

SHALLOW GRAVES

by Patrick Kapera

Welcome, agents... We have a situation in the U.S. One of our Company specialists, NSA Analyst Dr. Ryan Forsythe, was killed when a freak electrical surge detonated the personal computer in his home study. The resulting fire spread quickly, consuming everything in his office. But we believe that his most critical findings are hidden somewhere in his day station, suite 14 of the Rivercrest Fellowship.

Rivercrest is a front for NSA research staff who sift through unconnected data brought in by U.S. field agents. Dr. Forsythe occasionally mirrors their findings to us.

We believe that Dr. Forsythe stumbled onto a Shop operation, and that he was killed before he could transmit the information from his home.

Your mission is to infiltrate the Rivercrest facility and determine what Dr. Forsythe found. Establishing the cause of his death is equally vital.

We can only assume that Dr. Forsythe's death has attracted the attention of NSA intelligence, who are unaware of our network or Forsythe's link to us. You are to avoid detection at all costs.

That's all agents.

Don't make a mess.



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



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HOW TO USE THIS PRODUCT

Shallow Graves is designed for use with the *Spycraft d20* espionage rules and the *Shadowforce Archer™* campaign setting. Unlike traditional serials, *Shallow Graves* is interactive (that is, the GC and players make choices that affect the ongoing *Shadowforce Archer* campaign storyline, and upcoming *Shadowforce Archer* game products). Though this is the first SFA Interactive serial, it's only part of SFA Interactive Episode #1, which also features numerous multi-option plot hooks available through the *Shadowforce Archer* Threat Center. For more about the SFA Interactive campaign, visit the official website at www.shadowforcearcher.com.

Shallow Graves is designed for a team of 3-5 agents of levels 2-4.

Special Note: This serial features preview material that will be seen in its full form within the upcoming *Archer Foundation* and *Hand of Glory* sourcebooks.

Abbreviations

This adventure uses standard *Spycraft* NPC abbreviations, as follows:

Atk	Attack
Def	Defense
Fort	Fortitude
Init	Initiative
Ref	Reflex
Spd	Speed
SV	Save
v/wp	vitality / wound points
Will	Willpower

Ability scores are abbreviated as normal (see the *Spycraft* rules).

SPYCRAFT

This module requires the use of the DUNGEONS AND DRAGONS® PLAYER'S HANDBOOK, THIRD EDITION, published by Wizards of the Coast,® and *Spycraft™* Espionage Handbook, published by Alderac Entertainment Group, Inc. You won't be able to run this adventure without it.

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SHALLOW GRAVES

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This serial begins at the Rivercrest Fellowship in Washington, D.C., where the agents must outwit or escape both NSA detection and two dangerous predator forces — the Shop and agents of the Foundation's very own Division Nihil, otherwise known as the fringewalkers (*described in greater detail in the upcoming Archer Foundation Chamber Book*). After tangling with both these groups, the action moves to a small survivalist compound in central Montana, where an impossible secret is buried — a secret that could threaten the entire world.

GC INTRODUCTION

Two months ago, Dr. Ryan Forsythe, an NSA data analyst sometimes employed by the Company, first noted a string of otherwise unremarkable (and presumably unconnected) killings in the central Montana foothills. He suspected a link but didn't report it to his government superiors. Instead, he watched for more, and yesterday, when his suspicions were confirmed, he informed another party he occasionally works for — the Hand of Glory. Since then, the Hand has scoured local Montana searching for the culprits, whom they believe are motivated by the psychic emanations from a powerful mystic relic they've sought for nearly 50 years. (*For more about this relic and the Hand of Glory's quest to procure it, see the Appendix at the end of this serial.*)

The agents come into this serial searching for the reasons that Dr. Forsythe died, as well as for the details of his private work. The Foundation assumes that Forsythe's work is connected to the Shop — that he was killed after he discovered something important about the Conspiracy's traitorous enemies. Ironically, the Shop also believe that Forsythe managed to collect some critical piece of evidence about them, and have dispatched a team of operatives to scour his office and private archives and destroy all potentially threatening information. These operatives, working at cross-purposes with the agents, may cause the team much grief through the first two scenes of this serial (and into the third, should you decide that they also pursue the intriguing Montana investigation).

Another group the agents are likely to encounter during this mission is also sent by the Foundation — from a little-known part of the Australian Chamber known as Division Nihil. Depending on the players' actions throughout the serial, and how they treat the Division Nihil rivals, they might have the chance to form an important alliance with them, which will help in upcoming missions (*for more about this player opportunity, see the Interactive Options under Scene 3*).

Finally, the agents must contend with Dr. Forsythe's colleagues at NSA, who aren't satisfied that the analyst's death was accidental. The breadth of NSA's investigation is one of the GC's most important interactive decisions for this serial.

GC INTERACTIVE OPTIONS

Before kicking off this serial, the GC must make two important decisions, each of which should be reported back to the official website's Threat Center with the rest of the serial results, and which affects the backstory for the *Shadowforce Archer* game setting.

1. Who killed Dr. Ryan Forsythe?
 - a. The Architects of the Fringe (see the Appendix for more).
 - b. The Hand of Glory.
 - c. The Shop.

The answer to this question doesn't affect the scripted serial, though it may affect how it plays out at your table (changing your description of Scene 2 or creating revealing dialogue between the murderers and the agents).

2. How many people are searching for the truth of Dr. Forsythe's death?
 - a. None.
 - b. (1) Consider then, the searcher's relation to the dead analyst:
 - I. Former NSA colleague.
 - II. Personal friend.
 - III. Other (you'll have the chance to type in your answer on the website).
 - c. (Team of 3) Consider then, the searchers' relation to the dead analyst:
 - I. Former NSA colleague.
 - II. Personal friend.
 - III. Other (you'll have the chance to type in your answer on the website).
 - d. Division of 12 (NSA operatives only).

The answer to this question directly affects several threats the agents may (or may not) face through the first two scenes of the serial, and in some cases may affect certain resources the agents may call upon during their mission. It may also spike the serial's difficulty, raising the xp the mission is worth to participating agents.

SERIAL SYNOPSIS

This serial is simple and straightforward, consisting of three scenes taking the agents from Dr. Forsythe's office in Washington D.C. (Scene 1) to his home (Scene 2) and finally to a mountain retreat in Montana (Scene 3). During the first Washington scene, the agents investigate Dr. Forsythe's station at the Rivercrest Fellowship Washington offices. There they may have to dodge NSA interference and a potential Shop assassin in order to obtain the truth about what he was working on. From files hidden on a dummy network in the Rivercrest facility, the agents learn that Dr. Forsythe was tracking a serial of brutal and seemingly senseless murders in Montana, and that he believed them to be linked to a group of unidentified assailants living in the local mountain peaks.

His office notes repeatedly speak of something called WINTER ROSE, that he believes to be in the killers' hands, but provides precious little additional information. A recent email sent through the dummy network (and thus missed by normal Rivercrest security sweeps) points the agents in the right direction — to Forsythe's home and Scene 2.

Within Forsythe's partially destroyed home, the agents discover the exact location of the Montana killers (a remote area called Elder Creek), as well as the analyst's motivation for betraying the Conspiracy — half a million dollars and a one-way plane ticket to the Cayman Islands, where he intended to retire. During this scene, the agents are likely to contend with both the Hand of Glory and Division Nihil operatives and may wind up in (or arrange) an explosive stand-off with the other two forces.

Finally, based on information gained in Washington, the agents arrive in Elder Creek, high in the Bull Mountain range, where a Hand of Glory operation is underway to recapture the missing relic — actually a paralyzed body the villains have been searching for since 1957. (*Once again, see Appendix for more information.*) The agents have two advantages. First, they know Elder Creek's exact location and don't have to search across half the state like the Hand of Glory did. Second (and most importantly), the enemy doesn't know they're coming, and the team has a small window of opportunity to investigate before they upset the extraction.

Unfortunately, the agents have a lot going against them in this scene, and must contend with many surprises at the mission's climax. To start, Division Nihil is on site and may complicate matters with its own agenda. The occupants of the survivalist compound at Elder Creek — the Radecki family — have been driven mad by dangerously high psychic emanations in the area (radiating from the body), and are randomly hunting everyone they find in the surrounding hills. If the GC desires a full house, Shop operatives may also be in attendance, and make a play for the body with their own motives.

Worst of all, just as the fighting amongst all the parties above reaches its zenith, another previously unheard-of group called the Architects of the Fringe arrives, wielding furious, never-before-seen destructive power. This group — responsible for burying the body at Elder Creek 9 years ago — want to keep its prize, and do anything to secure it.

The climax of this serial is open-ended. It can explode into a gigantic mass combat in the open, devolve into a guerilla fight over several hours, with each side planning and cutting the others down one by one, or it can pan out another way, as scripted by the GC and players. This is intentional and allows your group to directly relate the final reel of your serial in the response form for the serial on the official website. Make it good — our favorite ending winds up the official resolution to the story and will be published in an upcoming sourcebook!

This serial should run approximately 1-2 standard sessions.

TROUBLESHOOTING

The clue chain in this serial is extremely tight, short, and easily modified. For instance, if the agents fail to secure the information required to progress in either Scene 1 or Scene 2, the GC has several options open to him. The “fringewalkers” of Division Nihil (as they call themselves) may approach the team with an offer of alliance — the missing information in exchange for support at what the fringewalkers believe will be a “trouble zone” in Montana. Alternately, the GC might arrange for the group to spot (and therefore have the opportunity to follow) the fringewalkers or the Shop operative after the enemy secures the information. Or the GC could simply rule that all the information was available on Rivercrest’s dummy network and that Room 39’s Broken Seal hackers have secured it all for the team. In any case, getting the agents to the final scene shouldn’t pose too much of a problem.

Likewise, there are many more enemies in this serial than are normally required for three scenes, which allows the GC to pick and choose his predators, and even eliminate one or more groups in any given scene. Much of the interactive feedback built into this episode is designed to inform the *Shadowforce Archer* story team of what enemies you did include, where, when, and how. This is both so that we can integrate the events of your games into the official storyline and so that we can better gauge what kind of villains you want to see more of in the future.

