and control areas are aft, with the bridge, radio room, and chartroom situated three stories above the main deck. Storage and equipment lockers are located directly below the bridge, with crew quarters, the mess, the recreation room and briefing room taking up the bulk of the aft areas below the main deck.

A full-sized decompression chamber is located amidships, below deck, and is accessible via a gangway from the main deck and hallways from the crew quarters. A docking hatch on top allows the bottom of the *Erebus* to mate up and transfer her crew directly into the chamber via the *DSRV's* docking airlock.

The ship's crew comprises twenty-six people trained in support, search and rescue, and salvage operations. Several have volunteered to make the trip to the *Koloss*, but ultimately Gordon Cramer (p. 58) will decide who goes and who stays. He will select the PCs, plus a handful of NPCs as the GM sees fit. Suggested NPCs appear in *GM Resources* (pp. 60-61); GMs may use as many or as few of them as needed to flesh out the PC team.

THE BRIEFING BEGINS

The initial briefing is held in a low-ceilinged meeting room just below the bridge. Despite the icy cold of the arctic night, the room is overly warm and stuffy, and packed with far more bodies than it was intended to hold. Some of those in attendance still wear their bright orange, but grease-stained coveralls; others are in t-shirts and jeans. Along one wall sits a delegation of Russian naval officers, their uniforms pressed and immaculate, a stark contrast to the informal dress of the SeaTech workers. Gordon Cramer presides over the meeting, introducing select attendees as the meeting begins (this may include one or more of the PCs if they are especially outstanding in any particular field of operations). The captain of the *John Henry*, Kendra "Kenny" Phelps (p. 58), assists Cramer.

Admiral Oleg Baybarin, an aging throwback to the Cold War (p. 59), leads the Russian naval officers. Baybarin is extremely dubious about accepting Western help, and views the civilian crew as undisciplined and unprofessional.
As the meeting begins, Baybarin and his entourage remain silent, allowing Cramer to explain the situation to his crew. A translator speaks quietly, echoing Cramer's words to the Russian officers, and Cramer speaks slowly and deliberately, pausing occasionally and glancing toward the group to be certain they are keeping up. The Russians listen impassively, without interrupting, but Baybarin's dislike for the Westerners is plain on his face.

OPERATIONAL DETAILS

Cramer explains the situation to his crew: The Russian nuclear attack submarine *Koloss* is missing and apparently in trouble, some forty miles northeast of the staging area. Her emergency beacon seems to have deployed and is emitting a faint, but locatable signal from under the ice pack. The Norwegian meteorological station at Bjørnøya first picked up this signal three days ago.

Attempts to raise the sub via low frequency communications (VLF and ELF) have failed, so it is unknown whether there are any survivors.

The sub would normally be able to operate submerged for weeks, but fire or flooding could severely limit the oxygen available to any survivors. Time is of the essence.

Note: Cramer knows *nothing* about the downed alien object or the *Koloss'* instructions to retrieve it. The *Koloss'* mission, and even the existence of the probe, should be kept secret from the players until they actually discover it aboard the downed sub.

The GM should involve the PCs in the details of the mission, letting them have some say in various aspects of planning, especially as they apply to their areas of expertise. Baybarin will react violently to any suggestion that the Western crew enter the submarine. He is adamant. He wants the *Erebus* to simply locate the sub, attach to an emergency hatch, determine the presence (or absence) of any survivors, and rescue them by allowing them into the *DSRV*. Under no circumstances, he demands, will anyone be allowed to enter the *Koloss* proper.

To ensure that his orders are followed, Baybarin insists that Russian personnel accompany the rescue team. Cramer will balk at the suggestion, but Baybarin is adamant. In the end, the rescue team will comprise the PCs, one or more NPC civilians, and three NPC Russians - Captain-Lieutenant Alexei Korkin (an *Antyei* class submarine officer present at the briefing; p. 59), and two military operations specialists - ostensibly rescue divers from the top secret military 328th Rescue Division - that look suspiciously like hardened soldiers (p. 60).

The meeting takes several hours to work out all the details and to reach some kind of mission parameters that are acceptable to both sides. Cramer is concerned about his crew's safety and the safety of any *Koloss* survivors; Baybarin seems solely focused on preventing Russian military secrets or technology from falling into Western hands.

They eventually come to terms, with both sides giving the other a bit of leeway. Arguing the politics of the mission only serves to delay the rescue, putting any survivors' lives at even greater risk.

By 0100, the meeting breaks up. The GM should encourage the PCs to get to know one another and the key NPCs, both during and after the briefing. Once they are dismissed, they will have the remainder of the night to grab a few hours' rest and prepare their equipment. The *Erebus* is scheduled to hit the water at 0900 the following morning.

CHAPTER 6

INTO THE DEPTHS

From birth, man carries the weight of gravity on his shoulders. He is bolted to earth. But man has only to sink beneath the surface and he is free.
   - Jacques Cousteau

Because the operation takes place in the winter, hundreds of miles north of the Arctic Circle, the Barents Sea is still dark the following morning. Cramer calls a second briefing, but excludes the Russian team members. He reminds his crew that the mission falls under Russian command, and suggests they obey Captain Korkin so long as their safety, or the safety of the *DSRV*, is not endangered. It is clear that Cramer is not happy with the arrangement, but if the *Henry* and her crew can save the lives of even one Russian sailor trapped in the *Koloss*, it's worth the political rigmarole. By 0900, the PCs should be assembled and ready to disembark. Crewmembers and technicians unlimber the massive submersible and prepare it for its journey. The team is provided with a variety of rescue and salvage equipment, and medical supplies in abundance have already been loaded.

DELAYED

As the crew prepare for the trip, Admiral Baybarin contacts the *John Henry*, informing them that the Russian team is delayed. He offers no explanation and no apology. Cramer is unhappy; Phelps is livid. The *DSRV* is secured once again and the rescue team finds that they now must 'hurry up and wait.'

The GM can use this delay to let the PCs interact with the NPCs and each other, until eventually the lights of a small launch are spotted. Minutes later, Captain Korkin and his two military escorts arrive, lugging heavy sea bags of equipment (which they will not allow anyone to look through or carry). They are accompanied by a fourth Russian, a wiry man in glasses and coveralls. Korkin introduces him as Roman Sadkov, a specialist who will accompany the rescue team. Sadkov recently arrived from Murmansk and is supposedly a geologist and an oceanographer, responsible for helping the crew of the *Erebus* navigate under the ice pack and find the sub.

Cramer and Phelps protest, but after a heated discussion with Baybarin via radio and translators, Cramer relents. Every moment spent arguing lowers the chances of finding survivors. He delivers the news to the assembled rescue team, vehemently warning Sadkov not to get in the way.

Whether the PCs believe the story about Sadkov or not depends on the GM's presentation. It's likely they will believe that he is an intelligence plant - a mole - and the GM may encourage or discourage that belief. In reality, Sadkov is both a scientist and a spy. He is not an oceanographer, however, and his mission is not to guide the *DSRV* through the ice. He is something of an astronomer and geologist, and the only one on the mission that knows the truth about the *Koloss'* mission to retrieve the meteor.

Korkin does not know about the extraterrestrial object, but he suspects Sadkov of being more than a simple scientist. He does not, however, voice his opinion to the PCs.

A detailed description of Sadkov appears on p. 59; see also the adventure seed, Sadkov's Agenda, on p. 51.

THE MISSION BEGINS

The *Erebus* hits the water at a little after 1130 hours, about ninety hours after the Norwegians first detected the emergency signal from the downed sub (see *Timeline*, p. 61). Russian sources place the *Koloss* at about forty miles northeast of the staging area - a journey the *Erebus* will take more than eight hours to make.

Most of the journey will be uneventful and can provide the PCs with an opportunity to get to know their teammates better. After all, they will spend the next eight hours with them with little to do but talk.

Sadkov will strike up conversations with most of the PCs, ostensibly being friendly, but in reality pumping them for information and ingratiating himself into their circle. Korkin remains stoic and difficult to read, while the 328th divers busy themselves checking equipment, mindlessly sharpening their dive knives, talking quietly amongst themselves in Russian, or simply staring into space.

Civilian NPCs on the trip will be much friendlier (e.g., Hurst will try to engage the PCs in some sports trivia or talk about 1960s country music stars; Pérez will flirt with the PC with the highest Charisma). The journey provides the GM and players a great opportunity to contrast the colorful corporate sea-dogs with their stoic Russian teammates and should be utilized to the full.

STI-DSRV1 - THE *EREBUS*

The *Erebus* is a civilian deep submergence rescue vehicle (*DSRV*). Based on cutting-edge designs, the *Erebus* is much larger than other rescue craft; it stretches nearly sixty feet from stem to stern and displaces over fifty tons when submerged. The cockpit seats three - a pilot, a navigator/sonar operator, and an optional third person who acts as radio operator and assists the navigator during searches. (The radio set in the *Erebus* has a range limited to about ten miles).

A watertight bulkhead separates the cockpit from the main area, which contains enough open space to squeeze in about 36 rescued sailors or passengers (this is the submersible's maximum capacity; fully loaded, the *DSRV* is uncomfortable and cramped). The main compartment is lined with two fold-down benches along either side, with equipment lockers mounted into the back wall.

A coffin-sized emergency decompression chamber is located near the equipment lockers; extra gear is often stowed here during routine missions.

A large center hatch leads down to the docking airlock, which itself is capable of acting as a decompression chamber. The airlock automatically detects the pressure outside (which can be manually overridden) and a waterproof panel allows the diver to enter the amount of time spent at that depth. A computer automatically calculates the decompression time and begins to slowly depressurize the chamber. The entire process is almost completely automated, and can be controlled from inside the airlock or from the cockpit of the submersible.

Below the airlock, a thick, rubberized docking collar is designed to mate up with most emergency hatches in use today; it can be replaced by an alternate collar very quickly (about six working hours), giving this cutting-edge *DSRV* rescue capability to 99% of the world's submarines.

The *Erebus* is powered by a bank of specially designed batteries. These give it an operational range of close to 24 hours - over 120 linear miles at top speed. At slower speeds, it is capable of operating for nearly twice as long. The submersible contains enough oxygen and CO_2 removers for 1800 hours of use.

The docking collar and airlock can be removed, and a special hatch fitted inside the sub to allow it to be used as a diving sphere. This allows the *Erebus* to be used as a mobile diving bell during saturation dives, or to rescue stranded saturation divers without worrying about decompression issues.

SeaTech has plans to build another *DSRV* for use in the Pacific within the next three years. The *Erebus* - currently one of a kind - cost $11.5 million to build.

FINDING THE WAY

Navigating the submersible under the ice pack is not easy. The pilot must negotiate around (or under) pressure ridges in the ice, and the entire ice pack is in constant motion.

The PCs must decide if they are traveling near the ocean bottom (which is safer) or near the ice pack itself (where they will be more likely to pick up the emergency buoy's radio signal). The former allows a +1 on *Pilot: Submersible* checks; the latter, a +1 to *Navigation* checks to locate the beacon.

Regardless, the GM may call for a number of *Pilot: Submersible* rolls at varying degrees of difficulty, ranging from DC 5 to DC 25. Failure usually means the *Erebus* has scraped against the ice or an outcropping on the ocean floor, jarring the passengers, but causing no real harm to the submersible. A critical failure on any *Pilot: Submersible* check will result in damage to the *Erebus*, possibly leading to a mini-adventure in its own right as the crew tried to stave off the flooding and patch up the rescue vehicle before continuing. At the very least, one of the failed rolls will result in a tiny, almost invisible crack in the submersible's exterior, creating a tiny leak in the forward electronics compartments. Even if the pilot somehow manages to successfully navigate to the sub, a structural flaw will still cause a very minute leak in this compartment.

The leak will go unnoticed for several hours.

DISASTER STRIKES!

As the *Erebus* passes the 35-mile mark, the pilot will notice a distinct loss in power as the submersible's lights dim and flicker, and the faint, acrid smell of burning electrical insulation wafts into the cockpit. A quick glance at the instruments shows that one bank of batteries is draining at an alarming rate. A successful *Engineering: Electronics* check will allow one of the crew to remove an access panel under the cockpit and crawl partway into the nose of the sub. They will be rewarded with the icy drop of seawater from a nearly microscopic crack above them, and several inches of water in the bottom of the compartment. Rubber bladders and isolation dams have prevented the water from reaching most of the electronics, but a faint trickle has bypassed

these safety systems and created a short. Half the sub's batteries are draining at an inordinately high rate.

