

An Introductory Mission for 3-5 Agents Level 1

PANACEA GAMBIT

by Les Simpson

Greetings, agents. There is a crisis underway in Colombia. At approximately 1400 hours local time, six barrels of Süßer Tod 17, a chemical weapon developed by German scientists during World War I, were detonated outside of Cartagena in the heart of a sprawling refugee community. Süßer Tod 17 was never used in the war, and the remaining antidote, Panacea, was immediately airlifted to help the victims. Unfortunately, further tragedy has struck. The plane disappeared before it could reach its destination.

Your mission is clear: recover the antidote and get it to the victims as soon as possible. Keep in mind that time is of the essence. We estimate that those infected by Süßer Tod 17 have less than nineteen hours to live. Due to the urgency of this situation, you are instructed to complete this mission by any means necessary.

We will remain in contact with you throughout the operation, providing whatever aid we can.

Heaven help you, and those who depend upon your success.

This serial booster pits a team of rookie agents against the hostile forces of man and nature in a violent landscape of open conflict and secret agendas. The clock ticks forward without mercy, and the lives of hundreds of innocent people hang in the balance.

SPYCRAFT™

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

The Panacea Gambit is a fast-paced one-session *Spycraft* serial for 3-5 agents of levels 1. It can be played as a stand-alone adventure or dropped into any ongoing season.

Abbreviations

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

Acc	Accuracy
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 Lite* or the full *Spycraft* rules).

To prepare to run this serial, you should read it completely at least once. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the serial. After that, you're ready to begin. Good luck!

SPYCRAFT

This module requires the use of the DUNGEONS & 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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THE PANACEA GAMBIT

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SERIAL SYNOPSIS

Over the past two years, more than 288,000 Colombians have abandoned their small villages along the Magdalena River. Fleeing from the dozens of violent paramilitary squads in the area, the majority of these refugees have resettled in sprawls at the edge of the country's largest cities, sometimes siphoning the water and electricity from paying neighborhoods and stealing the necessities of life to survive. This has caused no small amount of tension. Earlier this afternoon, the situation became critical. Six barrels of SüsserTod 17, a chemical weapon created at the beginning of the 20th century, were used against the people of Nelson Mandela, a refugee barrio just outside of Cartagena.

The Panacea Gambit concerns the recovery of the only antidote to SüsserTod 17, and those determined to use it for their own benefit.

The action begins as the agents, along with two other teams, perform a HA/LO (High Altitude/Low Opening) jump into the region where the plane carrying the antidote was last logged by radar. In their search for the wreckage, the agents are forced to deal with a horrible rainstorm and a paramilitary squad whose members are culled from local families. When at last they discover the plane, they also find the bodies of one of the other recovery teams. The plane has been stripped bare and their fellow agents have been executed.

An interlude begins once the agents make contact with Control. They learn that the antidote is now in the hands of Pilar Toledo Aponte, sister-in-law of the notorious drug czar Ignacio Seguin Chavarriaga, currently incarcerated in a Florida prison. Toledo has taken over the family business, and is using the antidote to bargain Seguin's release from U.S. custody. This is a no-deal situation. Seguin has personally tortured and killed at least fourteen DEA agents, and the U.S. refuses to negotiate for his release.

They agents are closest at hand and are ordered to recover the antidote on their own, with the second team providing backup once they report in. Control downloads the location of Toledo's compound to the agents, and the team is off.

Toledo's headquarters is a converted 17th Century Spanish fort, and the agents' best hope of getting there on time is to commandeer transportation from a nearby river village. Scene 2 deals with the agents rescuing a group of young Peace Corps members and obtaining their speed boat in gratitude, and Scene 3 focuses on a dangerous chase up the Magdalena River to Toledo's compound.

Control finally provides the blueprints to Toledo's fortress at the beginning of Scene 4. Once the agents are inside and about to secure the antidote, the missing recovery team shows up. They have defected to Toledo's cause and now hunt the agents for their new employer. Only quick thinking sees the agents through this turn of events and gives the innocent victims of Süsser Tod 17 a chance at survival.

From beginning to end, this serial should run approximately 1-2 sessions.

TROUBLESHOOTING

The *Panacea Gambit* is designed with a linear format, leading the agents from one scene to the next in a structured order. Players who become stumped about what to do at any point might benefit from inspiration checks (*see Spycraft Lite or the Spycraft Espionage Handbook, page 219*), especially during Scene 5 when they're are in combat with a superior fighting force. Should they become truly lost, agents have a direct link to Control (their Global Positioning System, or GPS), which the GC can use as a deus ex machina in times of absolute need. The GC take such assistance it into consideration, however, when determining experience points, as well as future assignments and mission budgets.