AGENT MOTIVATIONS, BY CHAMBER

Agents may be called into action from all Chambers for this operation. The *Shadowforce Archer* Worldbook provides several ways to facilitate this from the perspective of the entire Conspiracy, but we’ve included some specific reasons here as well, defined by Chamber:

Archer Foundation: The Foundation’s “bookkeeping” or damage control divisions (jointly responsible for locating and plugging resource and information leaks) may take an interest in Dr. Forsythe’s death and head up the Foundation’s part in this operation, assigning the agents as their field arm. Alternately, Division Nihil might have had their eye on the agents for some time, and covertly request the team’s assignment as part of their assessment before bringing them into the fold (*see Scene 3 for more about Division Nihil*).

African Alliance: The most likely reason for Alliance agents to be assigned to this mission is simple logistics — they’re perfectly suited to deal with what is assumed to be a Shop threat by virtue of their “Special Operations” training (*see the Shadowforce Archer Worldbook*).

Company: The most obvious reason for Company agents to be assigned to a team investigating Dr. Forsythe’s death is

simply that it occurred on their home turf. Beyond that, the Chamber is closely linked to the analyst’s home agency.

European Commonwealth: Masters of subtlety, Commonwealth operatives are likely called in to “keep things simple and quiet.”

Guardians of the Whispering Knife: More than likely, any shadespeaker sent on this mission is expected to attempt contact with Dr. Forsythe’s spirit. GCs should be forewarned that allowing this tactic might result in the first two scenes speeding by as a combat-laden blur. This situation can easily be avoided, of course, by ruling beforehand that all shadespeaking attempts merely confirm that Dr. Forsythe’s spirit has already passed on to the next realm. Guardians other than shadespeakers also have a role on any team assigned to this mission — as quiet combat support and perhaps even to rule out any “unexpected causes” for the analyst’s death (*which of course are confirmed by the end of Scene 2 — see below*).

Pan-Asian Collective: Like typical Guardian agents, most PAC operatives are perfectly suited for what the Foundation expects to be a necessarily low-key mission. Further, their interpersonal skills — and specialty with interrogation and deep cover tactics — make them excellent candidates for an insertion into the U.S. government.

Room 39: The vast majority of Dr. Forsythe’s work was done through the central Rivercrest Fellowship network, and his Company allies are familiar with his proclivity for great care when using computers. It’s logical, then, to send one or more computer experts on a mission in which his files will have to be accessed. Ultracorps agents are well suited for urban combat, and thus assigned as well (with the usual orders to protect their Broken Seal counterparts to the best of their ability).

Russian Confederacy: Agents of the Russian Confederacy are least expected to be called upon for a seemingly low-key mission on the other side of the world, especially given the problems they’ve having at home. Still, a Confederacy agent might have a friend or ally who “calls in a favor” by asking for their expertise. Or perhaps Dr. Forsythe’s data analysis included material pertaining to the Confederacy’s dilemma, and the agent(s) are sent in to tie up any loose ends.

There’s also the fact that the Conspiracy frequently allows agent teams that work well together to continue operating as a unit. This can justify nearly anyone in a mission team with at least one or two agents logically assigned to this mission.

Once an agent team is called into action, it is rarely disassembled before the mission is completed. Likewise here — even after the agents discover that the mission isn’t everything they expected, they’re expected to continue together. Of course, they may call in reinforcements, as described under “Development” at the end of Scene 2.

In addition to providing impetus for merging agents from different Chambers for this mission, these motivations may also generate additional subplots (and potentially even back-grounds) for the agents involved.

MISSION BRIEFING

The agents are given the locations of Dr. Forsythe's office at the Rivercrest Fellowship (in Dupont Circle) and his home in the rural outskirts of Falls Church. Blueprints of Forsythe's home can be provided without a favor check, but acquiring a map of the Rivercrest Fellowship takes some additional work (favor check DC 15). Even with success, the agents are only given a map — no details of room contents are provided.

As usual, the agents are allowed to determine their own course of action. Control recommends that they begin at Rivercrest, and gain entry to the facility by guile rather than force. False identities may be prepared for all who can pass as representatives of the U.S. government (no muscle monsters or obvious foreigners), including ID badges with pseudonyms, fingerprint and voice patterns programmed into the security system, and current pass codes. As always, however, the human factor cannot be removed.

The Foundation is aware that Dr. Forsythe's computer terminals are now under lockdown pending a formal (routine) investigation, and that all of his standard passwords have been disabled, so the agents must hack his system or gain access through other means to search his files. The agents may think to disguise themselves as the investigation team sent to review Forsythe's files, a bold maneuver that has two effects. First, once the agents have convinced the Rivercrest receptionist of their false identities (after some brief confusion over different names — see next), the agents are given new passwords and full access to Forsythe's systems. Second (and less fortunately), the Shop assassin sent to do exactly the same thing (thus the confusion mentioned above) is alerted to enemy agents on site and begins eliminating potential threats — starting with the receptionist.

Finally, the agents are given a dead drop site at which to deposit a full report of their findings in 24 hours. The drop point is in a suggestion box at an all-night diner in Arlington near the Potomac River. All gear they have requisitioned and all field expenses are waiting for them in unmarked boxes at their hotel in Arlington.

GEARING UP

This mission is Code: Yellow, though events in later scenes may raise the Agency's level of concern to Code: Red or even Code: Black, authorizing additional mission budget for the agent team.

There are no restrictions to gear selections for this mission, though the agents are likely to choose equipment that is unsuited for later scenes, given the operation's misleading mission briefing. The Game Control should prepare for the team to contact the Agency during the mission (between Scenes 2 and 3) to requisition additional gear, and should

allow them leeway to do so — up to 50% of the budget point and gadget pick allotments. He should also ask if the agents wish to make any special favor checks before the team enters Scene 3. Coupled with the bonus action die they are awarded with (see Scene 2 Rewards), this should give the players sufficient pause, warning them that they're entering dangerous territory.

SCENE 1: THE RIVERCREST FELLOWSHIP, WASHINGTON, D.C.

AGENT DESCRIPTION

Read the following aloud to the players when they arrive in this scene.

"Nestled innocuously between two, brownstones near the end of a quiet cul-de-sac, the Rivercrest Fellowship stands in stark contrast to the rest of Dupont Circle. In an area distinguished by high fashion, counterculture, and offbeat lifestyles, the Fellowship seems positively... boring. Outwardly dedicated to wildlife preservation and study, the Rivercrest Fellowship puts on an air of aloof pretense that sends most idle tourists packing, never questioning the heavy-duty power lines running into the building's rear or the perpetually shut blinds in the second floor middle room..."

GC DESCRIPTION

Allow the agents to approach the Rivercrest facility as they wish. More than likely, they enter through the front door with a bogus story and try to convince the receptionist, Ms. Berdstein, that their presence is expected. Allow all agents participating in such a ruse to make a coordinated Bluff or Diplomacy check (as appropriate) opposed by Ms. Berdstein's Sense Motive (she has a skill bonus of +6). If the agents arranged for the Conspiracy to plant supporting paperwork with the Fellowship before their arrival, they receive a +4 circumstance bonus to their coordinated skill check total. With success, each team member is asked to sign in and directed toward the team's reported destination (the computer lab if the agents are posing as the investigation team, or data analysis if they are to meet with Dr. Forsythe's colleagues or superior, Dr. Ellis).

Failure with this roll (or a ludicrous story or lack of supporting paperwork) results in the agents being directed to the lounge (area #2), where they are asked to wait for Dr. Ellis. The "site superintendent" arrives 1d10+5 minutes later and asks the agents' business. Dr. Ellis' Sense Motive skill bonus is only +2, and he is easily swayed by complimentary comments (which grant the team a +2 circumstance bonus to their coordinated skill check). Success with this second check results in Dr. Ellis personally leading the agents to their destination — and hanging on for 2d20 minutes to "make sure they have everything they need." (*One or more Events may be triggered during this time — see below*).

Convincing Dr. Ellis to leave the team to its business requires a successful Diplomacy or Intimidation check opposed by his Wis modifier (+1). With success, he leaves, grumbling about "common courtesy." A critical success, however, convinces him that the team has important work to do, and to leave them be (he leaves quietly and happily). With failure, he continues to drone on for twice as long as normal, blissfully unaware of the agents' motives. A critical failure insults Dr. Ellis, who promptly has the team thrown out of the building.

In this event (or if the agents decide to sneak into the building), consult Security, below, for information about the Rivercrest facility's safeguards.

Finally, once the agents are inside the building and on their own, they may investigate at will. Each room is described below, including occupants and clues.

1. Reception: This area is where Ms. Berdstein works – the agents likely pass through here when they enter. The reception room is spacious and comfortable, with stock wildlife photos on the walls and well-arranged greenery to make the place come alive. No chairs are provided, however – guests are directed to the lounge (area #2) if they are waiting for someone. Outside potential obstacles, there is nothing of importance in this room.

2. Lounge: The carpet in this room, the library (#3), and adjoining hall (#4) is taller than in the reception area, and the chairs are plush man-made fabric. Soft jazz is piped in through hidden speakers and complimentary non-alcoholic beverages are available at a mini-bar opposite the door to reception. Ms. Berdstein ignores drink requests, simply buzzing for whomever a visitor is scheduled to meet. Dr. Forsythe never even stepped into this room, which has no practical impact on the serial.

3. Library: Elegant, framed, hand-drawn maps line what little wall space remains in this close library. The carpets, couches, and music here are all the same as seen in area #2, above, with the addition of several reading tables close to (but not blocking) the front window. This area was a favorite of Dr. Forsythe's (as any of his colleagues can confirm, if asked), and contains one helpful clue. Taped behind the fixed flyleaf of a book about seasonal roses is a single sheet of paper with the words "Elder Creek" written on it. This book is Dr. Forsythe's established dead drop exchange with the Hand of Glory, but the villains have so far failed to pick up his final message for fear of arousing suspicion so close to his death. This clue may only be found if the agent specifically asks to look for books on roses or something similar.

4. Hall: Same carpet and music as areas #2 and #3, with wildlife paintings adorning the walls (though nothing else of interest).

5. Men's Restroom: This room features two old-fashioned marble sinks, three urinals, and a single bathroom stall, within which lies a remote (and potentially misleading) clue. The side of the toilet paper dispenser is hollow (visible with a successful Spot check, DC 25). Though there is nothing inside the small alcove now, it's possible this will lead the agents to search for other dead drops within the building (*such as the book in the library, see above*).