The PC must make a *Spot* check of DC 15 to locate the problem, and three successful *Engineering: Electronics* checks (DC 15) to stop the batteries from discharging. The GM should play up the time factor during the PC's repair attempts - a full minute per repair check, regardless of success or failure - reminding them of the constant drain on the batteries as they hurry to make the repairs! A critical failure on any of the rolls will result in 1d6 electrical damage to the character.

Once the discharge is stopped, an *Engineering: Salvage* check of DC 15 will temporarily repair the leak and prevent any future electrical damage.

It doesn't take long for the pilot to realize that the remaining charge is insufficient to return the *Erebus* 35 miles to the waiting *John Henry*. The rescue team is trapped - stranded under the ice pack without enough power to return home.

THE DECISION

The NPCs' reactions will be profound and varied, and the GM should let the PCs play out the scene until they eventually reach the correct conclusion: the *Erebus* does not have enough battery power to make the journey back to the *Henry*, nor does it have enough power or structural integrity to break through ten feet of ice. The team's only hope is to locate the *Koloss*, and hope they can either repair the submersible and recharge or replace the faulty battery.

Korkin balks, refusing to allow any of the team to enter the sub for any reason. Given sound enough reasons, he will begrudgingly relent, but insists that none of the Westerners be allowed into the sub unescorted. The mood is subdued and tension fills the air as the submersible gets underway once again, struggling along at half-speed to conserve power, and searching the blackness for the *Koloss*.

FINDING THE *KOLOSS*

Locating the downed sub will be difficult. The dim headlights of the *Erebus* cut through the black water and seem to fade to nothing. Suspended particles in the water slowly wash over the submersible's front window, giving the illusion of a peaceful drive through a snowy night.

But the ocean is a big place and the *Koloss* - for all its size - is miniscule in comparison.

As the *Erebus* nears the predicted accident site, one of the submersible's crew - the navigator - should begin making *Navigation* skill checks. Any success of 20 or greater will reveal a very faint signal drifting through the airways - the lonely chirping of the sub's emergency radio beacon.

The sound is a lonely, plaintive wail, made more so by the eerie darkness that surrounds the submersible. Honing in on it will require an additional skill check (DC 20) to triangulate on the signal and plot a course toward the downed sub. Once the crew has done so, the cockpit crew can begin making *Spot* checks to find the sub or the buoy.

If the *Erebus* approaches near the ocean bottom, they will see the light-absorbing hull of the *Koloss* only a moment before they're upon it, forcing the pilot to make a *Pilot:*

Submersible check at a DC of five times the submersible's speed in knots (to conserve battery power, they will be going from 1-3 knots, at the pilot's discretion).

If looking for the buoy they approach the site near the ice pack, a similar check will be required to keep from trapping the submersible in the thick cable running from the sub to the buoy, which is lodged under the ice pack. Freeing the sub from the cable will require a *Pilot: Submersible* skill check of DC 20, or a diver will need to exit the *Erebus* to cut the cable free (*Swim* and *Scuba* checks of DC 10 each).

At the GM's discretion, the crew may spot the emergency escape pod from the *Koloss* wedged in the ice not far from the buoy. If so, the pod will contain only one body - an infected sailor, currently dormant due to the cold. Exposure to the organism will start the infection cycle in the rescue crew, but will give them almost no clues as to what happened to the *Koloss*. The body has a gunshot wound to the upper torso; it appears he bled to death in the escape pod.

LET'S TAKE A LOOK

Once the *Erebus* has safely located the *Koloss*, they may choose to make a visual inspection of the sub. A complete circuit of the sub will take 1d6+10 minutes. The GM should allow several Spot checks as the submersible circles the massive submarine. Successful rolls will reveal that the sub is sitting upright on the silt bottom; the nose is plainly torn open, but it isn't clear if the secondary (inner) hull has been breached as well.

The sub's mangled communications masts are visible with a Spot check success of 15 or more. If the PCs don't make the deduction themselves, Korkin will suggest that the damage to the bow and the masts was caused when the *Koloss* struck the underside of the ice pack, probably at a steep bow-up angle.

A Spot check success of 25 or more will reveal a stress fracture low on the port side of the sub near the sixth compartment, which houses the sub's reactor cores.

DOCKING

After a visual inspection, the PCs must decide where to dock with the wounded giant. They have four primary choices:

Compartment One. An emergency hatch atop the nose of the boat allows entrance to the torpedo chamber. Because this compartment is flooded, the *Erebus* will be unable to maintain a hermetic seal with the hatch. This fact alone will tell the crew that compartment one is probably flooded.

Bridge Emergency Hatch. This quick-access emergency hatch is located directly forward of the conning tower and can be used to enter the front half of the sub. Docking here will require a DC 20 check due to the hatch's proximity to the conning tower. A critical failure here will cause the *Erebus* to collide with the *Koloss*, possibly leading to more damage to the *DSRV*.

Conning Tower Hatch. Located behind the bridge, this main hatch leads directly to the command center of the sub. Docking here will be very difficult (DC 25) due to the mangled communications masts; it is an unappealing task and any pilot worth their salt will look elsewhere for a solid docking location.

Compartment Nine. This aft-most hatch is the easiest docking location (DC 15) and leads directly to the ninth compartment (p. 49). If the GM is using the optional *Leaking Propeller* information (p. 49), the crew will have difficulty keeping a solid hermetic seal here. Each time they attempt to open the bleed-off valve to equalize pressure between the sub and the submersible, the excess atmospheric pressure will burst into the intervening area and break the seal. With patience and time, however, they will eventually be able to establish a secure seal and gain access to the sub. Almost any of the characters will be able to deduce that the ninth compartment is partially flooded, based on the difficulty in maintaining a seal. Korkin will be able to explain the difficulties with the main thrust bearing seal if he so desires.

The Koloss
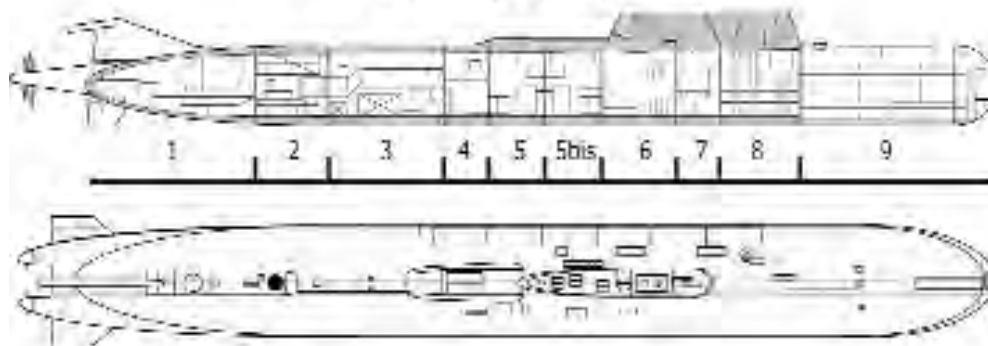
CHAPTER 7
THE HORROR BEGINS

We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far.
- H.P. Lovecraft

Once the *Erebus* is attached to the sub, Korkin becomes dictatorial and demanding. He again asserts that no one is to enter the sub but he and his men. He will be unyielding on this topic until the PCs successfully point out to him that neither he nor his divers are capable of scrounging the necessary parts from the *Koloss*, nor establishing a charging system to recharge the battery. Eventually, he will relent, once again insisting none of the Western civilians roam the submarine alone.

Even after the argument is settled, Korkin continues to command the expedition with an iron hand. He is not happy with the situation, to say the least, and he is quickly tiring of the undisciplined civilians he must deal with. He should continue to be a thorn in the PCs' sides throughout the adventure.

ENTERING THE SUB

The PCs can enter whatever compartment they have docked to, doing so feet first (climbing down the ladder in the *Koloss*' emergency hatch) and one at a time. The hatch leads to a small compartment that will hold about three

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RUNNING THE ADVENTURE

To help the session run more smoothly, the following outline gives GMs an overall "map" of the adventure at a glance. The order is not set in stone; PCs are notorious for diverging from well-planned scenarios - but it should help keep things in perspective. This way, GMs can quickly find information in the rest of the supplement.

Entering the Sub (p. 41): The PCs enter the submarine proper, from one of several entrances.

Exploring the Koloss (p. 47): An initial exploration reveals only basic clues - horrific deaths, etc.

Restarting the Reactors (p. 49): The PCs should want to restore power quickly - it is really a necessity if they are to repair the *Erebus* and leave the doomed sub. This step is critical in moving the adventure forward since it leads to the reanimation of the dead crew.

Hallucinations (p. 5): The GM should spend some time frightening the characters with hallucinations, including at least one of a reanimated sailor, before moving on to actual encounters with the crew.

The Walking Dead (p. 5): The PCs encounter the undead crew - the GM should start with only one undead person, and increase the number as the adventure continues.

Live Crew (p. 43): If the GM wishes to pass on some clues - or simply vary the encounters - they should spring a live member of the crew on the PCs at this point in the

adventure. Similarly, a live crewmember might be found in subsequent sections, to push the characters in the right direction.

The Alien Probe (p. 47): By this point in the adventure, the team should find the alien object in the medical bay. This will enable them to move on to the next step - stopping the infection.

Finding a Cure (p. 52): While some of the rescuers work on a cure, others should be busy trying to stop Korkin (p. 50) or Sadkov (p. 51), repair the *Erebus* (p. 55), or find a way to destroy the *Koloss*.

Repairing the Erebus (p. 55): Getting the *Erebus* functional again should have been a priority for the players from the beginning. No doubt they have become sidetracked in their plans, but by late in the adventure they will surely be looking to get back to this necessary step!

Stopping the Threat (p. 52): The PCs should, by the end of the adventure, be working to stop the undead crew, blow up the *Koloss*, cure themselves of the infestation, and repair the *Erebus* so they can escape. The GM should keep the adventure moving quickly at this point, keeping the encounters fast and varied, moving from one part of the finale to the next.

Escaping the Koloss (p. 55): The final step in the adventure is to destroy the *Koloss* and return to the waiting *John Henry*. PCs left alive at this point should feel they've earned their pay and then some!

people, where a second hatch at their feet leads into the sub proper (this arrangement forms an airlock that would allow the crew to escape via the hatch and swim to the surface).

The second hatch may or may not be open, at the GM's discretion. Once the PCs pass this second hatch - again climbing a wall-mounted ladder - they can begin exploring the submarine.

THE INTERIOR

The sub is cold and dark when the salvage crew arrives. Because of the salinity of the ocean around them, the water is actually *below* freezing (about 28° Fahrenheit). Most of the sub has a coating of frost on the interior walls, and cold weather gear would appropriately be worn while inside (perhaps over the top of a wetsuit if the character so insists). Emergency lighting has been draining the sub's batteries - which are largely flooded in compartment one - so only a faint red glow remains to light the PCs' way. A single spinning red light is mounted near the entrance to the hatch; it turns slowly in the cold, as if struggling vainly to warn away visitors.

No matter which hatch the PCs choose to use, a few guidelines apply throughout the ship:

HEAT

Despite the residual heat from the boat's reactors, steam plant, turbines, and other machinery, the interior of the sub is now a few degrees below freezing. Characters in scuba gear - especially if it is wet - risk hypothermia if they don't eventually get into dry, warm clothes. Fortunately, the *Koloss* itself is stocked with heavy, drab, green thermal clothing in every compartment (see *Equipment Lockers*, p. 43).

LIGHTS

When the reactor scrammed, the sub's emergency systems kicked in. In parts of the ship, especially those relatively unaffected by flooding, emergency overhead lighting remains, though it has grown very dim in the days since the sub went down. Rechargeable flashlights are stationed at regular places throughout each compartment; many are missing, having been grabbed by the crew prior to the PCs' arrival.

If the PCs manage to restart the reactor (p. 49), the ship's lights will flicker back to life. Many compartments will remain dark, however, due to electrical damage or simply because the lights themselves have been damaged or destroyed.

The GM should use the gloomy compartments and eerie emergency lighting to best advantage. Keep the PCs guessing; not every dark compartment need hide an undead member of the crew waiting to strike, nor are fully lighted compartments safe from their menace (see also *Keeping it Scary*, p. 5).

OXYGEN

With the reactor shut down, the oxygen levels in the powerless sub will continue to drop and the CO_2 levels will rise. Emergency air-regeneration cartridges (about the size of two or three CD cases stacked together) are also available, and can be inserted into emergency blowers to provide oxygen in individual compartments. If no power whatsoever is available, these cartridges can still be opened and hung throughout the room; moisture in the air triggers superoxygenated chemicals to absorb the CO_2 and release oxygen. The smell is unpleasant, but the air is life-sustaining.

