Editor's Envelope

This is the one and only official Crime-fighters adventure ever produced. The adventure is suited for 4-5 players with characters built at **Cliffhanger level**.

Characters should be composed of primarily Pragmatist, Protector, Crusader and Defender Experience Types. The adventure is divided into three sections: a description of the Main NPC's, a listing of Events and locations for some or all the action in the scenario.

The Adventure takes place in Necropolis in the Year 1934, after the fall of most heroes. Characters who wear masks or outwardly use powers or high tech gadgetry may well find themselves facing an attack by assassins of the **Crime Cult**. (See the optional encounter at the end of this scenario).

CAST OF CHARACTERS

Louis Portmander: The Editor of the Necropolis Sentinel and is concerned with the well being of one of his star reporters, Thomas Ripton. Portmander will be Brusque and efficient and will want to get a story out of whatever comes of the investigation. He is bulky and strong, easily argumentative and easily angered.

PHY	80	INT	75	DIS	70
AMR	50	AML	10	REF	40
INF	70	ALL	50	PULP	70
TOUGH	4	STAM	19	HEALTH	75
DC	A	DEF	20	MOVE	6

Expert Skills: Journalism, Business. Streetwise
Novice Skills: Brawling, Shadowing, Driving
Advantages: Official Powers (Editor of Sentinel)
Weapons: Fist (REF/1d8)
Gear: Notebook and Pen, Raincoat, Something not on his diet.

Thomas "The Ripper" Ripton: Top reporter for the Sentinel, he has purposely dropped out of sight because of the knowledge he has of **Jack Tsien's** activities in Chinatown with the **Golden Dragon Tong.** He will wish to remain undercover at all costs, but will want to have a go-between so that he may file stories with the paper. Ripton is lean and wiry, not very strong, but quick and capable.

PHY	40	INT	80	DIS	50
AMR	10	AML	39	REF	75
INF	70	ALL	60	PULP	50
TOUGH	3	STAM	12	HEALTH	45
DC	A	DEF	37	MOVE	5

Expert Skills: Journalism, Streetwise, Business, Photography, Shadowing.
Novice Skills: Dirty Fighting, Stealth, Forgery
Advantages: Official Powers (Press Powers)
Weapons: .38 Revolver
Gear: Notebook and Pen, Trench Coat, Camera, Flashes.

Jack Tsien: This Chinatown gang leader (commonly known as China Jack) is the head of a drug racket and has connections with the infamous **Golden Dragon Tong**, he uses them as assassins and spies. Currently, he and **Albert Magnus** are working together to obtain **Dr. Welburton's** experimental formula.

Tsien is tough and ruthless and will kill anyone who gets in his way. He also plans to rub out Magnus once he has come through with the formula.

PHY	60	INT	60	DIS	60
AMR	74	AML	20	REF	80
INF	70	ALL	65	PULP	60
TOUGH	4	STAM	16	HEALTH	70
DC	B	DEF	50	MOVE	7

Expert Skills: Basic Martial Arts, Chinese, Streetwise, Stealth, Smuggling.
Novice Skills: Shadowing, Toxicology, American Culture,
Advantages: Official Powers (Tong Leader)
Weapons: Fist (REF10/1d8), .45 Auto, Razor (hidden in shoe) REF+5/1d4+1
Gear: Extra Clip of Ammo, Sample of Drug(s).

Professor Welburton: This chemist while trying to perfect an anesthetic for surgery accidentally discovered a drug that will induce a Zombie-like state in the user. Fearing the effects of this drug, Welburton intends to sell it to the government after he has developed a process for refining it further. He is harsh and somewhat greedy, little concerned for those around him. Recognizing that he could lose his fortune if he were to be robbed he has begun to carry a revolver.

PHY	30	INT	90	DIS	40
AMR	30	AML	10	REF	40
INF	50	ALL	50	PULP	40
TOUGH	1	STAM	8	HEALTH	35
DC	A	DEF	20	MOVE	3

Expert Skills: Chemical, Basic Science, Toxicology
Novice Skills: Shadowing, Streetwise
Advantages: Inventor
Weapons: .32 Revolver 1d6+1
Gear: Notebook and Pen, Lab Coat, Extra shots for revolver.