6. Women's Restroom: This room contains two sinks and four stalls. Nothing else of interest is found here.

7. Stairs: This narrow, metal, spiral staircase circles up to the second floor. Agents must climb the staircase in single-file, and any attacks performed while on them suffer a –2 circumstance penalty. On the up side, attacking a target who is on the staircase from a position of the staircase grants the attacker a +2 circumstance bonus.

8. Viewing Room: This large room is generally open, with nice maroon carpeting and burgundy wood paneling. The panels along both side walls may be folded down into comfortable couch platforms and the far wall from the staircase (area #7) may be folded outward to reveal a 60-inch widescreen television (which also doubles as a projection surface when reeled films are played). There is nothing else of interest in this room.

9. Waiting Room: This second floor room is furnished similarly to the first-floor lounge (area #2), and opens onto a long picture gallery (*area #13, see below*). The waiting room contains nothing of interest to the agents.

10. Landing: At its peak, the staircase in area #7 opens onto a bright room with a large bay window. The rear alley can be seen some 15 feet below, abutted by a 10-ft. wall. Beyond the alley is a public park, usually occupied by local (wealthy) families.

11. Hall: This hall is well worn and frequently quite busy, being the nexus for the analyst facilities on site. Though not barred from entry (the doorway between areas #10 and #11 is blocked only by a thick curtain that is kept closed), this area is protected by high-end security (*see below*).

12. Computer Labs: These two rooms contain six cubicles facing the inner walls (where the machines are wired directly into the network servers through the interior wall). Each terminal requires one of two authorization codes to use (that of the designated user or Dr. Ellis), though either of these codes may be faked using the rules for breaking into a secured system (*see the Spycraft Espionage Handbook, page 44*). The onsite network has a security DC of 25. Once the agents have access to the onsite computer system, they can begin the real investigation (*see below*).

13. **Picture Gallery:** This area is presumably open to the public, though few people tolerate Ms. Berdstein's cold shoulder long enough to be seen up here. For those who do make it, though, the collection of pictures is amazing, displaying the breadth of the animal kingdom through a skillfully-wielded lens.

14. **Data Analysis:** This large room contains ten individual cubicles occupied by the data analysts sifting through endless stacks of communications logs and recordings, surveillance photos and video tapes, and random bits of intelligence searching for meaningful correlations. Dr. Forsythe's cubicle is untouched — the agents may potentially gain access to it, perhaps through some contrivance, such as posing as his NSA superiors. They find a three-day backlog of reports (which require 2 hours to go through, and offer nothing of importance), a neat line of 12 collector's edition candy dispensers, and an asthma inhaler ("He never went anywhere without that. Must've been in a hurry that night," his colleagues say). Dr. Forsythe's computer terminal is locked down, and can't be released without authorization from Dr. Ellis (which requires paperwork identifying the agents as the computer investigation crew — nothing less will do). The computer contains nothing of importance, though — everything's hidden on a dummy server which can be accessed from here or in the computer labs (area #12) or the network room (area #15), with the proper equipment.

15. **Network Room:** With a laptop, an Electronics kit, 5 minutes, and a successful Electronics skill check (DC 25), the agents can set up a temporary terminal of their own that taps directly into the onsite network system. This provides a +5 bonus to all Computers skill checks made with the temporary terminal (*see area #12 for details about breaking into the system*).

Once the agents have access to the Rivercrest computer system, they can review the system for important information, a process that takes 1d10+10 minutes. Ask the agents what terms they are looking for (e.g. "Forsythe," "Shop," "Elder Creek," "rose," etc.) and have them make a Computers check (DC 20). Success with any of the following terms (or any others the GC deems should point in the right direction) pulls up data logs for files containing the terms, but when the agents attempt to open the files, the system can't find them. Checking the logs only confirms the files' inaccurate network addresses.

The most direct way to track down the phantom files is to cross-reference two or more of them and compare their save paths, then back-track to the source. This requires a Computers check (DC 30) and 1 minute, and success reveals Dr. Forsythe's dummy network, hard-wired into the building's central system and hidden behind false ID tags and junk files. Once the agents have discovered it, they can access it at will, without the need for additional Computers checks.

A careful scan of the dummy network (which contains nothing but Dr. Forsythe's private files) reveals that the analyst privately struck a deal with a third party, referred to only as "the client." Forsythe's work for the client dates back a little over 13 months, during which time he scanned not only his own assigned files but those of many of his colleagues, searching for certain undefined "anomalies." Within recent weeks, Forsythe grew to believe that several killings in the Montana foothills met his criteria, and began diligently tracking them. Forsythe collected over two hundred pages of independent source material on these killings, which were seemingly left unconnected and unsolved by the local police in each of the several towns affected. He calls this private project "WINTER ROSE."

Information was sent out to a secured (though anonymous) email drop box, with messages coming back to him from different accounts about once each month. Within the last two months, this correspondence doubled in frequency, and Forsythe's final message (on the evening of his death), reads as follows:

"Have finally made the connection and know where WINTER ROSE is hiding. Will deliver details through the usual channels."

The dummy network logs confirm that Forsythe signed off a minute after sending the message above. He did not sign back on.

The information on the dummy network is enough to piece together the location Forsythe is referring to — Elder Creek, Montana — though an inspiration check is required (DC 15). Otherwise, the agents may simply visit the remains of the analyst's home (where he is known to have died), where they can piece it together with physical evidence.

THREATS

There are two potential threats in this scene, each with its own flavor.

First, the Shop have sent their own operative to investigate Dr. Forsythe's death, assuming (as the Foundation does at the start of this serial) that he was collecting data about them. Samuel Lawrence is one of the Shop's most effective (and coincidentally one of their more ruthless) investigators. He's charged with procuring or destroying all information Forsythe gathered on his own, and eliminate anyone who may know too much (or who simply gets in the way).

Lawrence begins his investigation at the Rivercrest Fellowship, where he assumes the role of the computer investigator assigned to sweep Forsythe's terminal for potentially dangerous information. If the agents also choose this guise, Lawrence arrives behind them and, when Ms. Berdstein questions him, proceeds to gun her down with a silenced pistol and sweep the building for the agents, killing everyone in his path. Otherwise, the agents may spend this scene unwittingly playing cat and mouse with a trained killer until one side or the other tips its hand and the shooting starts.

Samuel Lawrence (Shop Assassin), 3rd-level faceman/1st-level soldier. CR 4. SZ M; v/wp: 26/11; Init +7 (+4 class, +3 Dex); Spd 30 ft.; Def 12 (+2 class, +3 Dex); Atk: 2x MILIKOR BXP SMG w/silencer +4/+4 (1d8); Face 1 square; Reach 1 square; SA per classes; SQ per classes; SV Fort +4, Ref +5, Will +3; Str 12, Dex 16, Con 11, Int 10, Wis 13, Cha 15; Skills (40): Bluff +8, Computers +3, Drive +5, Escape Artist +11, Open Locks +9, Search +5, Sleight of Hand +11, Tumble +8. Feats: Ambidexterity, Magician, Quick Draw, Two Weapon Fighting. Gear: Weapons. Gadgets: Match-grade SMGs, standard attaché w/portable PC & copycat unit, taser cufflinks.

The second potential threat in this scene consists of one or more NSA investigators (as determined by the GC before play begins), who are looking to confirm or deny the coroner's ruling that Forsythe's death was "accidental." If included, these men and women are careful and unobtrusive in their search of the Rivercrest premises and interview of Forsythe's colleagues. They only draw arms if the agents, Lawrence, or someone else prompts them to defend themselves, or others. Once prompted, however, they attempt to capture or take down anyone who looks to be sneaking around in Rivercrest, assuming them to be responsible for Forsythe's death.

NSA Investigators, 2nd-level police officials. CR 1. SZ M; v/wp: 9/11; Init +2 (+1 class, +1 Dex); Spd 30 ft.; Def 12 (+1 armor, +1 Dex); Atk: Browning HI-Power +3 (1d10+1); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +2, Ref +1, Will +3; Str 10, Dex 12, Con 11, Int 11, Wis 12, Cha 12; Skills: Bluff +2, Bureaucracy +4, Demolitions +3, Drive +2, Gather Information +2, Listen +2, Search +1, Sense Motive +3, Spot +2, Surveillance +5. Feats: Police Training, Point Blank Shot. Gear: Weapons, Kevlar vest.

SECURITY

Beside Ms. Berdstein's tireless watch in reception, the Rivercrest facility's secret operations are defended by a double-layered security system. First, all doors to areas #12, #14, and #15, while appearing the same as all other doors in the building, are actually reinforced steel covered with hard wood. Each door contains heavy bolts that can shoot into the doorframe, anchoring them in place like mini-bank vault doors. All of these doors is also protected by a single pass code that must be keyed into a ten-key pad nearby, else the door go into lockdown mode, the bolts sliding into place within the doorframe.

Second, whenever anyone with an unlisted skeletal structure enters areas #11 or #14, a silent alarm is activated that signals all occupants of areas #12, #14, and #15. Only Dr. Ellis and 1 in every 4 of the other analysts on site know the door code, which is changed daily, but all know that when this silent alarm goes off, they should run to the nearest door and enter a random code, locking the room down from intrusion.

Normally, the building's interior doors have a hardness of 5 with 15 wound points and a Break DC of 15. Reinforced doors have a hardness of 12 with 25 wound points and a Break DC of 20. During lock down, the wound points and Break DCs of reinforced doors rises both rise to 30.

Outside areas #11, #12, #14, and #15, all parts of the Rivercrest building are public (though Ms. Berdstein may not say so), with no noteworthy security outside door locks (Hardness 5, 12 wound points, Break DC 15, Open Locks DC 15).

EVENTS

The only important event during this scene is the arrival of Samuel Lawrence, the Shop "investigator." See Threats, above, for more about him.