Note that these cartridges react violently with water; if an open cartridge is dropped in a flooded compartment, it stands a 50% chance of creating a small explosion that could ignite flammable liquids floating on the surface, or simply create a rolling fireball in an oxygen-rich environment. The cartridges count as a single unit of improvised explosive, set as an incendiary bomb, as referred to under the *Explosives* skill description on page 17.

Once the characters reestablish power to the sub, the boat's life support system will begin to circulate the air, running it through the CO_2 scrubber and replenishing the oxygen levels. The sub's fully operational air-purification system will circulate breathable oxygen for months.

THE FLOODED COMPARTMENTS

If the PCs manage to find some way to enter a flooded compartment of the sub, they must first contend with the freezing water (see *The Icy Waters*, p. 28). If the character continues through the flooded areas, they have multiple options for finding oxygen to breath. Besides any breathing equipment (scuba gear) the characters may have brought with them, the *Koloss* itself provides other opportunities.

Lockers throughout the sub contain emergency bottled air systems (called *Individualny Dykhatelny Apparat*, or IDA-59M) that last about fifteen minutes. As with the ISP-60s, the bottles may be found in lockers or in the possession of crew (living, dead, or undead).

The first and ninth compartments of the boat provide emergency oxygen masks that drop down from pipe work above the catwalks leading to the escape hatches. Characters in these compartments may be able to locate and use these built-in breathing systems as needed. The GMs may, however, decide the system is no longer functional, or that some of the masks have stopped working.

EQUIPMENT LOCKERS

Although the *Koloss* is stocked with emergency equipment such as food, water, flashlights, weapons, thermal clothing, and even bottled oxygen, many of the lockers will be empty or destroyed. The crew - living or undead - may have gathered up emergency supplies or simply destroyed much of it in fits of paranoia-induced rage.

If the PCs loot an apparently dead body, it may provide equipment. There does not necessarily have to be a pattern to the equipment that the crew carry as they are insane, possessed by the alien organism, or - more likely - both. For example, a downed officer may possess a functional pistol with peanuts crammed into the cylinder; a sailor may be dressed in emergency thermal wear with nothing on underneath; a technician may be wearing glasses with both lenses missing, and carrying a clipboard holding nothing but a stack of canned food labels.

The GM can use the sub's emergency lockers to provide the PCs with equipment if they are faring badly. Alternatively, the GM may simply torture them with promises of weapons and equipment, only to shatter their hopes when they find the lockers looted or destroyed.

WEAPONS

The senior officers of the *Koloss* and a small security force had access to small arms aboard the sub. Officers are likely to be found carrying an Izhmek PM (Makarov) pistol, but a supply of six AKS-74U assault carbines were locked in the ship's weapons locker near the bridge.

When things started going wrong, Captain Belov armed his senior staff with their sidearms, but a rampaging member

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ISP-60S

The *Koloss* provides emergency scuba gear for escaping from the sub. Called *Individualnoe Sredstvo Podvodnika*, or ISP-60s, these individual hydro suits are little more than cheap, waterproof jumpsuits and hoods with a rudimentary breathing system that will sustain divers long enough to reach the surface. Each suit is equipped with an emergency flotation device to help bring the character to the surface, and stay there while they await rescue.

The ISP-60s are stored near battle stations throughout the sub; some have been destroyed, some remain untouched. A few corpses and animated crewmembers wear them with varying degrees of success. Properly fitting and using an ISP-60 requires a *Scuba* skill check at DC 5.

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of the crew broke into the weapons locker and stole one of the AKS-74s. Soon all six were distributed amongst the crew, and massive firefights broke out throughout the sub.

The PCs may find an occasional empty assault carbine or an undead officer still carrying their Makarov, but for the most part, ammunition has been used up and is nowhere to be found. However, the occasional gun-wielding crewmember with a full load of ammo will prove an extremely deadly foe, and may give the PCs pause from time to time.

GATHERING THE CLUES

Whether they intentionally set out to solve the mystery of the *Koloss* or not, the PCs are sure to gather clues to the goings on as they progress. The GM should carefully dole out these clues at the right pace - too slow and the PCs will get frustrated; too quickly and the adventure loses its edge.

Some can be found almost anywhere (such as living or dead crew); others are available only in certain areas of the sub (the alien probe), or after certain events have transpired (the dead bodies rising from dormancy). Not all clues are necessary to complete the adventure.

LIVE CREW

As the team continues their exploration, they should periodically make Listen checks. The GM can use these to keep them on their toes with the distant creaking of the sub as it continues to cool and settle; the banshee cry of steam escaping from a damaged valve; or the hiss of static from a battery-operated transistor radio.

But not everyone aboard the *Koloss* is dead yet. Some of the crew survived the slaughter and either haunt the decks of the sub or wait in hiding. They are completely overwhelmed by the alien organism and are nearly incapable of rational thought. They may view the PCs as fellow crew, rescuers, or deadly enemies. They will babble almost incoherently in Russian, and most will attack the PCs with little or no provocation.

PROGNOSIS: NEGATIVE

As the adventure progresses, the GM should secretly make *Fort* saves for each character (once every hour of game time) to monitor the effect the organism is having on them. The following chart shows how the symptoms progress, based on the number of failed *Fort* saves:

1: Victim is first invaded by the organism; tiredness and low fever

2: Headache, nausea, ringing in the ears

3: Visual and aural hallucinations begin; mild paranoia begins

6+: Irrational paranoia begins

10+: Alien organism begins to exert control over its host; victim may begin to hear voices or believe they are possessed. Successful *Will* Saves allow characters to act on their own for short periods of time (1d6 minutes out of every fifteen minutes), but even then their actions are tainted by irrational paranoia, hallucinations, and pain. This forces the character to act at a -2 penalty on skill, and attack checks.

15+: At this stage, the organism begins to modify the victim's physiology, but is now vying to control the character's actions. The character gains +1 HP per hour (to a maximum of double starting HPs) and develops damage resistance at the rate of 1 point per six hours (to a maximum of DR 5). The character also begins to regenerate, at the rate of 1 HP per ten minutes. The character's Will Save begins to drop by one point every hour.

The GM should be flexible with the time frame to prevent PCs from becoming mindless NPCs too quickly, and to assure that at least some of them become infected to the point of hallucination and paranoia.

Russian-speaking characters can attempt to make sense of their ramblings, but it will be nearly impossible. They tend to favor expressions like "hell on earth", "the end of the world", or "they should have stayed dead". None of them should provide any direct insight into what happened. If the PCs are having difficulty piecing together the puzzle of the retrieved probe, one may, in a moment of relative mental stability, strongly assert that they "should have left it where they found it" or that they should "never have brought it aboard". These clues should be sufficient to send the PCs looking for "it".

DEAD CREW

As the PCs continue to explore, they will encounter one dead body after another. A close inspection reveals grisly wounds ranging from cuts and bruises to gunshot wounds to charred flesh. The GM may choose to explain the injuries in graphic detail as the characters inspect the bodies. Later, when these corpses rise from the decks, the PCs' shock will be that much greater if they recognize "the

sailor with the drill wound in his forehead" instead of seeing just another walking corpse.

If the PCs defend themselves from an attack by a living sailor and kill him, they may be especially shocked to find him pursuing them with a vengeance later in the adventure!

KORKIN'S REACTION

Although Korkin is expecting to find dead sailors aboard the *Koloss*, he will be visibly shaken at the gruesome corpses and the magnitude of the carnage. He will reign in any attempts by the PCs to start exploring - it is still a Russian top secret submarine. The PCs will have to come up with logical and convincing reasons to go traipsing through the *Koloss*, and even then Korkin will pair off his two military specialists to tag along as escorts.

He repeats his earlier ruling that no PC is to enter sensitive areas of the sub, including the radio room, chart room, bridge, or missile control room. He does, however, begrudgingly allow a team to check out the reactors and reactor control room, in order to try and restore power to the submarine.

At some point it is likely the PCs will cross swords with him, and eventually they must take the adventure into their own hands. By this point, Korkin will probably be infected and will begin implementing his own plan to deal with the threat (p. 50).

EXPLORING THE *KOLOSS*

Greater is our terror of the unknown.
- Titus Livius

The PCs' first line of business will probably be to explore the compartment they've just entered. The GM should play up the darkness, asking for Spot checks with very high difficulty numbers due to the darkness. It won't take long for the team to find the first of many bodies.

Instead of simply pointing it out to a player - 'You see a dead body' - the GM should call upon the age-old Hollywood trick of springing it on the players in true horror movie fashion. A PC that bumps an upright may dislodge the arm of a body lying on a catwalk directly above, causing it to swing suddenly downward and into the character's face; a failed *Spot* check may cause a character to stumble over one body, only to land atop a second, and come face to face with the death mask of a third.

Whatever method the GM uses, the incident should be memorable and pointed. Once the first body is discovered, a second is not far behind, and a third beyond that. A sweep of the flashlight reveals the grisly truth about the sub - it has become an underwater tomb.

The horror behind the deaths is not simply the existence of dead bodies, it is the gruesome and horrifying ways they have died - beaten, shot, burned to death, hung by the neck - that should give the characters pause.

COMPARTMENT ONE

The *Koloss*' forward compartment houses the ship's front torpedo room; the space between the inner and outer hull contains the ship's sonar systems. This forward compartment was damaged when the sub struck a thick ice ridge, tearing a gap in the outer hull and splitting the seam along the inner hull. When the PCs arrive on-site, the room is completely flooded.

The bulkhead between the first and second compartments is intact and the watertight doors are sealed. Opening them will send a tidal wave of icy ocean water pouring into the next compartment, but the water level between the two (or more) compartments will eventually equalize to the level of the door, allowing entrance into the first compartment if the PCs so desire. The cracked hull will continue to leak, however, quickly filling the sub with water and increasing the atmospheric pressure inside (see *The Leaking Propeller Seal*, p. 49).

The only things of real interest in this compartment are the sub's missiles (which may be used to destroy the sub - p. 54) and primary battery banks. The batteries are nearly dead, even as the adventure begins.

Scuba divers may access the flooded room via the emergency hatch on the top of the sub; characters in this compartment can exit via the same hatch or through one of the sub's front torpedo tubes. The gouged outer hull can be entered from outside the sub, allowing the diver access to the large area between hulls, but the thick (16") inner hull is only leaking around cracked seams; there are no gaps large enough for a PC to squeeze through.

The flooded compartment contains a handful of dead, but infected, bodies. Because of the cold water, the bodies will remain inert. But a diver exploring the dark compartment may stir up currents, moving the bodies and giving the appearance of life. The GM should play up the motion of the drifting bodies, their mouths forever open in a silent scream as they descend on the diver in the darkness!

COMPARTMENT TWO

Most of this compartment sits slightly forward of the conning tower and contains the command and control areas of the sub. The command center is distributed across four levels, accessible via hatchways and ladders.

The bridge (with helm, navigation, etc.) is on the top level, and is accessible from a hatch and stairway leading backward and up to the conning tower. Extensive electronics suites, including sonar stations, are on the level directly below the bridge. A locked radio room is found here as well, and is one of the most secure areas of the ship (it is locked with a high-quality lock - DC 30 to pick - and only senior officers are provided with a key). The radio has been smashed; the codebooks destroyed. The emergency beacon can be turned off manually from here.

An empty weapons locker is located on the top level, near the bridge, but none of the six AKS-74U assault carbines can be found. Extra ammo may or may not be available at the GM's discretion, but it is strongly suggested that only empty magazines, discarded ammunition boxes, and other relatively useless weapon-related items be found here (see also *Tooling Up*, p. 30). The lock on the metal cabinet is broken and a crowbar lies discarded nearby.

The bottom two levels contain backup and support stations and are, for the most part, uninhabited. PCs will find several fully stocked equipment lockers here (p. 43), and will be able to operate most of the ship's subsystems from here if they do not - or cannot - use the bridge.

As the adventure begins, the entire compartment is mostly dry and secure. Because the bulkhead door to the torpedo compartment was open when the sub struck the ice pack, however, there are signs of flooding across most of the levels. The bottom level is still flooded, and contains about five feet of water. Walking through the icy water will be difficult enough, but submerged objects - including bodies - that bump against the character are sure to give the players a start.

COMPARTMENT THREE

The third compartment holds the sub's primary chartroom and a large staff briefing room (or ready room) on the top level, directly behind the bridge. Both rooms contain classified maps and other materials that Korkin will violently protect (the US government would pay handsomely if the PCs manage to smuggle any of this information back to them).

Hatches on the port and starboard walls allow access to the cruise missiles mounted between the inner and outer hulls. An escape ladder is accessible at the back of this compartment, and leads to an emergency escape hatch just aft of the sub's conning tower.