Albert Magnus: Magnus originally worked for Welburton as his assistant and was present when the accidental discovery of the Zombie Drug took place. Seeing his opportunity to get ahead, Magnus stole a small quantity of the refined drug, but failed to get the formula. He took the drug to Jack Tsien and proposed a business deal. He has had some misgivings about the arrangement and may be persuaded to double-cross Jack, if he can gain something in the process.

Magnus is athletic and somewhat handsome, but likes to lead a desolate and spendthrift life. Tsien has recently paid Magnus and with the money he is doing the town.

PHY	60	INT	70	DIS	40
AMR	54	AML	10	REF	70
INF	50	ALL	50	PULP	40
TOUGH	3	STAM	13	HEALTH	50
DC	A	DEF	35	MOVE	6

Expert Skills: Streetwise, Basic Science, Toxicology
Novice Skills: Driving, Chemical
Advantages: --
Weapons: 1896 Mauser 1d10 (under car seat)
Gear: --

SEQUENCE OF EVENTS

1. The character will be approached at their homes or gathering place by **Louis Portmander**. He has an Envelope to deliver to them and also wishes them to accompany him. The note in the Envelope reads:

"Mr. Portmander will be in need of assistance, possibly in the near future. I understand from friends that you can be trusted. Please accompany him to the statue in the middle of Union Square. Be there at 11:00 tonight.
Signed: R

If questioned, Portmander will describe receiving the letter in the afternoon mail. The letter contained a note asking him to be at the square at 11:00 PM, but to deliver the second envelope to the characters first. If questioned concerning 'R', he will not be very precise. He knows several persons with whose names begin with 'R', but none of them would be likely to send such a note. If pressed to name any of these people, he will name several of which Thomas Ripton is one of them. Ripton has not been around the office for several days, but Portmander will not consider this unusual enough to mention, unless questioned about it.

If the characters agree to go with Portmander, they will be shadowed by a member of the **Golden Dragon Tong.** There is a slim chance (CRIT Shadowing) that the characters might notice the tail. The Tong member will follow on foot unless the characters take a car (Portmander will offer the use of his), in which case the shadow will be picked up by a blue sedan.

Shadow

PHY	40	INT	60	DIS	30
AMR	77	AML	20	REF	50
INF	50	ALL	50	PULP	30
TOUGH	3	STAM	10	HEALTH	35
DC	B	DEF	35	MOVE	4

Expert Skills: Shadowing. Stealth, Basic Martial Arts
Novice Skills: Driving, Flips
Advantages: --
Weapons: .38 Revolver
Gear: 6 extra shots for revolver.

Driver

PHY	60	INT	50	DIS	20
AMR	45	AML	10	REF	88
INF	50	ALL	50	PULP	20
TOUGH	1	STAM	9	HEALTH	40
DC	B	DEF	35	MOVE	4

Expert Skills: Driving, Shadowing
Novice Skills: Stealth, Streetwise
Advantages: --

Weapons: .45 Revolver
Gear: 6 extra shots for revolver.

Thug 1

PHY	60	INT	40	DIS	40
AMR	66	AML	20	REF	72
INF	50	ALL	50	PULP	40
TOUGH	2	STAM	12	HEALTH	50
DC	C	DEF	46	MOVE	6

Expert Skills: Kung-Fu, Stealth, Streetwise
Novice Skills: Stealth, Flips
Advantages: --
Weapons: Thompson SMG (20 round clip)
Gear: Extra clip for Thompson

Thug 2

PHY	90	INT	40	DIS	30
AMR	64	AML	20	REF	94
INF	50	ALL	50	PULP	30
TOUGH	2	STAM	15	HEALTH	60
DC	C	DEF	57	MOVE	9

Expert Skills: Kung-Fu, Stealth, Streetwise
Novice Skills: Stealth, Flips
Advantages: --
Weapons: 1912 Mauser Rifle
Gear: Extra clip for Mauser

2. When the characters arrive at Union Square there will be no in sight. Surrounding the Square are several businesses most of which are closed for the night, the only ones open are a restaurant that caters to the late night crowd and the St. Francis Hotel. The entire square is a bit gloomy and dark.

If the characters have not lost the shadow by now, the car will park about a block away and the shadow will get out and move to a corner and watch.