REWARDS

Immediately reward your agents with experience if they accomplished the following tasks during this scene:

- Arriving in this scene: 25 xp per agent.
- Gaining access to the building after being directed to the lounge: 25 xp per agent.
- Getting past Ms. Berdstein without being directed to the lounge: 50 xp per agent.
- Discovering the empty dead drop in the men's bathroom: 25 xp per agent.
- Discovering the clue in the library: 25 xp per agent.
- Discovering the dummy network: 50 xp per agent.
- Killing Lawrence: 50 xp per agent.
- Capturing Lawrence: 100 xp per agent.
- Killing one or more NSA investigators: -200 xp per agent.
- Non-lethally neutralizing one or more NSA investigators: 50 xp per agent.
- Entering and exiting the building without breaking cover: 50 xp per agent.
- Entering and exiting the building without injuring any civilians: 50 xp per agent.
- Entering and exiting the building without firing a shot: 100 xp per agent.

DEVELOPMENT

Both the NSA and Shop investigators may show up again in Scene 2, if they survive this sequence. Further, if open combat is witnessed at the Rivercrest facility, the entire building is shut down and all personnel quarantined for at least the next 24 hours while the U.S. government assesses the situation. Agents witnessed in such fights are reported to the Washington D.C. police department and should keep their heads down until they leave town.

Interactive Options

The questions that need to be answered about this scene include...

- 1) Was the agents' cover blown? If so, what excuse did the players give for being at the Rivercrest Fellowship, snooping after a dead NSA analyst?
- 2) What happened at your table? Who, if anyone, was killed? What important events occurred? A section of the response sheet will be set aside for you to answer this question in your own words.

SCENE 2: FORSYTHE HOME, WASHINGTON, D.C.

AGENT DESCRIPTION

Read the following aloud to the players when they arrive in this scene.

"Dr. Forsythe's ruined home tilts to one side, its weakened walls laboring under the weight of all the water needed to put out the fire. The flames destroyed nearly one third of the house, and the remainder will have to be knocked down. No one will ever live here again."

GC DESCRIPTION

This scene is not entirely necessary, as the agents may already have discovered the location of WINTER ROSE in Scene 1. The agents do have the opportunity to catch a glimpse of a potential ally here, however, as well as an unexpected threat in the Hand of Glory. They may also learn a few startling details about Forsythe's death.

Refer to the following descriptions as the agents investigate the remains of the Forsythe home:

1. Living Room and Den: This long room is roughly divided into two separate rooms only by a narrow (1 ft. wide) frame dipping into the otherwise open space between. At the time of the fire, the area was broken into a living room (closest to the front door) and a den (farthest from the front door). It's obvious that this is where Forsythe did most of his work away from the office — a computer desk rests in the far forward corner of the den and piles of non-classified files lie about, now soaked into a shuddering mass of blurred paper. Strange, however, is the evidence of the accidental power surge that claimed Forsythe's life. Anyone with at least one rank in the Computers skill can see that the machine is utterly useless, its hard drive, motherboard, and power supply all fused into lumps of deformed slag. But even though it's obvious that the surge came from the wall socket — through a surge protector — there's no sign that it burned within the den or living room walls. A successful Gather Information, Profession (Electrician), or like skill check (DC 15) confirms this — the fire apparently erupted in the kitchen, where Forsythe was at the time, and the surge clearly hit the computer as well, but nothing in-between was touched (until the fire department arrived, anyway). The evidence defies all logic.

2. Dining Room: Except for the severe water damage, this room was largely untouched. It contains a large glass dinner table, elaborate candleholders, and designer curtains. Clearly Forsythe liked to eat in style, though the room doesn't appear to have been used in a long, long time. An Education roll (DC 15) reminds the agents that Forsythe's wife died several years before (as revealed in his Foundation file).

3. Bedroom: Though the agents may assume that Forsythe hid important information here, they find nothing. Save its slovenly condition, the bedroom has nothing to show the team.

In addition to the numbered locations on the map, adventurous agents may explore the following areas:

Ruined Area: This part of the house is really nothing but a pile of soaked char wood now, though the agents may discover the link to Scene 3 here if they take a look. A successful Search or Spot check (DC 15) uncovers the remains of a picture lying in the debris, wedged inside the remains of the garbage disposal. Though partially burned and mangled, the picture clearly displays a mountain crossroads and a sign with two arrows, one for "Boulder Dam" and one for "Elder Creek." The latter is circled and the words "WINTER ROSE" are written on the picture's back.

Attic: Should the agents start up toward the attic, the stairs collapse underneath them, bringing the half the remaining building down around them. Anyone on the stairs or in (or under) the rear half of the house at this time must make a Reflex save (DC 10) or suffer 1d6 subdual damage. When the agents pick themselves up, however, they discover that the one of the stairs was actually hollow and contained over a dozen stacks of hundred-dollar bills, sealed in sandwich bags, along with a one-way airline ticket to the Cayman Islands.

Basement: The basement is nearly as dangerous as the attic, and all agents making their way downstairs must make a Balance check (DC 15) or fall 10 feet, landing in a shallow pool of mud. There is also a chance when this happens that part of the house collapses in on the basement. Roll d%. If the roll is less than 15, then a large chunk of the house (part of the living room and a wall adjoining the bedroom) caves in on the hapless agent, causing him an additional 1d6 normal damage.

THREATS

The following individuals explode into this scene shortly after the agents find the Elder Creek clue, or at a time of the GC's choosing (if the agents already found the clue in Scene 1). ***For more about their arrival, and how the agents might react to it (or refuse to), see Events (below).***

Gauntlet, 4th-level mentalist (Hand of Glory Henchman). CR 4. SZ M; v/w/p: 33/16; Init +6 (+2 class, +0 Dex, +4 feat); Spd 30 ft.; Def 12 (+2 class, +0 Dex); Atk: Flame attack +4 (3d6+3); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +4, Ref +2, Will +4; Str 10, Dex 11, Con 16, Int 13, Wis 10, Cha 12; Skills 63: Concentration +7, Electronics +8, Knowledge (HoG) +8, Photokinesis +7, Pyrokinesis +10, Knowledge (Occult) +8, Sense Motive +7, Spot +3. Feats: Combat Psion, Deadly Power (pyrokinesis), Improved Initiative, Psychokinesis Basics. Gear: Business suit (fashionable clothes).

Well-Armed Street Thugs, 1st-level minions (Hand of Glory shock troops). CR 1/2. SZ M; v/w/p: 9/12; Init +1 (+1 class); Spd 30 ft.; Def 10; Atk: Baseball bat +3 (1d10+1) / 9mm backup pistol +1 (1d10); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +3, Ref +1, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 10; Skills: Drive +2, Intimidate +5/4, Jump +2, Listen +2, Search +1, Spot +2. Feats: Weapon Focus (baseball bat). Gear: Weapons.

Adam Holland, 4th-level sleuth. Dept: The Basement; CR 4. SZ M; v/w/p: 25/12; Init +2 (+2 class, +0 Dex); Spd 30 ft.; Def 12 (+2 class, +0 Dex); Atk: Colt 1911A1 +3 (1d12); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +2, Ref +2, Will +7; Str 10, Dex 11, Con 12, Int 12, Wis 15, Cha 11; Skills: Appraise +8, Concentration +11, Cultures +11, Disguise +7, First Aid +6, Innuendo +3, Knowledge (Occult) +10, Languages +10, Moxie +3, Sense Motive +9, Spot +9. Feats: Scholarly, Traceless, Unshakable, World Traveler. Gear: Weapons, Kevlar vest. Gadgets: silver dollars (see text).

Human Nature: The sleuth has an intimate understanding of the human mind and the telltale signs of deception. Once per session, the sleuth may re-roll one failed Sense Motive check that targets or opposes a skill check made by any human target. He may not use this ability if he rolled an error with his first attempt. Further, he must abide by the results of the second roll, even if it is another failure.

SECURITY

There is no security of consequence in this scene.

EVENTS

Shortly after the agents find the Elder Creek clue, or at a time of the GC's choosing (if the agents already found the clue in Scene 1), Adam Holland explodes onto the scene, seemingly arrived from nowhere (around a corner, behind a tree), yet out of breath, as if he's been running for miles. Right behind him are Gauntlet and a group of Glory minions.

Holland, unable to run any farther, turns to the agents and cries, "I'm a shadow, like you! Will you help me?"

The agents have two obvious choices — they can flee or help Holland. They might come up with their own responses to the situation, of course, which you should encourage (though if they attack Holland or side with the Hand of Glory, you may wish to remind them of their loyalties and the cost

of betrayal). Regardless of whom the agents side with, the Hand of Glory attack, laying waste to the remainder of the Forsythe home (and possibly his neighbors' homes as well) in the process.

Gauntlet retreats when he is reduced to half his minions or takes one or more wounds. He vanishes the way that he arrived, using a prepared teleport ritual.

QUESTION AND ANSWER INTERLUDE

After the fighting, if the agents helped Holland, he thanks them and collapses, clearly more seriously injured than he let on during the battle. The agents may apply First Aid or another form of healing, endearing themselves even more to the fringewalker. When he's had a moment to clear his head following the battle, Holland requests the agents' help one more time — "to help us find WINTER ROSE."

The agents are once again faced with a decision — help a stranger who claims to be part of the Conspiracy, or strike out and try to find WINTER ROSE on their own. Once again, this affects both the rest of the serial and the interactive storyline. If the agents accept his offer, however, there are short-term benefits as well — Holland produces a number of silver dollars equal to half the agents (rounded down) and offers them to the team, claiming that they are "fetishes" with "special power that you'll need at Elder Creek." (*See Scene 3 for more about these items.*)

The agents also have the opportunity to ask Holland a few questions, some of which he'll answer (as follows and as the GC sees fit) and some of which he refuses to comment upon, claiming that, "It isn't time for that yet."

If the agents ask why the Hand of Glory attacked Holland, he says simply, "We're after the same thing. They're just trying to narrow the competition."

Should the agents ask Holland what Chamber he's from, or otherwise inquire about his affiliation, the fringewalker tells them that he works "with a silent branch of the Archer Foundation — those who walk the mystic world of the Fringe, and uncover the secret shadow history of the world."

Should the agents ask what WINTER ROSE is, they receive the most shocking news of all: "WINTER ROSE is a relic, but it's also alive. It's a person, trapped for fifty years in mystic stasis. But the worst part of WINTER ROSE isn't the what, it's the who. You see, WINTER ROSE is Adolf Hitler."

And with this news, we recommend cutting to the long break between Scenes 2 and 3 (and if possible, breaking between sessions as well — it's always good leaving your players guessing, wanting more).