Like compartment two, this area is relatively dry; the bottom level, containing the sub's missile launch control room, is flooded with about four feet of water. Again, the GM should play up the uncertainty of what might be hidden under the water. Animated crewmen will not last long in the cold, but one might pursue the PCs this far for a short time.

COMPARTMENT FOUR

This compartment comprises the primary living quarters of the ship. Officer and crew quarters take up the middle two levels, with enough space for each officer to have their own private room; the crew bunk two to a room.

The top level contains a kitchen and dining room, while the bottom level is reserved for a full-service recreational area (including weight sets, video viewing room, and library) and even a small sauna.

When the adventure begins, the fourth compartment is almost completely dry. About six inches of water can be found on the bottom level.

This area contains some of the narrowest corridors aboard the sub, and a multitude of small rooms. If the reactor is still shut down, the area will be mostly quiet; the GM can use the cramped quarters and darkness to raise the level of suspense as the PCs explore the unknown.

Once power is restored to the sub, the fourth compartment - especially the middle levels, containing the crew's quarters - will become a dangerous place. Locked doors, dead-end corridors, and undead crew are waiting around every corner. This should keep the characters on their toes.

The weight room can provide them with dumbbells and other heavy objects that can be thrown or used to pummel a foe; the galley will yield up at least one or two knives of varying size and strength. The GM should keep in mind that the infected crew may be carrying the same makeshift weapons!

THE MEDICAL BAY

The medical labs, including a four-bed sickbay, are found on the bottom level, near the recreational areas. Although the room has been ransacked, at least some medical supplies will remain, as well as some outdated, but usable laboratory equipment, including a microscope, centrifuge, and so forth.

Power will need to be restored to the sub (p. 49) before most of the equipment will function. Medics using this room to treat injuries will gain a +1 to their *Medical Assistance* checks, thanks to various supplies and equipment found here. They will also be able to use these rooms to attempt to unravel the mysterious illness that runs rampant through the ship, and perhaps even develop a cure (p. 52).

The PCs may find some clues about what happened aboard the *Koloss*. The medical officer, Dr. Sergei Chenko, scrawled semi-legible notes (in Russian) explaining the onset of symptoms and the appearance of some kind of microorganism in the blood of one of his patients. As the journal progresses, Chenko's notes become increasingly illegible and far-fetched. The GM can dole out clues from the writings as needed to keep the adventure moving. In addition, when the crew began developing headaches and fevers, Captain Belov ordered the alien probe sent to the medical lab for tests; it remains here as the adventure begins.

THE ALIEN PROBE

The alien object is locked in an isolation chamber toward the back of the medical bay. It will be difficult to spot in the darkness, but once the power has been restored the PCs should have no trouble locating it.

The object itself is about three feet long; it is roughly football-shaped with a flattened end, giving it the appearance of a gigantic bullet removed from its shell casing. It is made of some kind of blackened silver metal, pitted from millennia of time spent hurtling through the depths of space. A successful *Spot* check (DC 30) will reveal a faint seam running around the perimeter of the object, but no amount of investigation or experimentation can pry it open.

The object is inordinately heavy (it weighs about 300 lbs) and is nearly indestructible. Even hitting full-on with a sledgehammer only puts a faint flat spot - a smudge, really - on the surface. The metal resists all attempts to saw it open, but with enough time and patience, a good cutting torch will eventually begin to make a gap. Explosives tamped around the object like shaped charges (*Explosives* check; DC 25) will blast the object open as well.

The interior is honeycombed with tiny microscopic pustules (containing the alien organism) and laced with microscopic, hair-like fibers. The entire object was, before being destroyed, designed to act as a semi-sentient, bio-electrical probe that would travel through space, gathering information before automatically returning to its home planet. Although it has long since ceased functioning, some semblance of utility has remained over the centuries. But once it is opened, the probe becomes completely inert.

A microscopic examination of the interior, coupled with a successful *Medical Science* check of DC 20, will reveal the existence of the microorganism inside. The GM may call for checks against *Engineering: Electronics,* or *Disable Device,* to determine the probe's original purpose.

COMPARTMENTS FIVE AND FIVE-BIS

These two compartments are separated by a watertight bulkhead, but are often counted as a single compartment (and numbered as such in most diagrams). They contain auxiliary control rooms and miscellaneous machinery needed to drive the ship's secondary systems.

The air scrubber, fans, and other auxiliary mechanisms are located here, and the control panel for the ship's nuclear reactors (in compartment six) are located on the bottom level of compartment five-bis - the aft most section of this area. The PCs can restart the sub's nuclear reactors from here (p. 49). Most of compartment five, however, is flooded due to a stress fracture low on the port side of the sub. Five-bis - which contains the air scrubber and reactor control room - remains dry.

COMPARTMENT SIX

This single level compartment houses the sub's twin 190-megawatt OK-650B nuclear reactors. The cavernous room is crisscrossed with catwalks and ladders, and filled with machinery. The two reactors sit behind one another (one toward the front of the ship, one toward the rear), with a much larger reactor coolant and steam generation system between them. A large electrically operated crane hoist can be maneuvered through much of the room and is necessary for lifting some of the heavy machinery found here.

This room is generally the warmest place on the ship; even as the adventure begins, it is a few degrees above freezing due to residual warmth from the sub's reactor cores (the reactors have both shut down, but can be restarted with a little effort; p. 49).

WARMTH FROM THE REACTOR

The PCs may be surprised to find signs of combat and struggle here - including blood - but no bodies remain in this compartment. It appears that someone has taken the time to clear the reactor compartment of dead bodies - bloody footprints lead from this compartment into other areas of the ship.

In truth, nobody cleared the room of dead bodies, other than the dead bodies themselves. Because this room retained heat longer than other areas of the sub, the crew in this compartment remained reanimated much longer than in other parts of the ship. As they went about their business, animated crew eventually left this compartment one by one - unaware that the cold in the compartments beyond would disable them - only to fall to the deck as their body temperatures began to drop. The PCs may notice a few extra bodies in the adjacent compartments (five-bis and seven) because of this.

COMPARTMENTS SEVEN AND EIGHT

Like the reactor compartment, compartments seven and eight are both large, open areas, loaded with machinery. Compartments seven and eight essentially comprise a single compartment separated by a watertight bulkhead; massive steam-driven turbines (that generate the power necessary to drive the boat and power its systems) dominate most of the space.

Catwalks and ladders line these rooms, and large hoists are available here. These rooms are flooded with about eight feet of water when the adventure begins, but the turbine housings - mounted several feet above the lower deck - are intact and will function once the reactor is restarted. When the reactor is powered up, the noise levels in these areas are very high.

The lighting in compartment seven will be mostly inoperative, even if the power is restored. Someone has emptied an assault carbine into the ceiling, shattering the light fix-

tures and possibly damaging electrical, hydraulic, or steam conduits. The poorly lit room flooded with eight feet of water, combined with the hiss of steam and occasional arcing of electricity, creates an eerie atmosphere for a confrontation with a handful of reanimated crew!

Steam leaks in compartment seven can be repaired with a DC of 15; one of the sub's two power-generating turbines found here will need to be repaired (a pair of *Engineering: Salvage* checks; one at DC 15, one at DC 20) before the reactors should be started. Firing up the reactors without first repairing the turbine will result in the turbine locking up completely (and throwing debris around the room for 1d10 damage to any occupants), leaving the *Koloss* running on only half power.

COMPARTMENT NINE

This final compartment contains the machinery that drives the vertical and horizontal rudders and is dominated by the main thrust bearing that leads aft to the propeller. The seal around this shaft is prone to leaking when the sub is stationary (see The Leaking Propeller, below) so the room may or may not be partially flooded at the GM's discretion. If the leaking seal has been replaced on the *Koloss*, the room will be almost completely dry.

Catwalks and a hoist are found here as well. An emergency escape hatch is accessible from a narrow walkway that leads to a ladder attached to the aft wall.

THE LEAKING PROPELLER SEAL

Historically, the seal around the main thrust bearing near the propeller was prone to leak if the sub was not underway (a special clamp had to be fitted to the seal to prevent the leak when the sub was docked). The problem with such a leak - or any leak in a sub - is not so much the risk of flooding as the fact that as water enters the sub, the atmosphere inside compresses, increasing the pressure on the occupants.

The submarine is normally kept at surface pressure - that is, the atmospheric pressure inside the sub should be the same as the pressure at the surface. When a leak develops and the pressure increases, the crews' bodies react appropriately, dealing with the increasing pressure without incident. Those affected, however, cannot then leave the sub for the surface without decompressing for extended periods of time, or they risk developing the bends (see *Under Pressure*, p. 28).
If the GM wishes to include the hazards of decompression sickness and other pressure-related issues, then the ninth compartment will begin the adventure over-pressurized, due to a slow water leak around the thrust bearing.

Pressure issues will also prove true of the leak in the first compartment if the room is emptied, but not patched (see *Compartment One*, p. 46).

ADVENTURE SEEDS

As the adventure progresses, the GM may wish to drop one or more of the following adventure seeds into the storyline. Each is optional, but all provide great opportunities for improving role-play, scaring the players, or advancing the storyline. They are presented in no particular order.

LOSING THE *EREBUS*

Once the organism begins to infect the rescue team, the PCs will have to deal with threats on all sides. Although Korkin will be determined to destroy the abomination in the sub (see *Korkin's Sacrifice*, p. 50), others will be more likely to try and escape the horror, even if it means leaving their teammates behind. Even the SeaTech NPCs (pp. 60-61) may crack under the pressure and try to escape in the *Erebus*.

The GM should reserve this action for late in the adventure, when the NPCs' special skills (like Sadkov's scientific abilities) have already been tapped. Once their skills are no longer needed - and they are gone completely insane - an NPC may try to return to the *Erebus*, seal off the access hatch, and break free of the *Koloss*. The level of success depends on the NPCs' particular skills - some may seal the inner hatch to the *Erebus*, but leave the outer hatch to the *Koloss* open, flooding the compartment with a torrent of icy seawater!

The PCs may or may not have a chance to stop the villain. A PC versus NPC fight as a prelude to the theft may be in order, or a diver may be forced to exit the sub and try to catch the fleeing *Erebus* since it's likely the submersible's batteries will still contain only limited power. Once the *Erebus* is gone, the PCs will need to consider alternative methods of exiting the doomed submarine, but their choices are limited. The most likely possibility is to try to locate and retrieve the *Erebus* (see *Escaping from the* Koloss, p. 55).

RESTARTING THE REACTOR

There are many reasons for the rescue team to restart the sub's reactors: restoring light and heat to the submarine will make exploring easier; power from the charging system can be used to operate the sub's electronics and machinery; equipment in the medical bay can be used to heal injury or research the alien organism or probe, and more.

Although none of the PCs will probably have skills in nuclear engineering, most of the process is computerized and the reactors are simply shut down, not damaged. One

of the turbines in compartment seven should be repaired first (p. 48), but the reactors can be restarted with one of the following: either three *Computer Operation* checks at DC 25 each (the reactor control panel is powered by its own battery system), or a single *Engineering: Nuclear* check of DC 15.

If the PCs aren't motivated to restart the reactor, Korkin will order them to do so. Sadkov will gladly lend his scientific expertise - and ability to read Russian - to the process. Trying to restart the reactors without a Russian speaker present to interpret the data and read the machinery and control panels increases the difficulty of each skill check by 5.

Once the reactors are powered, the crew will begin to reanimate (within about an hour). If the PCs shut down the reactor later, the reanimate crew will continue to function for several hours as the heat slowly drains from the *Koloss* once again.

A MOMENT OF SANITY

Most of the rescue team's encounters with the alien-controlled crew will result in combat or flight. Once a member of the crew has been killed and reanimated, they have lost most of their sense of individuality and are little more than a crazed automaton.

Living crew - those that managed to escape the insanity-induced slaughter of several days ago - will still have moments of relative stability where they become aware of their surroundings and of the horror that has overtaken them. They will still rant and perhaps become suicidal, but the GM can use these islands of normalcy to feed clues to the PCs or simply as a chance for the team to role-play with (as opposed to defending themselves from!) a Russian crewmember.

The team may find a blathering crewmember huddled under the counter in the galley, brandishing a butcher knife and threatening to kill anyone that comes near; a radio officer may be locked in the radio room frantically sending an emergency ELF message over and over, unaware that the radio has been shot up and is completely destroyed; even Captain Belov himself may still be alive, holed up in the ship's missile control room, believing WWIII has begun.

Whatever the situation, the PCs will have to talk the character out of his delusion and paranoia if they are to get any helpful information.
The GM can feed clues to the PCs this way, or play on their sympathies as the crewmember gains a moment of rationality long enough to beg the rescue team to kill him and end his misery.