After a short period of waiting, Ripton will step out of the St. Francis and move towards the center of the square. The shadow will signal the car and it will begin to accelerate. The car has it's lights out and Ripton will notice only on a (MAJOR Shadowing) Roll. The car will close the remaining 100 yards and attempt to hit Ripton (Doing 6d6 Damage). If the car is noticed the occupants will begin to **fire weapons**. The Shadow will fire only if he can do so and still get away if things are bad. On the same side of the vehicle as Ripton, is Thug #2, Thug #1 will have to reach out over the top of the sedan to fire (-10% for unstable position). The occupants are (-10%) to be hit and will have (4pts Armor) from all shots except for exposed areas. The Car will screech to a stop and the thugs will engage in a shoot out until one of the following happens:

- Ripton is Dead or Incapacitated.
- Two or more of the characters are dead.
- The Police are coming (Ten Rounds)
- Two or more of their party are incapacitated or killed.

The Shadow will make for the car when it is stationary, trying to get in before he is left, if it looks like he will get shot, he will make for Chinatown on foot.

All the Thugs are Asian in appearance. If searched, each will have 1d20 dollars, ammunition and weapons. None will

have any identification. The shadow will also have **a sales receipt** from the **Tea Shop** (China Jack's headquarters) in Chinatown. Ripton will have notes on him revealing that some gang (unknown) is after a formula developed by **Dr. Welburton.** The professor's address is on the sheet. If Ripton is alive, he will file this story with Portmander, then leave. If the characters ask him, he will accompany them to the Professor's home. However, Ripton will be going to get a story, not to help.

3. (Note: If the characters skip the Professor's house and go strait to the Tea shop, skip this event. If so the robbery will be assumed to succeed). In such a case, go directly to the final encounter at the Tea shop.
The characters are assumed to park near the front gate unless the specifically state that they are seeking another way in. In any event, the characters will arrive just in time to hear the sounds of gunfire coming from the laboratory in the rear of the house.
Parked near the back gate is an empty speedster, while further down the block is parked a panel truck. The speedster belongs to one of the neighbors and is there to provide a distraction for the players. In the panel truck is the getaway driver for three thieves, who are currently robbing the Professor's home.

Driver

PHY	40	INT	50	DIS	20
AMR	20	AML	47	REF	76
INF	50	ALL	50	PULP	20
TOUGH	1	STAM	7	HEALTH	30
DC	A	DEF	38	MOVE	5

Expert Skills: Driving, Shadowing
Novice Skills: Stealth, Streetwise
Advantages: --
Weapons: 9mm Beretta, Switchblade (REF+5%/1d4+1)
Gear: Extra clip for Beretta

Thug 1

PHY	40	INT	50	DIS	20
AMR	57	AML	10	REF	56
INF	50	ALL	50	PULP	20
TOUGH	1	STAM	7	HEALTH	30
DC	B	DEF	38	MOVE	4

Expert Skills: Basic Martial Arts, Stealth, Lock-picking
Novice Skills: Shadowing, Streetwise
Advantages: --
Weapons: Webly .38 1d8
Gear: 6 extra rounds for Webley.

Thug 1

PHY	60	INT	50	DIS	20
AMR	48*	AML	10	REF	48*
INF	50	ALL	50	PULP	20
TOUGH	1	STAM	9 *	HEALTH	40
DC	B	DEF	34	MOVE	5

Expert Skills: Basic Martial Arts, Stealth, Climbing
Novice Skills: Shadowing, Streetwise
Advantages: --
Weapons: Webly .38 1d8

Gear: 6 extra rounds for Webley.
* -20 to AIM and REF rolls and -4 Stamina from gunshot wound. He is also bleeding at the rate of one stamina point per round.

Big Thug #3. Scar down right side of face.