REWARDS

Immediately reward your agents with experience if they accomplished the following tasks during this scene:

- Arriving in this scene: 25 xp per agent.
- Discovering the strange unexplained circumstances of Dr. Forsythe's death: 25 xp per agent.
- Discovering the money and plane ticket: 25 xp per agent.
- Discovering the Elder Creek clue: 50 xp per agent.

- Killing one or more Hand of Glory minions: 25 xp per agent.
- Capturing one or more Hand of Glory minions: 50 xp per agent.
- Killing Gauntlet: 75 xp per agent.
- Capturing Gauntlet: 150 xp per agent.
- Killing Adam Holland: -200 xp per agent.
- Striking an alliance with Adam Holland: 150 xp per agent.

In addition to the usual xp rewards, agents who leap into the fray against the Hand of Glory receive several gifts from Adam Holland, and some disturbing news as well (*see Events, below*). The GC should also reward each agent with one bonus action die (without gaining one himself) at the end of this scene – whether they ally with Holland or not. This should give the agents a suitable impression of the hazards to come.

DEVELOPMENT

After hearing the news of WINTER ROSE's identity, the agents are likely to want to call in the Montana National Guard, or the U.S. military, or more agents. Normally, Spycraft and Shadowforce Archer serials are very tightly balanced, and so this kind of "heroic intervention" is frowned upon, even railroaded. Not here. The climax of this serial is extremely dangerous, and the stakes are very high. If the agents want to call in assistance, let them (with suitably high favor check DCs, of course).

We recommend not allowing the agents to lead such help, or even directly benefit from it (they shouldn't be ordering the military to take out their opponents), but it's certainly plausible to have a division of paratroopers combating some of the enemy forces in the next scene as part of the backdrop while the agents continue their own operation – to recover WINTER ROSE before the Hand of Glory does.

Beyond military support, however, the most important development in this scene is the potential alliance between the agents and Adam Holland, which lasts through Scene 3, and may continue in future sessions (especially after the *Archer Foundation Chamber Book* comes out, when the fringewalkers are fully explained). This alliance is also the crux of an important interactive option (*see below*).

Interactive Options

The questions that need to be answered about this scene include...

- 1) Did the agents assist Adam Holland against the Hand of Glory?
- 2) Did the agents ally with Adam Holland going into Scene 3?
- 3) What happened at your table? Who, if anyone, was killed? What important events occurred? A section of the response sheet will be set aside for you to answer this question in your own words.

SCENE 3: ELDER CREEK, MONTANA

IMPORTANT GC ADVISORIES

A few notes for the GC during this scene:

- 1) We recommend that all agents regain all vitality and wounds between Scenes 2 and 3 of this serial. The agents will need to be fresh going into the final leg.
- 2) Each "Fringe fetish" Holland gives to the agents at the end of Scene 2 allows the character carrying it to absorb 2 levels of energy drain (both at once or one at a time). This ability becomes critical during the final moments of the serial, when the final threat – the Architects of the Fringe – arrive. (*See below for more.*)
- 3) Once the Architects arrive, the rules shift a bit. We'll explain how in a moment, but we wanted to let you know up front that when the effect the Architects bring with them (called "the Fringe") literally warps reality to a slight degree, and therefore affects the rules of game play as well. We recommend springing this on your agents with the huge special effects of the last reel, to instill the proper sense of unease that the Fringe brings to the world.

AGENT DESCRIPTION

The following description assumes the agents assisted and allied with Adam Holland at the end of Scene 2. If this didn't happen in your game, modify the text accordingly.

"8,000 feet above sea level, secluded from civilization, Elder Creek is a picture out of time. No roads. No cars. This far up, there's thin air, quick wits, and shallow graves."

"Your helicopter circles the valley and you catch sight of only three signs that humans ever lived here – a light network of thin trails, a rope bridge connecting two towering cliff faces, and a small cabin in the center of a vast forest."

"If Forsythe was right, whoever lives in that cabin has killed 7 people, and possibly kidnapped dozens more. And if Adam Holland is right, and the half-living corpse of Adolf Hitler really has been buried somewhere in this valley, radiating evil for years or decades, then the people in that cabin are only the tip of the iceberg..."

"The helicopter rounds one last turn over the cliff face and you leap into the open air, pulling hard to open your chute. You drift slowly toward the forest and wonder if you'll ever see smog again."

GC DESCRIPTION

STOP! Read the Appendix before proceeding through this section. Much of what is referred to here is introduced in that later, isolated section. Reading the Events section of this scene first might also help.

Unlike the first two scenes, Elder Creek has no clue chain. Instead, the agents are left to explore, periodically engage enemies, and gather information before the big event that brings the serial to a close (*see Events, below*).

As the agents explore the Elder Creek valley, refer to the following descriptions:

Forest: The forest in Elder Creek is thick enough to provide half concealment at all times, and any amount of cover the agents want to take (minding that taking full cover prevents the agents from attacking as well).

Waterfall: This 240-ft. masterpiece is the most picturesque thing in the entire valley, and visible from all corners.

“The Nest”: This small clearing just over 100 feet south of the waterfall is a perfect roost for a sniper or surveillance officer/forward observer. This is just what the Radeckis use it for during this scene – until their compound is raided.

Bridge: This rickety rope and plank affair hovers over 200 feet in the air over thick forest. Each agent who crosses must succeed with a Balance check (DC 15) or slip, after which he has the chance to catch himself according to the rules for climbing on pages 43-44 of the *Spycraft Espionage Handbook*. Cutting the bridge requires four half actions – one for each rope anchored to both sides. Anyone on the bridge when it’s cut free may either fall to the forest below, taking normal falling damage, or swing into the far cliff face, taking 6d6 damage (halved with a successful Fort save).

Rock Spires: These inexplicable towers of jagged rock spike just over one hundred feet in the air, well over the surrounding treeline. There are no caves burrowed into them, and no other evidence of where they came from. They are a mystery not to be solved today.

Cabin: This simple one-room log cabin contains a fireplace, three cots, a tool desk covered in oil (and faint traces of blood, as noticed with a Spot check of 18 or more), and a trap door leading down into the basement and the compound beyond. This cabin is wired with dynamite (in thin cubbies between the floorboards and the basement ceiling) and can be detonated by a secret plunger 75 feet away from the house. This dynamite is placed just over the kerosene and generator fuel stored in the basement (area #1). When the dynamite is detonated, it takes the flammables with it, resulting in an explosion with a blast damage value of 30d6 and a blast increment of 1 square that collapses the entire cabin in on the basement level, cutting off access to the compound from that direction. The Radeckis resort to this tactic if they feel they’re losing the compound and need to trap the agents (or someone else) below ground, where they can be hunted more easily.

The Compounds: This extensive maze of underground tunnels was built by the Radeckis over the last several years.

The project began as part of a simple survivalist estate, with “safe rooms” below ground “for when someone comes for us.” It has since grown into a menagerie of misery and pain. As the Radeckis dug closer and closer to the body, their temperaments grew darker and darker, until they just snapped. Now they forage for food in the wild and “hunt” humans in the lower foothills (mainly for sport).

The underground compound is lit by strings of exposed light bulbs that all eventually feed back to the generators (in area #6). It’s also overflowing with mechanical traps of all shapes and sizes, the locations of which are known only to the Radeckis.

1. **Basement:** This large room appears to be a storage cellar for rice, pickles, hunting supplies (axes, rope, etc. – no guns). It’s also the location of the kerosene and generator fuel that the Radeckis placed to go off with the dynamite in the cabin’s floorboards. Three exits from this room are normally covered – two by shelves of candles, paint cans, and other discarded objects and the third by a large tarp held down by barrel of rotten potatoes.

2. **Pantry:** This otherwise ordinary pantry contains thousands of cans of every vegetable, “meat food product,” and combination of the two available in the last 20 years. One wall is dedicated strictly to military MREs (“Meals, Ready to Eat”).

3. **Kennel:** This room is typically locked (hardness 2 with 15 wound points and a Break DC of 10 due to water damage from the nearby marsh). Within are kept the Radecki family’s six hunting dogs, and – at present – their latest victim, a 28-year old woman named Georgia Thompson. Ms. Thompson is tied with thick ropes which can be cut in one half action with a sharp knife. She has a Defense of 11, 8 vitality points, and 9 wound points (of her normal total of 12). If Georgia hears someone at the door over the dogs, she screams for help. Otherwise, her presence isn’t discovered unless the agents enter the room.

4. **Water Damaged Room:** This chamber was once where the Radeckis stored their hunting and fishing gear, but since the soil of the northern wall gave way, it’s been filled ankle-deep with mud. The Radeckis have considered blasting the cave closed (to limit possible intrusion into their underground lair), but have yet to get around to it. The once-locked door leading into this room is now useless, and can be pushed off its hinges with ease.

5. **Partly Flooded Cave:** This is the cave that collapsed into area #4, and is now a morass of slow moving mud, sliding into the underground complex.

6. **Armory:** The Radeckis are prepared to fight World War III as a ground campaign. Behind a locked door (hardness 5 with 20 wound points and a Break DC of 20) are the family’s twin generators, surrounded by wall-to-wall gun racks and

shelves upon shelves of ammunition, explosives and more. A complete inventory of the room at the start of this scene includes the following items:

- 1 – S&W Model 10 (.357 Magnum service revolver)
- 2 – S&W Model 29 (.44 Magnum hunting revolvers)
- 1d2+2 – Ruger P97 (.45 ACP service pistols)
- 1d2 – Desert Eagle (.50 AE service pistols)
- 1d6+2 Ingram MAC-10 (9mmP SMGs)
- 1d4+3 – Remington 597LR (.22 bolt-action rifles)
- 1d6+3 – US Rifle Model 1903 (.30 M1903 bolt-action rifles)
- 1d2 – Colt M16A2 (5.56x45mm assault rifles)
- 1d4+2 Stoeger/IGA Uplander (12 gauge break action shotguns)
- 1d2 – Winchester 1,300 Defender (12 gauge pump-action shotguns)
- 3,000 shotgun shots (1,500 shot; 1,500 slugs)
- 1 – Talley M72 LAW (with 1d4 HE rockets)
- 1d4 composite bows
- 200 arrows
- 1 medium axe
- 2 rusty bayonets
- 1d4 kevlar vests

7. Murder Room: This is where the grisly killings of the kidnap victims from the surrounding foothills take place. The walls used to be hosed down, but now each new “coat” is simply allowed to dry over the last. Anyone entering this room must make a Fort save (DC 10) or suffer a –1 revulsion penalty to all attack and skill rolls for 1d10 rounds.