These events should be few and far between, but provide an excellent way to keep the adventure from bogging down to a simple combat run. Crew in this infected but living state may be able to survive the infection if the PCs can come up with a cure.

GOJI BWNN‼

Despite the seemingly chaotic nature of the alien-controlled crew, there is a method to their madness. As the organism infected more and more bodies, it became sentient and self-aware, developing a sort of collective intelligence spread across a hundred different minds. At this point, the entity has grown aware of the need for more "processing power" in the form of more infected human brains, thus allowing it to continue to grow in intelligence and awareness. Though it is not consciously aware of the end result, the organism has an overwhelming hunger for more human brains to infect. Living humans put up too much of a fight against the organism, but dead human bodies only serve to strengthen the organism's hold on self-awareness.

This overwhelming urge to grow is what drives the reanimated crewmen to attack the rescue team or other living crew. The collective mind has formulated a single word for the feeling it is developing: "GOJI bWNN‼", which in English means, "More".

As the PCs trek the haunted corridors of the submarine, a lone member of the crew will appear out of hiding and grab one of the characters from behind. Before he attacks, he will whisper the word in a raspy, yearning wail, his breath cold against the PC's neck. He will then plunge a steel shard into the character's back for 1d8 damage. With the increase in heat, the crew will become more animated and more aware of their need. Soon all the walking dead will be moaning this single word as they plod toward the characters.

KORKIN'S SACRIFICE

Captain Korkin is a man of action and has spent most of his life defending his country from one threat or another. As he becomes more and more infected, he will begin to view not only the reanimated crew as a threat, but the Western rescue team as well. The GM can play up his paranoia early in the adventure, but soon Korkin will flee into the submarine alone, armed only with a Makarov pistol, determined to bring an end to the horrors of the *Koloss*.

Korkin knows the layout of the submarine better than anyone and will use back entrances, maintenance hallways, engineering catwalks, and even air ducts to work his way toward the sub's missiles. If he can lay his hands on some of the salvage team's C4, he will attempt to detonate one of the Shipwreck missiles himself (see *Detonating the*

Missiles, p. 54). It is more likely, however, he will attempt to clear the forward compartment and gain access to the torpedo room. If he can do so, he will load one of the forward tubes, then return to the bridge and attempt to lock the torpedo on a 360° course that will bring it back to the *Koloss*. If the PCs do not interfere, he will succeed. A powerful explosion will rip through the hull, tearing the sub open at compartment six and nearly breaking it in two.

The PCs can stop him in any number of ways - they may be able to intercept him as he opens the bulkhead doors between compartments one and two (thereby flooding compartment two, but equalizing the water levels between the two compartments), as he loads the torpedo tubes, or even after he has fired a torpedo. A successful *Computer Operation* check at DC 15 will detonate the torpedo before it finishes its course, or a similar check of DC 20 will allow the PC to neutralize the warhead. The torpedo will slam into the ship's hull and sink harmlessly to the bottom. Korkin speaks English.

SADKOV'S AGENDA

This weasel of a man will take the effects of the organism in stride, remaining quietly calculating instead of going blindly berserk. He will talk to himself more and more, and begin to distrust the PCs even more than he already does.

Sadkov will immediately sense value in the alien probe when he realizes what it is. It would make an amazing find for the Russian government, and could be used not only to further space exploration, but to create biological weapons. He will stop at nothing to return a sample of the alien organism to Russia - even if that means ensuring an infected rescue team member returns without being cured. He may sabotage the cures, intentionally re-infect cured PCs, or even resort to killing them if need be. As his mental instability progresses, he will begin to see treachery and deceit in every word and deed, believing the PCs are agents for their own governments, determined to steal what rightfully belongs to Russia.

COGITO ERGO SUM

If the alien organism can infect enough additional bodies, it will eventually become sentient enough to communicate with the PCs. It will have the maturity of a child, but the calculating power of a Cray computer. It should remain malevolent - not by intent, but because it seeks to continue to grow (see "GOJI bWNN!!," p. 50) in power and awareness. The GM should only use this adventure seed toward the end of the scenario. Perhaps as the last remaining characters set the ship to explode and race back to the *Erebus*, Captain Belov - or better, one of the PCs' former companions - stops them and launches into an eerie, but mostly coherent, conversation. The PCs will be unable to change its mind, but they may be able to gain useful information about its intentions and purposes.

It is unaware of its origins, and has no awareness of any existence prior to its current one. It knows almost nothing except that it exists. It considers the bodies it has overtaken to be part of its own existence, and is unaware of the difference between each individual body it inhabits. It is heartless, but not evil; deadly, but not conniving. It only seeks to preserve its own existence, and cares - knows - nothing for any life other than its own.

If the PCs become sympathetic for the being or see it as a scientific curiosity to be preserved, they will quickly change their outlook when they are ambushed from all sides by dozens of shambling crew, all uttering their battlecry: "More...."

CHAPTER 9

STOPPING THE THREAT

I say we dust off and nuke the entire site from orbit. It's the only way to be sure.
- Lieutenant Ellen Ripley

The PCs have their work cut out for them if they are to return to the *John Henry* alive. They are most likely infected by the alien organism, which will eventually lead to their death (or at the very least, leave them babbling in an insane asylum or used as test subjects by the government). Even if they manage to find a cure, the *Erebus* does not have sufficient power to return them to civilization, and no hero worth their salt would leave the infested submarine behind without at least making some attempt to destroy it and save the world from the alien menace!

REPAIRING THE *EREBUS*

The crew can repair the submersible in one of several ways. Simply finding a compatible replacement battery is probably the easiest method, but the least likely to happen. The battery banks on the *Koloss* are massive structures, completely incompatible with the small batteries aboard the *Erebus*. A few pieces of machinery in the engineering section - powered hoists, electric starters, and the like - will have batteries that can be jury-rigged and installed in the *Erebus* with three relatively simple *Repair* checks (DC 20) - one to remove the battery, one to create a makeshift link to the *Erebus* batteries, and one to install it.

A second option is to restart the sub's nuclear reactors and use the charging system to recharge the *Erebus* batteries. A pair of *Repair* checks (at DC 20) will allow a character to mate up the sub's charging system to the *Erebus*. But first they will have to get fifty feet of cable and several miscellaneous components (clamps, a transformer, etc.), which will take time.

Whatever method the characters use, the GM should distract them with strange noises, movement in the distance, or even full attacks by reanimated crew. The PCs must stay aboard the *Koloss* long enough to realize they're infected and to know that simply leaving the sub will not end their nightmare.

FINDING A CURE

Once the rescue team begins to manifest symptoms (p. 44), it won't take long for the players to become aware of this second obstacle. If they simply leave the *Koloss*, they will likely kill one another (or themselves) in an insanity-induced fit of rage or depression, long before they reach the relative safety of the *John Henry*.

The medical bay in compartment four (p. 47) contains laboratory equipment and some preliminary research notes laid down by Dr. Sergei Chenko before his death. Any characters with medical skills - especially doctors - should begin research on the organism and try to find a way to neutralize it inside a healthy human body.

The GM should play out the research, keeping the players involved in the storyline rather than allowing them to sit silently and make medical skill checks while the other players combat the menace. They will discover the following information in roughly this order: the dead bodies are infected with some kind of microorganism; the rescue team is infected as well; the organism is concentrated in the human brain; changes in the human hosts are taking place on a cellular level; the organism is capable of repairing or modifying human cellular structure; and the organism is capable of reanimating dead tissue, etc.

They will eventually discover that the organism slows down when exposed to the cold - a fact that should be kept from the PCs for a reasonable amount of time, in order to keep them from simply shutting down the sub's heat once again and walking through the rest of the adventure.

It's likely that the researchers will reach incorrect conclusions as well - the organism is viral; it is sensitive to the host's white cells - because they will be operating while under the influence of the very same organism. Hallucinations, incorrect conclusions, confusion, and anger will taint their research.

The GM should require *Medical Science* skill checks at varying degrees of difficulty to allow the researchers to work toward solving the puzzle. Failed rolls will bring on fits of hallucinations or misinterpreted data; successes will move the team closer to finding a cure.

SUCCESS!

Eventually, however, they will hit upon a weakness in the organism's cellular structure. The organism begins to deteriorate and break down if exposed to high levels of pentaerythritol tetranitrate, a vasodilator commonly used to treat angina pectoris. Though a very limited supply of the chemical is found aboard the *Koloss* - under the brand

name *Peritrate* - it is also used in explosives and is one of the primary ingredients found in C4 explosives.

Discovering this information may come through research (the small amount of *Peritrate* on hand is enough to experiment with). Alternately, if the characters have been using C4, it's possible one of them has been exposed to the chemical by handling the blocks of explosive, and may notice that exposure to the chemical causes their skin to burn as it breaks down the newly redesigned cellular structure in their body. Once the researcher reveals that the organism is susceptible to chemicals in the pentaerythritol family, the GM should allow someone - probably a demolitions expert - to make the intuitive leap from the "pentaerythritol family" to "C4 is loaded with that stuff."

When they have isolated a possible cure, a simple lab test will reveal that a concentrated form of the chemical - available by melting and carefully distilling small chunks of the volatile explosive - do indeed destroy the organism and break down any organic matter it has attempted to repair or rebuild. The chemical can be diluted and combined with some simple antibiotics, then injected into infected living hosts. The process is excruciatingly painful, and the character will lose any benefits they have accrued from the organism (increased HPs, etc.; see p. 44).

The character will take *an additional point of damage for every hour they have been infected* as the alien-modified tissue breaks down. (This makes curing the Russian crew almost impossible, as most of their bodies have been redesigned and will essentially melt into a thick, milky soup as the "cure" destroys the organism).

If the victim survives the process, however, they will be cured of the infestation. The result is only temporary, however. If the character remains in close proximity with the organism they can become re-infected within a few hours, beginning the horrific process anew.

AN EFFECTIVE WEAPON

The cure can be used on reanimated corpses, destroying the organism and inflicting damage as above. Since the corpse was dead before the organism rebuilt it, however, this process will not restore life to the target. It will simply melt away cellular structure as mentioned above, leaving a lifeless, gooey corpse in its wake. The PCs will need to construct an effective delivery system to administer the chemical, but this could be as simple as a hypodermic syringe, or a makeshift bow with hollowed out arrows filled with the cure. A *Disable Device* check at DC 20 will construct a basic missile weapon capable of injecting the cure into the animated crew. It is unlikely any of the crew will be proficient with this type of weapon though, so the untrained penalty of -4 must be imposed on all attacks with it.
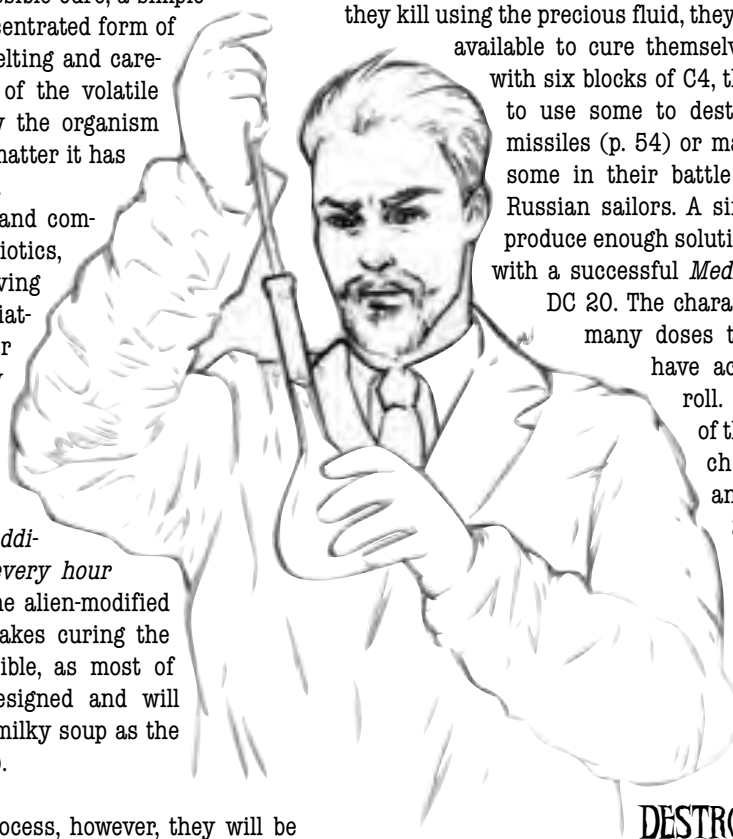
Re-animated crew affected by the cure must make an immediate save vs. Death, or lose cohesion and fall to the ground as a fast decaying, gooey corpse. This save must be made each round for them to continue to act.