PHY	80	INT	40	DIS	50
AMR	56	AML	10	REF	88
INF	50	ALL	50	PULP	50
TOUGH	4	STAM	17	HEALTH	84
DC	C	DEF	54	MOVE	8

Expert Skills: Kung-Fu, Stealth
Novice Skills: Shadowing, Flips
Advantages: Strong Man
Weapons: Billy Club (REF+5/1d8+5),
Brass Knuckles (REF+15/1d10+2)
Gear: --

When the characters arrive on the scene the thieves will just be leaving the scene. They will head off at top speed to the panel truck unless detained by the characters.
In the laboratory unconscious on the floor, is Prof. Welburton. He will be able to describe (once revived) how upon entering his lab, he discovered three men pilfering through his safe. He fired at one of them, he thinks he may have hit him in the arm. He was then knocked unconscious by one of the other thieves, a big one with a mean scar going down the right side of his already homely face.
If the characters ask who may be responsible for the robbery, he will suspect Albert Magnus, his former lab assistant. Magnus was dismissed after a suspicious theft occurred. (The nature of the theft was related to the Zombie drug as described before). The professor will be able to provide, if asked, an address for Magnus.
A search of the grounds will disclose a series of blood stains (from the wounded man) and a curious looking pendant in the shape of a golden dragon. If this pendant is examined by someone with either Archeology or Chinese Culture skills, it will be determined that this is the traditional symbol of the Golden Dragon tong. Character may use contacts to attempt

to locate the headquarters of the Tong.
If the thieves are captured, they will have 1d10 dollars on them and a pendant as described above. They will refuse to talk under normal circumstances and torture. If released they

will attempt to escape into Chinatown. They do not, however, know the location of the Tea house.

If the thieves escape, the formula will have been stolen and the professor will reluctantly describe its effect to the players.

If the character does not go directly to the professor's house after encounter number two, they will read of the robbery in the paper the following morning. They will not be able to find any clues at the house unless they are given an opportunity to search the house and grounds (something the professor will be unlikely to do).

4. If the characters decide to go to the apartment of Albert Magnus, they will find out that he lives in a dingy brownstone flat, overlooking an alley. The apartment will have been ransacked and no indication of the formula or it's location will be found. Magnus will not be present. Next to the telephone will be a black scratch pad. If the characters think to rub the top sheet with a pencil, a telephone number will be obtained. This will be the number of the Tea Shop. If the apartment is searched, a bank book can be found taped to the underside of a desk drawer. It indicates that Magnus made a sizable deposit in the last few weeks, only to withdraw it slowly over the next few days. Stuffed in the trash can is a number of race track receipts, they indicate that Magnus has managed to select quite a few losers over the last week. (The last date is three days ago).

If the characters inquire of a Bookie, they will find that Magnus was into a man named China Jack (A loan shark and Bookie) for quite a bit of money and also made a few bets at the track and with the unnamed bookie.

5. By now, the characters should have gathered enough information and clues to know the location of the Tea Shop and be ready to make a first hand investigation of it. If the formula has already been stolen, make no changes in the layout of the Tea Shop. If the robbery was thwarted, none of the Tong Members will have any of the formula. If, for some reason the characters call the police to make a raid on the Tea House, they will hear only that it was a front for a bookmaking operation, and will not yield any further information. However, the corruption innate to the police force will pass along the characters information and soon they will receive an uninvited visit from as many members of the Golden Dragon Tong as can be gathered. The assassins will attempt to kill them in their sleep or at another compromising situation.

RANDOM UNPLANNED ENCOUNTERS

At any point when the characters are traveling from one encounter to another, roll on the encounter table below. Add +1 for each event that has transpired.

Roll d20	Description of Encounter
1-4	No encounter
5-6	Truck pulls out from an unseen alley, character driving must roll driving to avoid some sort of accident.
7-9	Cop on the beat. A policeman will not be seen till encountered but will most likely not be encountered unless the characters are driving or acting in a most suspicious manor.
10-12	Road Work, barriers and workmen block traffic. Characters may have to wait 3d6 rounds to get past the workers.
13-14	Wet pavement. Characters traveling above 45 mph will have to make a driving roll to avoid and accident.
15-16	Drunk. A drunken old man is crossing the street and is not seen until he is in front of the vehicle. If the car is going above 25 mph, roll driving to avoid hitting him. If the roll is missed, he is hit, if it is Bungled, there will be an accident.
17-19	Hitchhiker. A young girl is attempting to get a ride after her boyfriend got to drunk at a local speak easy to drive her home, she is in tears. If she is picked up and not driven immediately to her home, she will scream out in terror attracting either a cop or a few helpful bystanders.
20	Characters will notice a long black car with no license plate. It contains four members of the Crime cult. They are patrolling the city in search of The Clown or any other so called heroes. If the characters end up in a confrontation with them, they will find themselves out gunned by the superior firepower and tactics of the cult.