8. “Trophy” Room: This room’s walls are lined with the trophies of the Radeckis’ many hunts – starting with deer, elk, antelope, eagles, and then moving on to bears, bulls, people... Anyone entering this room must make a Fort save (DC 15) or suffer a –1 revulsion penalty to all attack and skill rolls for 1d10 rounds.

9. Charnel Room: Finally, this is where all the bodies are buried (literally) – at least they used to be, when the ground was still mostly dirt. Now the room is a pit of decay. Anyone entering must make a Fort save (DC 20) or suffer a –2 revulsion penalty to all attack and skill rolls for 1d10+2 rounds.

10. Cave Entrance: The Radeckis intentionally keep this cave entrance clear of obvious signs of entry, traps, and the like. It appears perfectly normal. It is, however, the family’s most used entrance (they sweep up after each entry).

11. Copper Cave: This cavern is called the copper cave because of its metallic rust-like color (which is in fact caused by the body, trapped within the eastern wall). The entrance to the compound here is a well-concealed trap door typically covered in an inch or more of dirt (Spot DC 25 to notice unless someone has just used it, in which case the Spot check succeeds automatically).

THREATS

There are a great many enemies for the GC to introduce (or reestablish) during this scene – the territorial survivalist Radecki family, Gauntlet and his minions, and the Architects of the Fringe (during the final reel). The agents are quite overtly outnumbered here (they’re outclassed even if they bring reinforcements). The players should take this as a sign to keep their heads down and play the scene as intelligently as possible. The GC should recognize when the agents are making efforts to be clever and not pound on them quite as hard when they’re trying to catch their breath. This scene is mostly about survival, and triumph over incredible odds. The agents should be rewarded for working together, for resisting the hysteria gripping the valley, and especially for not giving up when things look bleak.

Ted Radecki, 4th-level pointman. CR 4. SZ M; v/wp: 34/14; Init +3 (+2 class, +1 Dex); Spd 30 ft.; Def 12 (+1 armor, +1 Dex); Atk: Colt M16A3 +4 (4d4); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +4, Ref +3, Will +4; Str 13, Dex 13, Con 14, Int 9, Wis 10, Cha 14; Skills: Climb +6, Craft (carpentry) +5, First Aid +5, Hide +4, Intimidate +5/6, Survival +7, Tumble +6. Feats: Far Shot, Point Blank Shot. Gear: Weapons, Kevlar vest.

May Bell Radecki, 3rd-level soldier. CR 3. SZ M; v/wp: 41/15; Init +5 (+3 class, +2 Dex); Spd 30 ft.; Def 13 (+1 armor, +2 Dex); Atk: Survival knife +5 (1d6+1) / Colt M16A3 +5 (4d4); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +5, Ref +4, Will +1; Str 13, Dex 14, Con 15, Int 10, Wis 10, Cha 10; Skills: Climb +4, Profession (trapping) +5, First Aid +5, Hide +4, Intimidate +5/6, Survival +7, Tumble +6. Feats: Combat Instincts, Lay Down Fire, Point Blank Shot, Weapon Finesse (survival knife). Gear: Weapons, Kevlar vest.

Linus Radecki, 3rd-level wheelman. CR 3. SZ M; v/wp: 28/12; Init +3 (+2 class, +1 Dex); Spd 30 ft.; Def 12 (+1 armor, +1 Dex); Atk: Colt 1911A1 +4 (1d12); Face 1 square; Reach 1 square; SA per class; SQ per class; SV Fort +2, Ref +4, Will +2; Str 13, Dex 12, Con 12, Int 8, Wis 12, Cha 12; Skills (28): Demolitions +5, Escape Artist +4, Handle Animal +9, Mechanics +5, Survival +8, Use Rope +4. Feats: Baby It, Outdoorsman, Ride Shotgun, Surge Of Speed. Gear: Weapons, Kevlar vest.

Hunting Dogs, CR 1/2. SZ S; v/wp: 1d8+2 (6)/12; Init +1 (+1 Dex); Spd 30 ft.; Def 12 (+1 size, +1 Dex); Atk: Bite +2 (1d10+2); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +4, Ref +2, Will +1; Str 10, Dex 12, Con 14, Int 2, Wis 12, Cha 7; Skills: Listen +6, Spot +6, Survival +10, Swim +4. Feats: Track, Weapon Focus (bite). Gear: Collar.

SECURITY

The Radecki family tunnel compound is littered with mechanical traps both store-bought and homemade. Some are obvious, while others are hidden, known only to the Radeckis themselves (and sometimes only to one or two of them – their family communication has been slipping ever

since madness settled in). You can either place the traps randomly on the map before running the serial, place them as you go, or roll randomly on the following chart:

Roll	Trap
1	Grenade – Agent must make a Spot check (DC 15) to avoid tripwire or a fragmentation grenade drops in his square, exploding at the start of the following round. The agent may make a Reflex save to leap free, as with normal grenade attacks. Search (DC 20) to find; Mechanics (DC 15) to disable (in which case the agent gains the grenade as part of his mission gear).
2	Burning Pitch – Operates like a molotov cocktail attack with a +6 ranged attack bonus. Search (DC 20) to find; Mechanics (DC 20) to disable.
3	Spring-loaded net – Operates like a netgun attack with a +6 ranged attack bonus. Search (DC 20) to find; Mechanics (DC 20) to disable.
4	Ankle noose – Agent must make Reflex save (DC 20) or be pulled off feet and upside down to hang 7 ft. off the ground. Search (DC 15) to find; Mechanics (DC 10) to disable.
5	Spring-loaded blade – Agent is attacked by +6 melee strike (1d8 normal damage). Search (DC 21) to find; Mechanics (DC 20) to disable.
6	Pit (20 ft.) – Agent must make a Reflex save (DC 20) to leap free or fall 20 feet, suffering 2d6 normal damage. Search (DC 20) to find; Mechanics (DC 20) to disable.
7	Minor cave-in – Agent must make Spot check (DC 15) to avoid tripwire or suffer 2d6 normal damage from cave-in (a successful Reflex save reduces this damage by half, rounding down). Search (DC 15) to find; Mechanics (DC 10) to disable.
8	Bear trap – This trap is usually hidden in shallow pits within the compound tunnels and consists of a wide metal jaw that snaps shut as a target steps onto the central pressure plate, often breaking the target's leg. A human always makes a Spot check (DC 15) to notice it. With success, he may simply avoid the snare. If he fails (or otherwise triggers the trap), he must make a Reflex save (DC 18) or take 2d4 damage and be grappled (the human must both successfully oppose the grapple and make an Open Locks check (DC 18) to free himself). Animals pit their Search or Survival against the trap-layer's Hide total, and also make a Reflex save (DC 18) if they fail. Animals that are trapped may not free themselves.

Note that this is only a small sampling of the traps the Radeckis may have at their disposal. Given Linus' knack for building things, the compound might contain a wide variety of nasty surprises. Feel free to come up with your own to supplement this list – and surprise your players.

EVENTS

This scene is driven by combat, discovery, and eerie events. When the agents arrive – with or without Adam Holland – they are driven by their own sense of discovery – to find the truth of WINTER ROSE and determine what's happening at Elder Creek. Throughout the first half of the scene, the agents suffer guerilla-style attacks by the twisted Radecki family, a clan of extremist survivalists who built the cabin and subterranean compound here in Elder Creek some 7 years ago.

Either when the agents discover the body (in location #11) or when the GC determines that the Hand of Glory does, begin the following countdown of events:

T Minus 5 Minutes: The body is discovered.

T Minus 3 Minutes: A storm cloud rolls overhead, casting the entire valley into shadow. This is the first sign of the Architects' impending arrival by way of the Fringe, a powerful mystic twilight realm that sometimes overlaps with the physical world. (*For more about the Fringe, and the Architects, see the forthcoming Archer Foundation Chamber Book.*)

T Minus 2 Minutes: The aircraft the agents arrived in fall under attack by Hand of Glory gunships.

T Minus 1 Minutes: With aircraft raining from the sky and an unnatural electrical storm spanning the entire valley, all agents should make a Will save (DC 15). Each agent who succeeds is acutely aware of a sensation of nausea, as if his insides were being tugged out slowly through his skin.

The Fringe Arrives: Lightning streams down throughout the valley, sparking off cliff faces and searing trees in half. A helicopter – possibly the one airlifting the body out of the valley – is knocked out of hovering mode and slides down the northern cliff face, exploding into a ball of fire and twisted metal just south of the waterfall that blocks off the northern cave entrance (or exit, depending on the agents' need at the time). Petrov Kosto, an Architect henchman, and his minions, the Gray Blades, surface and head directly for the body. The Fringe, and Kosto and his minions, remain for 5 minutes (as long as the Architects can sustain the effect). During this time, Kosto and the Gray Blades – incapable of moving the body very far or taking it with them – strive to kill as many other people in the valley as possible. Their goal is to leave the valley empty so their earthly minions can swoop in and retrieve the body sometime soon.

Also while the Fringe is present, the following rules are in effect:

- Ability damage may not be recovered. Lingering spirits, who are without bodies, are extremely vulnerable to Intelligence, Wisdom, and Charisma damage, as it can destroy their minds, leaving them nothing more than ravaging, angry beasts.

- All natives of the physical world lose their initiative bonus and may not take 10 with skill checks. This offers Fringe-dwellers, such as lingering spirits, a decided advantage as living humans find themselves caught off guard by the eerie, offsetting nature of their surroundings.