It shouldn't take long for the PCs to attempt to make weapons out of the chemical, but for every crewmember they kill using the precious fluid, they have one less dosage available to cure themselves. The team begins with six blocks of C4, though they may wish to use some to destroy the submarine's missiles (p. 54) or may have already used some in their battle against the undead Russian sailors. A single block of C4 will produce enough solution to make 2d6 doses with a successful *Medical Science* check of DC 20. The character won't know how many doses they have until they have actually made the die roll. Failure means most of the block is ruined; the character may make another attempt at DC 25 to salvage 1d6 doses from it, but if this too fails the entire block is ruined with no benefit.

DESTROYING THE SUB

While it is possible the PCs will be satisfied with simply escaping from the nightmare sub, the truly heroic - and cinematically appropriate - climax to the story comes when the surviving rescue team decides to destroy the sub and bring an end to the horror for good. There are several ways to do so: using the sub's SS-N-16 Stallion antisubmarine missiles, Type 45 torpedoes, or the massive SS-N-19 Shipwreck cruise missiles.

The first thing the PCs must be made aware of is the massive size of these weapons. The cruise missiles are about thirty feet long and weigh almost 7,000 pounds; the war-

head alone weighs over 1,500 pounds! Building a makeshift detonator and destroying the sub using its own munitions can be done, but it's unlikely the PCs will have the wherewithal to actually relocate the warheads.

The missiles have built-in safeguards that prevent their detonation within the launch tubes. To actually detonate the warheads and destroy the sub, the PCs will either have to restore power to the missile control room, physically remove the built-in safeguards from one or more missiles, and then spoof the computer system into believing a launch has taken place. Hacking the computer system will require a *Computer Operation* skill check of DC 20 or better. To physically remove the safeguards, someone must gain access to the missile tube, remove an access hatch, remove the guidance and avionics panel from the missile, and then bypass the safeguard circuits with an *Engineering: Electronics* check of DC 20.

Considering the PC's experience in underwater salvage and demolitions, they may simply choose to place demolitions charges directly on one of the missiles instead.

DETONATING THE CRUISE MISSILES

The *Koloss* carries a dozen Shipwreck missiles along either side of the ship. They are mounted in launch tubes positioned between the inner and outer hulls, midway along the ship (around compartments three, four and five). The missiles are mounted at a 30° angle from perpendicular.

The missile tubes can be accessed from inside the ship by first entering the inter-hull space through one of the small, heavy inner hull hatches. The GM may decide that one or more of the infected crew have stumbled into the space and are now trapped there with the PCs working on the missiles. The space is small - from seven to ten feet in width - and crisscrossed with supports, hydraulic tubing, steam pipes, and electric wiring conduits. Moving through the cramped area is difficult at best; moving quickly while being chased by an undead Russian sailor is almost impossible!

Once the missiles have been located, the PC must remove an access panel near the base of the tube to gain direct access to the missile itself. A sufficiently large charge of C4 placed directly against the missile's propellant section will cause a chain reaction, first detonating the rocket fuel in the base of the torpedo and then setting off the equally massive 1,500-lb. warhead. Alternately, a diver might choose to leave the submarine, locate the missile tube hatches from outside (which must be either cut open using a cutting torch, or electrically opened from within the sub) and place an underwater demolition charge against the missile's warhead. The end result will be the same.

Detonating a single cruise missile will effectively destroy the sub; if the PCs wish, detonating one on each side of the *Koloss* guarantees there will be almost nothing left but small pieces of debris.

DETONATING THE TORPEDOES

The PCs may attempt a similar operation using the sub's Type 45 and Stallion torpedoes in compartment one. There are a number of difficulties involved in this operation, however, as the compartment must first be patched and emptied (see *Compartment One*, p. 46). Even at that, the explosive power of even the largest torpedoes is only about 15% of a single cruise missile warhead.

If the PCs' choose to attempt to destroy the sub using the torpedoes, they will have to find some way to detonate all of them at once, and in various places throughout the sub. Detonating the entire stock of torpedoes in the bow of the sub will only serve to blow off the front half of the *Koloss*, leaving compartments five through nine intact.

BUILDING A BETTER BOMB

Several of the PCs and NPCs will have *Explosives* skills, enabling them to put together a package of C4 and a timed detonator without much difficulty (DC 10). Failure means the bomb does not go off; critical failure may explode the bomb immediately, or cause it to misfire and explode prematurely, but at a future time.

The team has brought six C4 charges and detonators.

ESCAPING FROM THE *KOLOSS*

Once the *DSRV* is gone, there is only a handful of options for escape, none of which is terribly appealing.

THE ESCAPE MODULE

The emergency escape pod for the *Koloss* is gone. Whether or not the PCs found it wedged in the ice (p. 40), there is no feasible way to use the pod to leave the sub. Even if it is recovered from under the ice, it is an unpowered pod and will remain trapped under the ice pack until the summer thaw.

TORPEDO TUBES

Characters with scuba gear may be able to leave the sub through one of the large (65cm) torpedo tubes. The tubes are large enough to fit three people in scuba gear, but someone must remain behind to close the inner door, flood the tube, and open the outer door.

EMERGENCY ESCAPE HATCHES

Emergency escape hatches are located in the 1st, 2nd, and 9th compartments. Each provides enough room for a single person in scuba gear to enter. The diver can close the hatch

behind him, flood the escape chamber, then force the outer hatch open. A strength check at DC 15 is required to open the tube. Using a pry bar or similar tool will reduce the DC by 5. This will allow one character to leave the sub at a time. As with escaping via the torpedo tubes, however, swimming from the sub presents dangers of its own (see *Facing the Icy Depths*, below).

RAISING THE *KOLOSS*

Although it would be a major undertaking, it is possible the PCs may attempt to raise the *Koloss* from the ocean depths in order to escape. If the *Erebus* is gone, this may be their only hope, even if it is a long shot.

Raising the *Koloss* would entail patching the inner hull of compartment one, patching the stress fracture along compartment five, pumping out both compartments, restarting the reactors, and then making several skill checks to get the mammoth sub moving.

It is unlikely the rescue team will have sufficient skill to pilot the sub far - and the structural integrity of the giant ship is already questionable - but they might be able to use the sonar to locate a thin patch of ice nearby, and surface through the ice pack. Planting charges to detonate the sub's cruise missiles, then fleeing across the ice pack amidst a howling storm makes an exciting, cinematic ending to the campaign.

If the PCs do manage such a feat, the GM should reward them with rescue by a Russian helicopter before they freeze to death!

THE *EREBUS*

This is the PCs' only real hope of escape from the sub in the long run. It must, of course, be repaired and recharged (see *Repairing the* Erebus, p. 52) before it can make the return journey to the staging area. If the submersible has been undocked from the *Koloss* (see *Losing the* Erebus, p. 49), one or two scuba divers might be able to survive the freezing depths long enough to find the missing

DSRV, enter through its airlock, and return it to the *Koloss*. (The pilot may be able to dock with a dry escape hatch, if one exists; otherwise a diver will need to enter one of the *Koloss*' flooded compartments with a docking hatch, seal the room, then pump out the water before anyone can enter the *DSRV*).

CHAPTER 10

AFTERMATH

Without victory, there is no survival.
  - Winston Churchill

If the PCs manage to destroy the sub, repair the *Erebus*, and cure all surviving team members, they should consider the mission an unmitigated success. If the GMs run **What Went Down** as a one-shot adventure, they may close out the scenario with the *Erebus* clearing the ice pack and surfacing, exposing the characters to the lights of the waiting *John Henry* and her companion Russian vessels. The color text in the adjacent box (*Beneath the Ice Pack*) can be used to wrap up the session.

If the scenario is to be used as part of an ongoing campaign, they will have a lot of explaining to do when they return. The Russian government will not believe a word of their story, and they will be accused of being spies, traitors, and murders. SeaTech will come to their defense, but only to a point - the story is, after all, unbelievable and far-fetched. A medical examination will find traces of the organism - now dead - still floating in their bloodstream, but unless one of them is still infected (or they managed to somehow bring back a sample of the organism), their chances of getting anyone to believe them are slim.

It's probable that most of them will end up being fired from SeaTech - ostensibly for other reasons - and will run through a lengthy international trial to determine their guilt. In the end, they may choose to band together and form a new, independent salvage crew, and try to pick up the pieces of their lives and carry on.

EXPERIENCE POINT REWARDS

Characters that survive the adventure should receive experience points for their successes against the undead sailors. Each sailor is worth a base of 200 XPs with fully animated crew worth 400 XPs. The GM can also increase this if the crewmember is armed with a firearm, or similar dangerous weapon.

A bonus of 1,000 XPs should be split amongst the surviving PCs if they destroyed the sub; another 1,000 should be divided amongst them if they brought back proof of the alien organism (the probe, an infected - but contained - corpse, and so forth).


BENEATH THE ICE PACK

As the concussion wave tears through the sub and races across the ocean floor, a cloud of silt shoots toward the surface, obscuring everything for miles. With time, it settles, revealing a debris field that was once the Russian nuclear attack submarine, *Koloss*. All that remains of the pride of the Russian navy is scattered in tiny pieces across several square miles of the Barents Sea.

Near the sub's nuclear core, the silt settles more slowly as water near the core, warmed by residual heat, lifts in tiny eddies toward the surface, only to cool and drift back down again. But in the darkness, the body of a Norwegian-Arctic cod, crumpled and bleeding from the concussion wave, drifts near the core, motionless, lifeless, cold.

Hours pass. A day. Two.

And in the darkness of the black water, unseen by human eyes, the cod shudders. A spasm wracks its body, then without a sound it turns silently in the water and glides away. A second rotting corpse, this one a shattered and broken Kamchatkan crab, rises from its resting place and scurries off to join its companion. They move deeper into the darkness, unbothered by the cold of the deep, unaware of themselves or anyone around them, unaware of their life… for now.
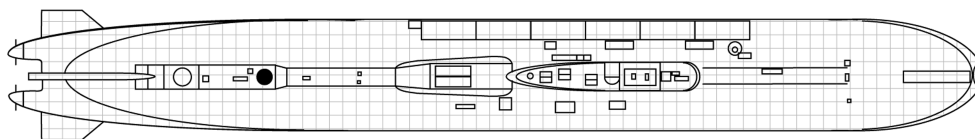
K-301: THE *KOLOSS*

The K-301 *Koloss*, a modified *Antyei/Granit* class Russian nuclear attack sub, was originally designated "Special Project 949D." Its hull was laid down in 1994 at the Severodvinsk shipyards on the White Sea (near Arkhangel), but the failing Russian economy put the project on hold for several years. In 1999, a new, cutting-edge revision was proposed, and "Special Project 949D" became "Special Project 1022."

Like the *Antyei* and *Granit* class subs before it, the new sub was a massive vessel. It was intended not just as a weapon of war, but to boost national morale and show the world that although Russia may have stumbled, it did not fall. The 500 ft long, four-story leviathan was launched on August 4, 2002.

The *Koloss*' massive size (it displaces over 20,000 tons when submerged), double hull construction, and black polymer surface are reminiscent of the original *Antyei* subs, but the *Koloss*' electronics and weapons systems have been redesigned. A number of safety features were added, but the original hull still dates to the 1990s. The failing Russian economy has dictated shortcuts and encouraged construction contracts to low bidders. As the PCs explore the interior of the sub, they will find a dichotomy of impressive high-tech electronics, combined with cheap - and often dangerous - design flaws.

The *Koloss* is a miracle of modern technology built upon the skeleton of a crumbling Soviet empire.

Technical Specifications

The US Navy classifies the *Koloss* and her sister *Granit* subs as "Oscar II" nuclear attack subs (the *Antyei* subs were called "Oscar I"). Armed with two dozen SS-N-19 Shipwreck cruise missiles, the *Koloss*' wartime role is simple: to hunt down and destroy aircraft carrier groups.

The sub can remain submerged for four months, cruise underwater at 28 knots, and sustain depths of over 2,000 feet. A special double hull surrounds the boat. The outer hull is comprised of austenitic steel, giving the ship an oval appearance. Between the outer and inner hull, a gap of about ten feet is packed with thousands of miles of wiring, tubes, pipes, hydraulic lines, and braces. The ship's 24 cruise missiles are fitted at an angle in this inter-hull space as well - twelve on each side of the sub, ready to rain down fiery destruction from as far away as 600 miles.

The heavy inner hull contains the primary living and working areas of the ship, including dual nuclear reactors, living quarters, and control areas.

The *Koloss* is divided into several independent watertight compartments numbered from one to nine, counting fore to aft. The bulkheads that separate these compartments are almost as strong as the ship's hull, and a breach in one does not necessarily mean the entire ship is doomed.