THE TEA SHOP

This shop is located in the center of the block between **Washington** and **Jackson** on **Kearny Street**. The street outside is fairly quiet compared to the rest of Chinatown. Over the door is a weathered sign that reads inn both Chinese and English **"Fat Loo's Tea House and Importer"**. To either side of the front door is a large curtained window.

1. **Main room.** This room is smoky and dingy looking and is mainly decorated with gaudy looking oriental furnishings. Along the right hand side of the room is a pair of tables with four chairs around each. Along the back and left walls are counters and barrels, apparently filled with different types of teas. Near the corner of the back left wall is a curtained opening apparently leading to an office. A similar curtained opening leads to a passage to the back of the building. Standing behind the counter wearing a T-shirt and an apron is a burly oriental. He works for the Tea Shop. He will attempt to answer any questions posed him in simple English or in his native Cantonese. He will declare that the back of the shop is off limits by order of the boss. (He will not explain who that is). Should the characters try to force their way past him, he will draw a knife and bang loudly on the wall while calling out in Chinese. (This sound will bring the guard from Room 4. In three rounds).

   One man is sitting at the table by the window, he is an elderly man sipping quietly at his tea. He will attempt to slip away if there is combat. Two men sit at the other table, they are the Infamous **Chang Brothers**. Anyone

with Chinese Language or Culture and Streetwise can roll a (GOOD) Roll to identify them. They will instantly join a battle.

Employee

PHY	80	INT	50	DIS	20
AMR	75	AML	10	REF	98
INF	50	ALL	50	PULP	20
TOUGH	2	STAM	12	HEALTH	89
DC	B	DEF	59	MOVE	8

Expert Skills: Basic Martial Arts, English
Novice Skills: Shadowing, Streetwise
Advantages: --
Weapons: Knife (REF+5/1d4+4)
Gear: --

Chang Lao & Chang Chein Bao

PHY	80	INT	50	DIS	20
AMR	75	AML	10	REF	98
INF	50	ALL	50	PULP	20
TOUGH	2	STAM	12	HEALTH	89
DC	B	DEF	59	MOVE	8

Expert Skills: Basic Martial Arts, Knife Throwing, Shadowing
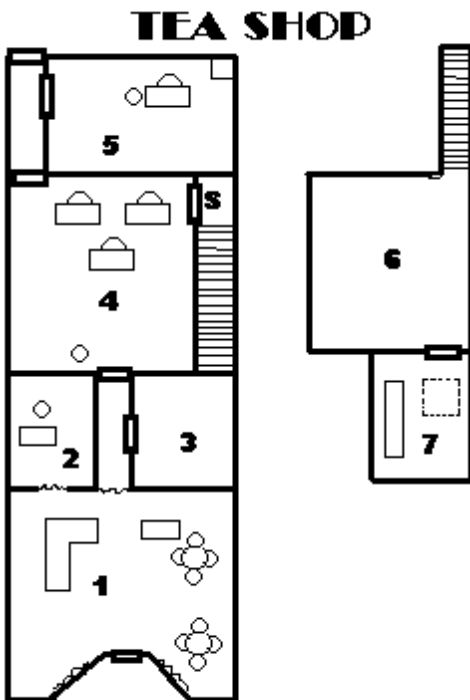**Novice Skills:** Shadowing, Streetwise
Advantages: --
Weapons: Throwing Knives (AIM+10/1d4+2)
Gear: Throwing Knives (4 each)

2. **Office.** This is the office for the Tea House. Inside this room is a small desk and a stool. The desk is strewn with papers, but all in all there seems to be little of value in this room. In the desk drawer is a loaded .32 auto.

TEA SHOP

3.

4. **Storeroom.** This room is filled with bales and bricks of tea. There are also some rudimentary cleaning supplies. Searching here will yield no results.

5. **Bookmaker.** The door to this room is a heavy paneled, reinforced door with a heavy lock (–20% to pick).
   If the guard made it out of the door he will be spending the next round making sure it is locked behind him.
   The door has a small peephole in it. If the guard is here, he will be sitting at the stool by the door. He will only open the door if he hears the appropriate knock.
   Sitting at the two rear desks, are a pair of Bookies preparing bets. The middle desk is unoccupied but has a secret buzzer that will alert the Tong members upstairs to the danger. They will rush downstairs and arrive in (1d3+2) rounds. The secret panel is visible only on a (CRIT Stage Magic) Roll.
   Neither of the Bookies is armed nor will they fight.