REWARDS

Immediately reward your agents with experience if they accomplished the following tasks during this scene:

- Arriving in this scene: 50 xp per agent.
- Allowing Adam Holland to die during this scene: -150 xp per agent.
- Killing Ted Radecki: 75 xp per agent.
- Capturing Ted Radecki: 150 xp per agent
- Killing May Bell Radecki: 50 xp per agent.
- Capturing May Bell Radecki: 100 xp per agent
- Killing Linus Radecki: 50 xp per agent.
- Capturing Linus Radecki: 100 xp per agent.
- Killing or otherwise getting past the Radeckis' dogs: 50 xp per agent.
- Killing Gauntlet: 75 xp per agent.
- Capturing Gauntlet: 150 xp per agent.
- Killing one or more of Gauntlet's minions: 25 xp per agent.
- Capturing one or more of Gauntlet's minions: 50 xp per agent.
- Killing one or more lingering spirits: 100 xp per agent.*
- Killing Petrov Kosto: 200 xp per agent.*
- Saving Georgia Thompson: 200 xp per agent.
- Possessing the body at the serial's end: See Debriefing.
- Surviving the scene: See Debriefing.

* It isn't possible to capture these villains, as they simply vanish with the Fringe.

DEVELOPMENT

The primary development issues in this scene revolve around the body.

If the agents find and open the casket hidden in location #11 at the start of this scene, they discover a body that looks very much like Hitler, but withered and dying. It is also apparently paralyzed, save for the eyes, which dart about in fright, panic, or both.

If a shadespeaker or someone with psion powers attempts to make contact with the body, they are struck by a shock-wave of evil and must make a Will save (DC 20) or lose their Dexterity and Wisdom modifiers for 24 hours. (If you really want to scare your players, don't tell them when the modifiers are coming back).

The body is considered helpless at all times. If at any time it dies, the spirit within it hops into the nearest healthy NPC and attempts to quietly sneak off. The Architects and the Hand of Glory both understand what is going on when this happens and immediately attempt to locate and capture the spirit's new body.

Interactive Options

The questions that need to be answered following this serial include...

1. What was your team's composition (with codenames, Chambers, classes, levels, etc.)?
2. Did you make any changes to the serial, and if so, what were they?
3. Did the agents call in extraordinary favors to complete the mission and if so, what were they?
4. At the end of the serial, is the body dead or alive? If alive, who has it now? If dead, which body did the spirit possess?
5. Which characters are alive/dead?
 - a. Shop team.
 - b. Hand of Glory team.
 - c. Architect team.
 - d. Fringewalker team.
6. What happened at your table? Who, if anyone, was killed? What important events occurred? A section of the response sheet will be set aside for you to answer this question in your own words.

DEBRIEFING

Reward each agent with 500 xp at the end of this serial, plus another +500 if they recovered the body and an additional +1,000 if they kept possession of it following the serial.

Don't forget to report back to www.shadowforcearcher.com and let us know what choices you made, and how your team fared. The results of all mission reports will be folded into upcoming episodes and sourcebooks for the *Shadowforce Archer* game line — watch the website for a report of where to look for the results of this serial. And don't forget to download the second free serial in the ongoing *Shadowforce Archer* campaign, due out in July!

APPENDIX: DEEP BACKGROUND

The central thrust of the first SFA Interactive season (for 2002) revolves around the Hand of Glory and its mastermind, Eva Kraus. The fusion of a turn-of-the-20th Century dilettante and the lingering spirit of a long-buried occult goddess, Eva wields unparalleled mystic power. But she is only one half of an ancient couplet of tyrannical power that dominated the world thousands of years ago, and she yearns for the return of her god-king companion, and the resurrection of their fallen occult empire.

The spirit bound with Eva Kraus (originally Evelyn Schillingsfield) was released by accident during an archaeological dig in 1900 that unearthed the Palace of Knossos on the Greek island of Crete. The companion spirit was not found until many years later, in the late 1950s, by Third Reich remnants under Eva's control. Kraus desired to bind the spirit into the recently killed body of her wartime lover —

Adolf Hitler, the Demagogue, who was also the recipient of the original telepath serum. (*For more about these events, see the Shadowforce Archer Worldbook.*)

But her efforts were thwarted by a mysterious group now known to a select few — including a phantom division of the Archer Foundation designated Division Nihil — as the Architects of the Fringe. The last survivors of a failed Foundation attempt to render a number of its agents invisible, the Architects were transported to a twilight realm between the domains of the living and the dead called the Fringe. From the Fringe, the Architects strive to control the world from behind the scenes, and aren't keen on allowing an upstart fallen goddess like Eva ruin their plans. (*For more about the Architects of the Fringe, see the upcoming Archer Foundation Chamber Book.*)

By 1957, the Hand of Glory had found the second half of their spiritual royalty and freed him from the mystic prison where he had languished for centuries. They gathered on a deserted atoll outside mainland France to perform a mass ritual that would bind the spirit into the Demagogue's frozen body. But the Architect's earthly minions were prepared for them and had produced a clone made from the Demagogue's body, crippling it so that it couldn't move or speak. In a bold maneuver, the Architects' minions swapped out the real Demagogue's body for the clone, and when the ritual was completed, the companion spirit was trapped within a useless form, impotent and incapable of calling upon its vast mystic power.

It was then that the Architects arrived in person, bringing the awesome might of the Fringe with them. (*See the Archer Foundation and Scene 3 of this serial for more about this ability.*) They attacked the Hand of Glory and in a titanic battle kidnapped the clone — and the companion spirit — and fled. When Eva realized that what had happened, she tried to destroy the clone. She performed another ritual — this time consuming thousands of henchmen and minions to fuel it — and released a wrathful pillar of destruction that sped out miles from her location, destroying everything in its path. This tremendous explosion was mistaken for a French nuclear test, and sparked Allied inquiries into post-war nuclear policy that raged for decades.

But the explosion failed to consume the Architects, or their stolen body, which they buried in as remote a location as they could find — Siberia. The Architects knew they couldn't simply destroy the companion spirit, but they could certainly keep it away from Eva and out of commission. With the body buried and Eva presumably neutralized, the Architects returned to their quiet machinations from the Fringe, and didn't pay her or the body any mind for several years.

Then, in 1968, years after a small town had suddenly cropped up near the body's resting place, the area suffered an outbreak of "unexplained mass hysteria" and everyone within 20 miles flew into a homicidal rage, murdering their neighbors, friends, and families. Within days, only a few citizens of the fledgling town were left, hunting each other

through the burning town. Russian emergency response services were called in and the remaining townspeople were taken into custody.

In the ensuing chaos, the Architects — who knew the true cause of the town's destruction: psychic emanations from the god-spirit buried beneath it — swooped in, dug up the body, and prepared to move it. But the Hand of Glory noticed the town's destruction as well, and accurately guessed it to be the unconscious work of their stolen god. They arrived on the scene better-prepared to combat the Architects, and very nearly destroyed them. But once more the Architects escaped, taking the body with them.

Over the next forty years, the two organizations squared off many times, the Architects always staying just a half step ahead of the Hand. Each time the Architects buried the body, it would attract people to its location and then drive them mad in an effort to reveal its location to Eva and her occult followers. Every five to ten years — just when it looked like the events in Siberia would happen again — the Architects dug the body up and moved it to another remote location, far away from the last. This process worked well (besides creating a few troubled towns over the decades), and effectively stymied Eva's efforts — until 9 years ago.

In 1993, allies of the Hand of Glory still lingering in South America noticed the covert arrival of what they assumed to be a mystic relic, and informed their masters. An operation was initiated to secure the artifact, which Hand henchmen soon discovered was in fact the body containing their missing ruler's spirit. Only by sacrificing dozens of allies and nearly revealing themselves to their enemies in the Archer Foundation were the Architects able to escape one last time with the body, shipping it across the Gulf of Mexico and into the United States.

Unable to risk transporting the body any further while hounded by Hand of Glory spies, the Architects fled into a remote region of central Montana, just north of the Bull Mountains, and buried the body one more time, planning to dig it up and move it again in a few years, when the Hand were no longer as watchful.

Which brings us to the present day, and the events of this serial.

NEW HENCHMAN

PETROV MIKAILOVITCH KOSTO (ARCHITECT)

Petrov Mikailovitch Kosto was one of the original volunteers for a clandestine Foundation project ostensibly dedicated to rendering Conspiracy agents invisible. Secretly, however, Kosto and several of his colleagues conspired to use the stealth technology to explore a newly discovered realm beyond death. The project went horribly wrong, however, and trapped Kosto and his fellow conspirators in this parallel realm, where they have remained for the last fifty years. (*For more about these men, the Architects of the Fringe, see the forthcoming Archer Foundation Chamber Book.*)

Kosto is not especially critical to the Architects' plans, and is also extremely vulnerable to personal compliment. These traits make him a perfect field commander for Architect incursions into physical world (such as seen in the final scene of this serial). Kosto is tall and slender, with a balding pate. He wears round goggle-like spectacles.

5th-level Snoop	Abilities: Str 10, Dex 11, Con 13,
Size: Medium	Int 17, Wis 6, Cha 9
Vitality/Wounds: 29/13	Skills: Bureaucracy +3,
Initiative: +3 (+3 class, +0 Dex)	Computers +10, Concentration
Speed: 30 ft.	+9, Cultures +6, First Aid +4,
Defense: 14 (+4 class, +0 Dex)	Knowledge (Fringe) +13,
Attack: Touch +2 (1d8 + special)	Knowledge (Genetics) +13,
/ Beretta Cheetah + 2 (2d4)	Knowledge (History) +9, Hide
Special Attacks: Chill Touch,	+8, Languages +8, Move
Telekinesis	Silently +8, Profession (Doctor)
Special Qualities: Flawless	+6, Search +6, Spot +5
Search, Intuition 1/session,	Feats: Blind-fight, Scholarly
Jury Rig +3, Unnatural Aura	Equipment: Weapons
Saves: Fort +2, Ref +3, Will +1	Gadgets and Vehicles: None

GRAY BLADES

The Architects' power over the Fringe allows them to not only disturb the perceptions of humans by causing the Fringe to manifest in the physical world (see page 26), but also to condition ghosts to do their bidding. Some of the worst of these are the Architect's terrifying personal killers, the Gray Blades.

Gray Blades, 3th level lingering spirits (minions, squads of 2). CR 4. SZ M; v/wp: 23/11; Init: +3 (+3 class); Speed 30 ft.; Def 11 (+1 class); Atk: Touch +3 (1d8 + special) / large knife* +3 (1d6); Face 1 square; Reach 1 square; SA per class + Chilling Touch, Otherworldly Wail, Telekinesis; SQ per class + Undead, Unnatural Aura; SV Fort +3, Ref +2, Will +2; Str 0, Dex 11, Con 0, Int 10, Wis 12, Cha 11; Skills: Hide +13, Move Silently +13. Feats: TK Basics. Psion Skills: Poltergeist +9. Gear: Weapons. Gadgets and Vehicles: None.