CHAPTER 11
GM RESOURCES

THE NPCS

The following characters may or may not be included in the adventure at the GM's discretion. Some appear aboard the *John Henry* and then are not seen again until the adventure ends; others will accompany the PCs during the mission to the *Koloss*.

Four sample SeaTech NPCs are included to flesh out the rescue team as the GM sees fit, or may even be used as PCs in a pinch.

REANIMATED CREW

The following stats can be used as a guideline for most of the alien-controlled crew. They may be more or less powerful than the example given here, but their damage resistance, high HPs, and regenerative abilities make them powerful adversaries in one-on-one confrontations. For the most part, these mindless "zombies" are best used to threaten and scare the PCs, limiting the number of actual combat encounters.

Cold Crew - Medum Monstrous Humanoid
HD: 1d8+3+3 (11 hp)
Initiative: -4 (Dex)
Speed: 20 ft
AC: 6 (Dex)
Attacks: Unarmed strike or weapon +4 melee
Damage: Unarmed strike 1d4+3, or by weapon
Abilities: Str: 16/Dex: 2 / Con: 16 / Int: 5 / Wis: 10 / Cha: 2
Saving Throws: Fort +3, Ref -2, Will +2
Skills: Listen +2, Spot +2
Feats: Toughness
Special Abilities: Damage reduction 3/- , regeneration, slow

Challenge Rating: 1/2

Warm Crew - Medum Monstrous Humanoid
HD: 1d8+3+3 (11 hp)
Initiative: 0 (Dex)
Speed: 30 ft
AC: 10 (Dex)
Attacks: Uuarmed strike or weapon +4 melee
Damage: Unarmed strike 1d4+3, or by weapon
Abilities: Str: 16 / Dex: 10/Con: 16/Int: 5/Wis: 10/Cha: 2
Saving Throws: Fort +3, Ref +2, Will +2
Skills: Listen +2, Spot +2
Feats: Toughness
Special Abilities: Damage reduction 3/- , regeneration,
Challenge Rating: 1

The animated crew exist in two distinct forms. While cold, they are slow, shambling things, with limited dexterity and reactions. Until they warm up and the organism within

them can operate at full efficiency, GMs should use the cold crew statistics. Cold crew can only make one action per round, either a move or attack, and cannot perform full action options.

As the Koloss warms up again, GMs should use the Warm crew statistics. Once fully animated, the crew can act normally in combat, and can take full actions.

GORDON CRAMER
(SeaTech Rescue Operations Coordinator)

Gordon Cramer is a veteran salvage and rescue operations expert who has spent two-thirds of his life working at sea. At 48, Cramer is beginning to feel the ravages of time, but he refuses to let his age slow him down. He would rather be two hundred feet below the waves than sitting in an office, but his superiors at SeaTech disagree. He has recently been promoted to Field Operations Coordinator - a position Cramer views as only one step removed from a desk.

Cramer is tall and well-muscled, but has recently taken to using reading glasses for close-up work. He is good-natured, but unrelenting when it comes to the safety of his men. As much as he would like to accompany the rescue team, Cramer knows this is a job for younger people and would never risk compromising the mission by including himself on the team roster.

4th Level Savage Operator
HD: 4d6+8+3 (25 hp)
Initiative: +0
Speed: 30 ft
AC: 12 (Class bonus)
Attacks/Damage: Unarmed strike +5 melee (d3+2)
Abilities: Str: 14 / Dex: 11 / Con: 15 / Int: 13 / Wis: 16 / Cha: 14
Saving Throws: Fort +2, Ref+3, Will +4
Skills: Calm+5, Computer Ops +8, Diplomacy +7, Engineering: Electronics +8, Engineering: Salvage +14, Oceanography +4, Scuba +7, Sense Motive +7, Swim +8, Underwater Hazard +6
Feats: Dirty Fighting, Iron Will, Negotiator, Salvage Background, Tech Specialist, Toughness

KENDRA PHELPS
(Captain of the STI *John Henry*)
Thirty-year-old Kendra Phelps has driven boats for SeaTech for over a decade and was given command of the *John Henry* only two months ago. The crew respects her for the most part, but some of the die-hard "boys club" workers scoff at being given orders by a woman.
She is a skilled salvage operator and an even better facilitator, and will oversee the technical side of the rescue

operations (much to the chagrin of the old school Russian naval officers). She knows the *Erebus* inside and out, and may or may not accompany the rescue team at the GM's discretion. If so, she may function as pilot or navigator, or simply act as a technical advisor for the mission.

4th Level Savage Operator

HD: 4d6+4+3 (21hp)
Initiative: +1
Speed: 30 ft
AC: 13 (+2 Class bonus, +1 Dex)
Attacks/Damage: Unarmed strike +3 melee (d3)
Abilities: Str: 11 / Dex: 13 / Con: 13 / Int: 14 / Wis: 14 / Cha: 15
Skills: Balance +4, Bluff +4, Diplomacy +4, Engineering: Salvage +9, Navigation: Ship +4, Oceanography +4, Pilot: Ship +11, Scuba +4, Search +6 Sense Motive +6, Swim +2
Feats: Crack Driver, Dodge, Speak Language (Russian), Tech Specialist, Toughness

ADMIRAL OLEG BAYBARIN

(Russian Naval Operations Commander)
Baybarin is only four years from retirement, and he does not intend on letting the *Koloss* disaster taint an otherwise perfect record of service. He is a hard line communist and despises his government's decision to allow Westerners to assist in the search for the missing sub. His hatred of the PCs because they are from the West is only slightly more intense than his hatred of them for being civilians!

Baybarin can be played up as the quintessential Soviet bad guy, or the GM may choose to let him show a more human side if the PCs can ever get him alone. He will only speak Russian in front of any westerners, but understands a few basic English words (it is even possible that Baybarin's son, Pyotr, is one of the missing crew of the *Koloss*).

6th Level Navy Veteran

HD: 6d8 (24 hp)
Initiative: -0 (Dex)
Speed: 30 ft
AC: 13 (Class bonus)
Attacks/Damage: Melee: +5 (Unarmed strike d3+2) **Ranged:** +3 (Marakov Pistol 2d4)
Abilities: Str: 14 / Dex: 10 / Con: 11 / Int: 16 / Wis: 13 / Cha: 14
Saves: Fort +2, Ref +3, Will +4
Skills: Balance +3, Bluff +9, Calm +4, Diplomacy +14, Intimidate +7, Navigation: Submarine +6, Pilot: Ship +10, Scuba +8, Sense Motive +8, Swim +8, Use Rope +9
Feats: Dive Team Leader, Driven, Empathic, False Sincerity, Firearm Proficiency, Navy, Nerves of Steel, Persuasive, Reserves of Stamina, Skill Focus: Diplomacy

CAPTAIN ALEXEI KORKIN

(Rescue Team Commander)
Forty-eight year old Alexei Korkin is a dyed-in-the-wool Russian, but a pragmatic man as well. After many years piloting submarines during the Cold War, he has an intense distrust of Westerners, but an even greater concern for the

men that may be trapped aboard the *Koloss*. His decisions will always be biased in favor of the Russian Navy, but he will honestly do his best to save as many lives as he can. As the adventure begins to unravel, Korkin will grow increasingly agitated. He works well under pressure, but the effects of exposure to the organism and the psychological shock of finding over a hundred dead crew will unnerve him. Because of his strict military bearing, his infection-induced paranoia may put the PCs in great danger; it would not be beyond him to steal the *Erebus* (p. 49), believing he could trap the infestation aboard the *Koloss*, or attempt to destroy the submarine himself - even with everyone still aboard (p. 50).

3rd Level Navy Veteran

HD: 3 (26 hp)
Initiative: +2
Speed: 30 ft
AC: 14 (+2 Class bonus, +2 Dex)
Attacks/Damage: Unarmed strike +3 melee (d3+2), or diving knife +3 melee (d4+2) or Yarygin Pistol +3 (2d6)
Abilities: Str: 14 / Dex: 15 / Con: 16 / Int: 14 / Wis: 16 / Cha: 13
Saves: Fort +4, Ref +4, Will +5
Skills: Athlete +5, Diplomacy +4, Explosives +5, Hide +4, Listen +4, Move Silently +5, Pilot: Submersible +6, Scuba +6, Spot +6, Swim +7, Underwater Hazard +8
Feats: Dive Team Leader, Firearm Proficiency, Simple Weapon Proficiency, Navy Background, Sportsman, Sub Rated Pilot.

ROMAN SADKOV

(Rescue Team Scientist)
Sadkov is a dour man, given to fits of introspection and melancholy. He often mumbles to himself - in Russian - but has little to actually say during such moments. Despite his lack of social skills, he is a brilliant man and determined to be faithful to his country and his orders (see *Sadkov's Agenda*, p. 51).

Because of Sadkov's odd personality quirks, it may be difficult for the PCs to know if he has been infected or not - he will simply become more and more reserved, isolating himself as he plots some way to return the priceless alien object safely to mother Russia.

2nd Level Navy Veteran

HD: 2d8 (9 hp)
Initiative: +2
Speed: 30 ft
AC: 13 (+1 Class bonus, +2 Dex)
Attacks/Damage: Unarmed strike +1 melee (d3)
Abilities: Str: 11 / Dex: 14 / Con: 10 / Int: 17 / Wis: 14 / Cha: 8
Saves: Fort +0, Ref +4, Will +4
kills: Bluff +1, Computer Ops +8, Disable Devise +5, Engineering: Electronics +7, Engineering: Nuclear +9, Listen +4, Move Silently +4, Pilot: Submersible +5, Scuba +6, Swim +3, Underwater Hazard +7
Feats: Dive Team Leader, Tech Specialist, Navy Background, Firearm Proficiency

RUSSIAN RESCUE DIVERS

These divers speak little English and take orders only from Captain Korkin. They keep mostly to themselves, and can be used by the GM to keep the PCs on edge as the two men stand to one side toying with their razor-sharp dive knives or talking quietly to themselves while eyeing one of the PCs. They are members of the Russian 328th Rescue Division - a division of specially trained naval personnel - but have been assigned to the rescue mission to back up Korkin's decisions and keep the treacherous Westerners in line.

Each man possesses scuba gear (including a solid dive knife) and a sturdy duffle of personal gear. Each man also has a Yarygin Russian automatic pistol; they will keep the weapons hidden until needed.

3rd Level Navy Veteran
HD: 3d8+6 (19 hp)
Initiative: +2
Speed: 30 ft
AC: 13 (+1 Class bonus, +2 Dex)
Attacks/Damage: Unarmed strike +3 (d3+2) or diving knife d4+2), or Yarygin pistol +3 (2d6)
Abilities: Str: 14 / Dex: 14 / Con: 14 / Int: 11 / Wis: 13 / Cha: 10
Saves: Fort +2, Ref +4, Will +3
Skills: Explosives +3, Hide +5, Intimidate +2, Listen +3, Move Silently +6, Spot +4, Scuba +6, Swim +6, Underwater Hazard +7
Feats: Alertness, Dive Team Leader, Firearm Proficiency, Simple Weapon Proficiency, Stealthy, Navy background

ESMERELDA "EMMY" PÉREZ

(SeaTeach Dive Specialist)
This 24-year-old Latina - who insists on being called Emmy, not Esmerelda - grew up near the beaches and coral reefs of Puerto Morelos, Mexico. Despite being unable to gain American citizenship, she landed a job with the multinational SeaTech two years ago and took to underwater operations almost instantly. She is a natural in the water and one of SeaTech's top divers, despite her age. Many SeaTech employees know of her reputation for free diving and her record-breaking ability to hold her breath for several minutes.

She tends to show off her abilities at times, pushing herself beyond the point of safety, but she has backed up her talk with success thus far. Despite her fiery temper and tendency to disregard orders - or perhaps *because of them* - Cramer may include her on the rescue team.

She makes a nice addition to the team if the GM is looking for a female NPC to throw into the mix. If the adventure stalls, Emmy can be used to move the adventure along because of her independent, overconfident attitude.

3rd Level Rescue Diver
HD: 3d8+12 (25 hp)
Initiative: +2
Speed: 30 ft
AC: 12 (+2 Class bonus, +2 Dex)
Attacks/Damage: Unarmed strike +3 melee (d3+2)
Abilities: Str: 14 / Dex: 15 / Con: 18 / Int: 13 / Wis: 14 / Cha: 12
Saves: Fort +6, Ref +4, Will +3
Skills: Athletics +10, Disable Devise +4, Engineering: Salvage +10, Scuba +9, Swim +8, Underwater Hazard +8
Feats: Dive Team Leader, Reserves of Stamina, Salvage Background, Speak Language (Spanish), Sportsman

NIGEL "PORK" HARRISON

(SeaTech Medic)
Harrison is a 33-year-old medic who spent several years working as an emergency medical technician in London before being hired by SeaTech. He is introspective and cynical, but extremely skilled as a medic. Because he is generally not called upon to practice his trade under water, he begins the mission with a case of nerves that will only get worse as the organism begins to affect his thinking.