Guard

PHY	80	INT	50	DIS	20
AMR	47	AML	10	REF	92
INF	50	ALL	50	PULP	20
TOUGH	2	STAM	12	HEALTH	86
DC	B	DEF	57	MOVE	8

Expert Skills: Basic Martial Arts, Gambling
Novice Skills: Shadowing, Streetwise
Advantages: --
Weapons: .45 Revolver
Gear: --

6. **China Jack's Office.** This lushly decorated office is the headquarters of China Jack Tsein. It is furnished in Western style with a desk, chair, side chair etc. Sitting in the corner behind the desk is a Safe (-40%). If the alarm was sounded in the Bookmaker room, he will be rifling through the safe to grab the contents and stuffing them into a leather case. He will also have a gun ready and will attempt to fight his way out. If he heard shots coming from the front of the building, this has been accomplished and he will have gone upstairs to grab what he can of the formula.
   In the safe are the following items, A paper describing the professor's formula, other papers showing the location of addresses and stashes of drugs, still more show the actions of his organization for quite some time.

7. **Tong quarters.** This room is where the tong holds it's large gatherings. Most of it's other business is held at restaurants around Chinatown. The air is filled with a mixture of Opium and Incense. There are four Tong members here. One is out of action as he is under the effect of Opium. The other three are coherent enough to fight and are armed with knives.

Tong 1

PHY	40	INT	50	DIS	20
AMR	74	AML	10	REF	46
INF	50	ALL	50	PULP	20
TOUGH	2	STAM	8	HEALTH	43
DC	A	DEF	23	MOVE	4

Expert Skills: Knife Fighting
Novice Skills: Smuggling. Streetwise
Advantages: --
Weapons: Knives (REF+15/ 1d4+2/ DEF: 38 B)*
Gear: Fighting Knife (dipped in Zombie Drug)

Tong 1

PHY	40	INT	50	DIS	20
AMR	74	AML	10	REF	46
INF	50	ALL	50	PULP	20
TOUGH	2	STAM	8	HEALTH	43
DC	A	DEF	23	MOVE	4

Expert Skills: Knife Fighting
Novice Skills: Smuggling. Streetwise
Advantages: --
Weapons: Knives (REF+15/ 1d4+2/ DEF: 38 B)*
Gear: Fighting Knife (dipped in Zombie Drug)

Tong 2

PHY	60	INT	50	DIS	20
AMR	26	AML	10	REF	34
INF	50	ALL	50	PULP	20
TOUGH	1	STAM	9	HEALTH	47
DC	A	DEF	17	MOVE	4

Expert Skills: Knife Fighting
Novice Skills: Smuggling. Streetwise
Advantages: --
Weapons: Knives (REF+15/ 1d4+3/ DEF: 38 B)*
Gear: Fighting Knife (dipped in Zombie Drug)

7. Laboratory. Using the talents of chemists who normally process his opium for him, China Jack has been trying to find a way to produce a large quantity of the experimental drug. The room has one long table filled with all types of equipment. At present the only occupant of the room is Albert Magnus, the first person that Jack tested the formula on. He is instructed by Jack to attack anyone besides Jack or the Chemist (Absent right now) who comes through the door. If he has a round to recognize a threat, he will depress a switch on his table that will open a pit that drops into a greased shoot to the basement. (-20% Climb) Anyone on the pit square who fails an (INT Check at MAJOR Security Systems) will fall into the pit if they do not roll a (GOOD REF) Roll.

Magnus is at –10% on all skill rolls at this time because of his drugged state. He will not use Guns at this time.

8. **The Pit.** The pit is 20' High and 20' square at the bottom. There is a hungry Tiger in the pit. This is how the Tong really disposes of it's enemies. Once inside this room, there is no way out except by climbing the chute while the Tiger is tearing the victim to shreds or by finding a way to bash the door to the basement down (10/25 points Barred from the outside). The door goes to another basement of a empty building belonging to the tong. The entire building is gutted except for the tiger room. **See the Main Rule Book for statistics on a Tiger.**