* May only be used when the gray blade manifests; operates like a survival knife in all ways.

Chilling Touch: A lingering spirit adds its Dexterity modifier to all unarmed attack and damage rolls. With a successful unarmed hit, lingering spirits inflict 1d8 normal damage. As with all the lingering spirit's attacks, chilling touch only affects targets of like substance (spectral or physical). If at least 1 point of damage is subtracted from the target's vitality or wounds (after damage reduction, psion abilities, and all other defenses are taken into account), the target receives one negative level of energy drain. When grappling, the lingering spirit inflicts a negative level each time it inflicts at least one point of damage on the target. For each negative level inflicted, the victim loses all the benefits of his most recently acquired level — base attack, saves, vitality, etc. All effects of

negative levels are cumulative (e.g. with 3 negative levels, the agent loses the benefit of his 3 most recently earned levels). The victim makes a Fortitude save 24 hours after suffering a negative level, with a DC of 11. Separate Fortitude saves are made for each negative level suffered. With success, the negative level vanishes and all the effects of the negative level are reversed. With failure, the negative level vanishes, but the victim loses 1 agent level permanently, along with any ability score gain, vitality points, skill points, feat slots, base attack bonus, base saves, and special class abilities granted by the level. When one or more levels are permanently lost, the victim's experience point total is immediately set to halfway through the previous level. If an agent ever gains negative levels equal to his current level, or is drained below 1st level, he is instantly killed (reduced to -11 wound points). Finally, the spirit gains 5 temporary vitality points for every negative level it inflicts on a target (though it does not gain vitality points for negative levels inflicted after a previous negative level has killed the victim).

Otherworldly Wail: The tormented moaning of a lingering spirit is discomfoting, and can throw the most hardened agent off his game. Each otherworldly wail is a full action, and affects all living creatures (person and animal alike) within 30 feet. Each affected target must make a Will save (DC 11) or suffer a -2 morale penalty to their attack rolls, saves, and skill checks for a number of rounds equal to the difference between the DC and their save total. Those who successfully save against this attack cannot be affected by the same lingering spirit's wail for 24 hours. Deaf targets and those using earplugs and like defenses are immune to this attack.

Telekinesis: Spirits have a natural power which duplicates the Poltergeist psion skill (*see the Shadowforce Archer Workbook, page 188*). All skill checks to use this power are made according to the standard rules for using psion skills.

Undead: Lingerings spirits are undead, and therefore immune to poison, disease, paralysis, sleep effects, stun effects, and death effects. Undead are not subject to critical hits, subdual damage, or ability damage. They have no Constitution scores, and therefore suffer no effects which call for a Fortitude save (unless it affects objects). A lingering spirit ignores the effects of massive damage, and is destroyed once it reaches 0 or less wound points. Lingerings spirits can see in any condition — even total darkness — up to a range of 60 feet (or 30 feet if looking from the Fringe into the physical world).

Unnatural Aura: Whether domesticated or not, animals of all kinds shy away from spirits — even when the spirits are spectral and therefore invisible to the naked eye. Animals can sense spirits at a range of up to 30 feet, and cannot distinguish between well-adjusted spirits and malign ones. Animals will never approach closer to a spirit than 30 feet

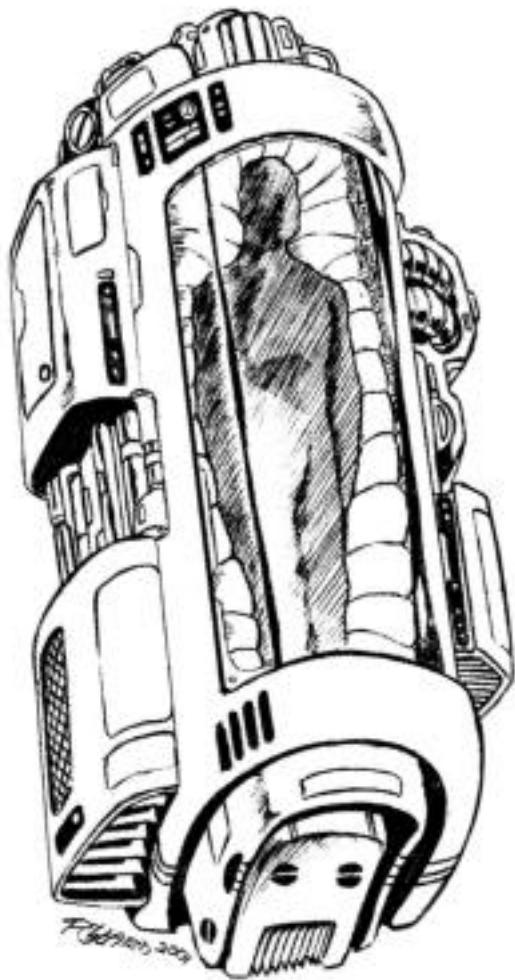
unless forced, in which case they panic and cannot be soothed by any Handle Animal check. Animals become hysterical and flee any site where the Fringe or spirit realm intersect the physical world.

new feats

Unshakable

You remain calm and collected even in the face of the utterly bizarre.

Benefit: You receive a +1 fringe bonus to all Will Saves. Further, you retain your initiative bonus and ability to take 10, even while in (or surrounded by) the Fringe.



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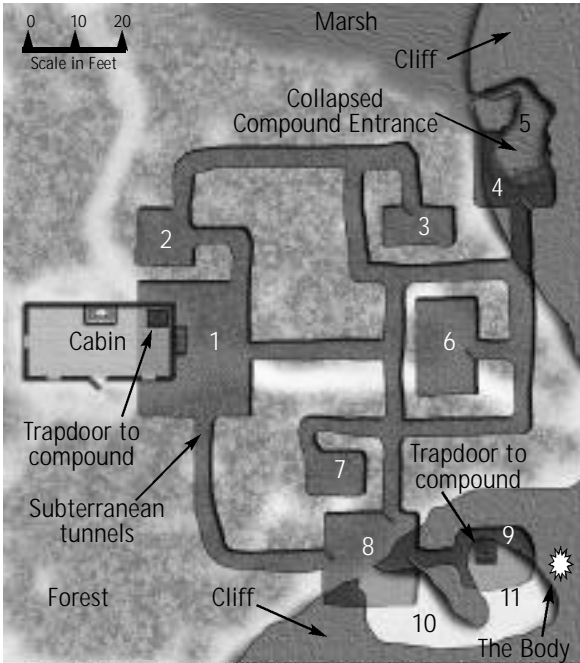
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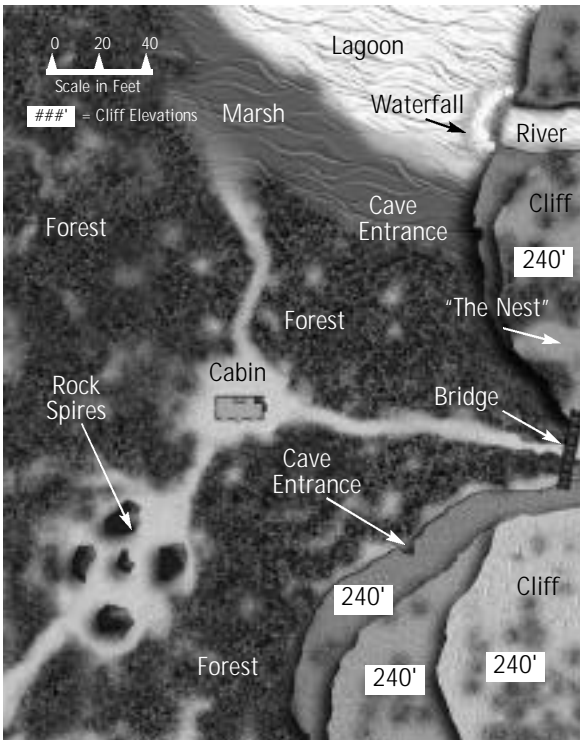
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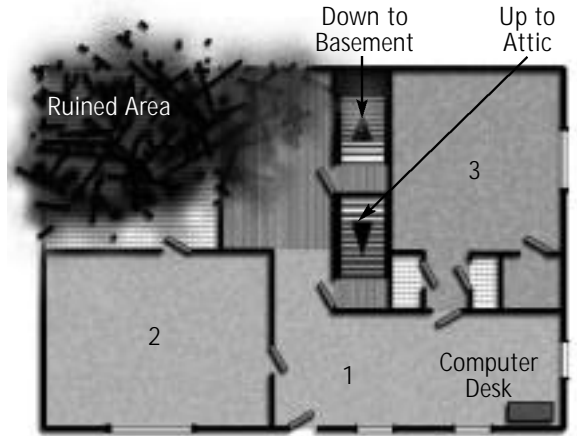
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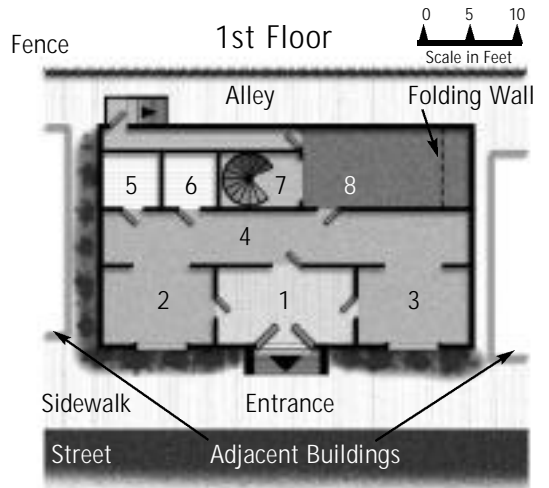
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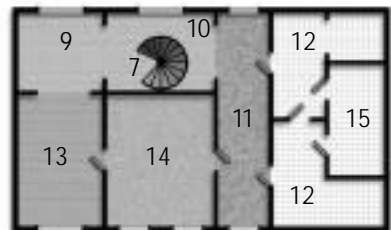
FORSTHE HOME



RIVERCREST FELLOWSHIP



1st Floor



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