He favors 1970s punk bands, and wears an old Sex Pistols t-shirt and several pieces of silver jewelry (including a crucifix) when the adventure begins. He insists on being called "Pork" - even by the Russians - but refuses to explain why.

Cramer may include him on the team to lend additional medical muscle if no PC is available to do so. He may prove instrumental in investigating the organism that has infested the ship, and GMs may wish to include him even if a medical-oriented PC is already on the team.

2nd Level Paramedic
HD: 2d6 (7 hp)
Initiative: +1
Speed: 30 ft
AC: 12 (+1 Class bonus, +1 Dex)
Attacks/Damage: Unarmed strike +0 (d3-1)
Abilities: Str: 9 / Dex: 12 / Con: 10 / Int: 15 / Wis: 16 / Cha: 13
Saves: Fort +0, Ref +3, Will +5
Skills: Calm +6, Diplomacy +2, Medical Assistance +11, Medical Science +7, Research +4, Scuba +7, Search +7, Swim +4, Underwater Hazard +8
Feats: Emergency Medic, Oilrig Background, Skill Focus (Medical Assistance)

EUGENE "COWBOY" HURST

(SeaTech Repair and Demolitions Specialist)
This massive 30-year-old Texan joined SeaTech four years ago after serving in the U.S. Navy for several years. He comes from a long line of navy men, but the rigid structure and strict discipline didn't go over well. He left the navy in 1998 and worked on a sea-going tug, a hydraulic dredge, and even an Alaskan fishing boat.
His stint with SeaTech has suited him thus far and he has no plans to look for work elsewhere. He specializes in heavy equipment operations and his grasp of structural salvage and demolitions techniques is uncanny.

Hurst - known as "Cowboy," to his friends - is loud and boisterous, a trait that can wear on his teammates' nerves given extended stays in cramped spaces. If he can't strike up any conversations with anyone - or while he's doing repair work - he'll pull on a pair of stereo headphones and crank up country music from the 1960s and 70s. He chews tobacco, and will spit in almost any empty container he can find.

1st Level Salvage Operator
HD: 1d6+3 (7 hp)
Initiative: +1
Speed: 30 ft
AC: 12 (+1 Class bonus, +1 Dex)
Attacks/Damage: Unarmed strike +3 melee (d3+3)
Abilities: Str: 16 / Dex: 12 / Con: 17 / Int: 11 / Wis: 13 / Cha: 15
Skills: Diplomacy +4, Disable Device +4, Engineering: Electronics +4, Engineering: Salvage +6, Explosives +2, Scuba +4, Swim +5
Feats: Tech Specialist, Salvage Background

BLEYS VANDERWYCKE
(SeaTech Salvage Diver)
Brussels-born Bleys VanDerWycke grew up the son of a Belgian navy captain and has been a salvage diver for many years. Now a native of Amsterdam, VanDerWycke has traveled the world, working as lead diver on countless salvage missions. He is an all-around diver and engineer, and can act as a backup medic if need be. Perhaps his most critical skill on this mission is his ability to understand Russian.

Although Captain Korkin speaks English, Cramer believes it's important to have a Russian speaking SeaTech employee along as well. He does *not*, however, reveal VanDerWycke's abilities to the Russians. He hopes that the Russians will speak freely in their native tongue, giving Cramer's men some insight into Korkin's thinking and intentions. Cramer does let his own people - including the PCs - in on VanDerWycke's secret.

VanDerWycke will quickly point out to strangers that his first name - Bleys - rhymes with ice, and will broach no mispronunciation. He is a closet conspiracy theorist, and will accuse the Russian government - and several other governments - of knowing about the alien probe, claiming the submarine crew was subjected to some kind of experiment. Of course, he also has several theories on time travel, JFK's clone, and what really happened to Hitler.

3rd Level Rescue Diver
HD: 3d8+6 (19 hp)
Initiative: +1
Speed: 30 ft
AC: 12 (+1 Class bonus, +1 Dex)
Attacks/Damage: Unarmed strike +2 melee (d3+2)
Abilities: Str: 14 / Dex: 13 / Con: 15 / Int: 12 / Wis: 15 / Cha: 11
Saves: Fort +4, Ref +3, Will +3
Skills: Calm +2, Disable Devise +6, Engineering: Salvage +7, Explosives +6, Medical Assistance +3, Scuba +8, Swim +7, Underwater Hazard +8
Feats: Dive Team Leader, Speak Language (Russian, Flemish), Salvage Background, Underwater Welding

APPENDIX A

THE TIMELINE

Wednesday, February 4: An unidentified object strikes the ice pack near Bjørnøya, Norway (Bear Island).

Friday, February 6: Russian nuclear attack submarine *Koloss* is dispatched to retrieve it.

Sunday, February 15: Koloss retrieves object.

Wednesday, February 18: Koloss disappears; emergency beacon signals disaster. News reaches Western news channels within hours.

Friday, February 20: Russian government gives SeaTech International authority to mount a joint rescue mission. SeaTech begins rounding up a crack team of divers and salvage workers from around the world.

Saturday, February 21 (1700 hours): Salvage crew is choppered from Tromsø, Norway, to the STI *John Henry*. Late-night briefing outlines rescue plan.

Sunday, February 22 (1130 hours): DSRV *Erebus* and rescue team leave the *John Henry*, bound for the *Koloss* some forty miles northeast.

Sunday, February 22 (2000 hours): Erebus reaches Koloss.

FRIGHT NIGHT
WHAT WENT DOWN

CHARACTER NAME _____ PLAYER NAME _____ CHARACTER CLASSES _____

GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITIES	BASE SCORE	BASE MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

BASE **SPEED**

BASE **ATTACK**

HIT POINTS	WOUNDS/CURRENT HPS	DAMAGE	**TOTAL**

AC ARMOR MODIFIER _____ + DEX MODIFIER _____ + MISC MODIFIER _____ + AC BONUS _____ = **TOTAL** _____

INITIATIVE DEX MODIFIER _____ + MISC MODIFIER _____ = **TOTAL** _____

SAVING THROWS BASE SAVE / ABILITY MODIFIER / MISC MODIFIER / **TOTAL**

FORTITUDE (CON) _____ + _____ + _____ = _____

REFLEX (DEX) _____ + _____ + _____ = _____

WILL (WIS) _____ + _____ + _____ = _____

MELEE ATTACK BONUS BASE ATTACK BONUS _____ + STR MODIFIER _____ + MISC MODIFIER _____ = **TOTAL** _____

RANGED ATTACK BONUS BASE ATTACK BONUS _____ + DEX MODIFIER _____ + MISC MODIFIER _____ = **TOTAL** _____

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES

SKILLS

(MAXIMUM / RANKS: _____ / _____)

SKILL NAME	ABILITY	ABILITY MOD	RANKS	MISC MOD	TOTAL
☐ Appraise	INT	_____ +	_____ +	_____ =	_____
☐ Athletics	DEX	_____ +	_____ +	_____ =	_____
☐ Balance	DEX	_____ +	_____ +	_____ =	_____
☐ Bluff	CHA	_____ +	_____ +	_____ =	_____
☐ Calm	CHA	_____ +	_____ +	_____ =	_____
☐ Climb	STR	_____ +	_____ +	_____ =	_____
☐ Computer Operation	INT	_____ +	_____ +	_____ =	_____
☐ Concentration	CON	_____ +	_____ +	_____ =	_____
☐ Decipher Script	INT	_____ +	_____ +	_____ =	_____
☐ Diplomacy	CHA	_____ +	_____ +	_____ =	_____
☐ Disable Device	INT	_____ +	_____ +	_____ =	_____
☐ Engineering: Electronics	INT	_____ +	_____ +	_____ =	_____
☐ Engineering: Nuclear	INT	_____ +	_____ +	_____ =	_____
☐ Engineering: Salvage	WIS	_____ +	_____ +	_____ =	_____
☐ Explosives	INT	_____ +	_____ +	_____ =	_____
☐ Gather Information	CHA	_____ +	_____ +	_____ =	_____
☐ Hide	DEX	_____ +	_____ +	_____ =	_____
☐ Innuendo	WIS	_____ +	_____ +	_____ =	_____
☐ Intimidate	CHA	_____ +	_____ +	_____ =	_____
☐ Jump	STR	_____ +	_____ +	_____ =	_____
☐ Listen	WIS	_____ +	_____ +	_____ =	_____
☐ Knowledge: Submarine	INT	_____ +	_____ +	_____ =	_____
☐ Medical Assistance	WIS	_____ +	_____ +	_____ =	_____
☐ Medical Science	INT	_____ +	_____ +	_____ =	_____
☐ Move Silently	DEX	_____ +	_____ +	_____ =	_____
☐ Navigation: Submarine	INT	_____ +	_____ +	_____ =	_____
☐ Open Lock	DEX	_____ +	_____ +	_____ =	_____
☐ Oceanography	INT	_____ +	_____ +	_____ =	_____
☐ Pick Pocket	DEX	_____ +	_____ +	_____ =	_____
☐ Pilot: Ship	WIS	_____ +	_____ +	_____ =	_____
☐ Pilot: Submersible	WIS	_____ +	_____ +	_____ =	_____
☐ Research	INT	_____ +	_____ +	_____ =	_____
☐ Rope Use	DEX	_____ +	_____ +	_____ =	_____
☐ Scuba	INT	_____ +	_____ +	_____ =	_____
☐ Search	INT	_____ +	_____ +	_____ =	_____
☐ Sense Motive	WIS	_____ +	_____ +	_____ =	_____
☐ Spot	WIS	_____ +	_____ +	_____ =	_____
☐ Survival	WIS	_____ +	_____ +	_____ =	_____
☐ Swim	STR	_____ +	_____ +	_____ =	_____
☐ Tumble	DEX	_____ +	_____ +	_____ =	_____
☐ Underwater Hazard	WIS	_____ +	_____ +	_____ =	_____
_____	____	_____ +	_____ +	_____ =	_____
_____	____	_____ +	_____ +	_____ =	_____
_____	____	_____ +	_____ +	_____ =	_____

EQUIPMENT

ITEM	WGT	ITEM	WGT

FEATS

- ❑ ACROBATIC
- ❑ ALERTNESS
- ❑ ATTRACTION
- ❑ BLIND PANIC
- ❑ BRIGHT IDEA
- ❑ COMBAT EXPERTISE
- ❑ COMPUTER WIZ
- ❑ CRACK DRIVER
- ❑ DILIGENT
- ❑ DIRTY FIGHTING
- ❑ DIVE TEAM LEADER
- ❑ DOCTOR
- ❑ DODGE
- ❑ DRIVEN
- ❑ EMERGENCY MEDIC
- ❑ EMPATHIC
- ❑ FALSE SINCERITY
- ❑ GREAT FORTITUDE
- ❑ IMPROVED INITIATIVE
- ❑ INVESTIGATOR
- ❑ IRON WILL
- ❑ LIGHTNING REFLEXES
- ❑ MARKSMAN
- ❑ MOBILITY
- ❑ NEGOTIATOR
- ❑ NERVES OF STEEL
- ❑ NIMBLE FINGERS
- ❑ PERSUASIVE
- ❑ RAPID SHOT
- ❑ READY WEAPON
- ❑ REASSURING PRESENCE
- ❑ RESERVES OF STAMINA
- ❑ PRECISE AIM
- ❑ SCIENTIST
- ❑ SHIP RATED PILOT
- ❑ SKILL FOCUS
- ❑ SPEAK LANGUAGE
- ❑ SPORTSMAN
- ❑ STEALTHY
- ❑ SUB RATED PILOT
- ❑ SWIM LIKE A FISH
- ❑ TECH SPECIALIST
- ❑ TOUGHNESS
- ❑ UNDERWATER WELDING
- ❑ WEAPON FINESSE
- ❑ WEAPON FOCUS

The Koloss

WEAPON	TOTAL ATTACK BONUS		DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES	

WEAPON	TOTAL ATTACK BONUS		DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES	

WEAPON	TOTAL ATTACK BONUS		DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES	

WEAPON	TOTAL ATTACK BONUS		DAMAGE	CRITICAL	RANGE
WEIGHT	SIZE	AMMO	TYPE	PROPERTIES	

NOTES:

MADNESS AND PHOBIAS

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