A brisk pace keeps the players' attention and draws them deeper into the mission. Slow-to-act players may need to be reminded that they are working within an inflexible time frame. Hundreds of innocent people could die if the team drags its feet for too long with any particular scene or encounter.

The actual amount of game time within each scene is left to the GC, but recommendations are included throughout the serial. It's recommended that the pacing resemble that of an action movie: dramatic activity, not factual reality. So long as the players feel the clock is constantly in motion against them, the proper amount of drama and suspense is being maintained.

MISSION BRIEFING

GCs might consider briefly roleplaying how the agency makes contact with each of them. This is a genre staple, and can include everything from self-destructing messages to a simple call on a cell phone. Award extra action dice to players who come up with particularly interesting scenarios.

At the briefing, the agents are told of the deadly chemical attack outside Cartagena and the subsequent attempt to distribute the only antidote (dubbed 'Panacea'). The missing plane was flown from a secret, international storage facility in Antarctica. During its flight over the Magdalena River basin, it received landing orders from an airfield that has since been confirmed not to exist, and was shot down on approach. A replacement antidote is in the works but won't be ready for at least seventy-two hours. It's estimated the victims have only nineteen hours left.

Agents might be surprised that they are just one of three teams being sent to recover the missing antidote. This should indicate just how serious the situation is. Team Alpha is comprised of seasoned veterans, Team Bravo is an intermediate group, and Team Delta is comprised of the novice agents run by the players.

Team Alpha

Dru Beckett, Codename: GOBLIN, Pointman
Angel Rodriguez, Codename: TURRET, Soldier
Frank Arnold, Codename: FROSTY, Wheelman

George Coleman, Codename: ZEBRA, Faceman
Neil Willis, Codename: TWO-TONE, Fixer

Team Bravo

Ronald Breecher, Codename: CYCLONE, Pointman
Nicholas Carrey, Codename: AXLE, Wheelman
Moses Maddox, Codename: FEVER, Soldier
Regina Lacks, Codename: COWGIRL, Soldier
Nathan Kennedy, Codename: MERLIN, Faceman

For some character interaction, the GC might play up a friendly rivalry between the teams. In this case, the agents of Team Bravo are clearly the most jocular and sure that they'll be the first to recover the antidote.

The agents are instructed to check in with Control via satellite link as soon as the plane is discovered. Until then, all communications should be kept to a minimum. The Magdalena River region is highly volatile, filled with paramilitary groups in perpetual conflict. The agents' very presence could be seen as an act of war, so caution is encouraged.

GEARING UP

This mission is Code: Red.

There are no special restrictions on equipment, though the agents might need to be reminded that they must travel light and fast for their mission to succeed.

Each team is given a GPS receiver and a satellite communications terminal at no cost (*see the Spycraft Espionage Handbook, page 125, for more about these items*). If possible without making it the only mention of any action during the Gearing Up phase, the GC should mention that Team Alpha is equipped with personal flamethrowers, an experimental new gadget detailed at the end of this serial (*see page 19*). These unstable devices may save the agents' lives at the serial's climax.

Estimated Game Time Elapsed: 1 hour (including gearing up)

SCENE 1: THE JUNGLES OF COLOMBIA

AGENT DESCRIPTION

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

"Your team is bathed in the bloody red light of the jump warning klaxon next to the plane's open door. The plane is so high it feels you could drift into orbit if the pilots aren't careful, and your HA/LO helmet and gear has warped your senses of sound and touch, seemingly turning the world inside out.

"Not surprisingly, moments like this were omitted from the Agency brochure.

"Just as you are almost convinced that you'll be lost in this limbo forever, the jump-light glows a startling emerald green. The cargo door squeals open and, without a second thought, you hurl yourself into the darkness, throwing your body at the unforgiving jungle below..."

GC DESCRIPTION

This scene is designed to thrust agents into a harsh, unknown environment. The life of a secret agent isn't always full of glamorous locales and beautiful people. Sometimes it is dirty, uncomfortable, and lots of hard work. The agents are about to experience that first hand.

Scene 1 begins with all three recovery teams making a HA/LO parachute jump into the jungle. Such a risky maneuver is deemed necessary to keep ground forces unaware of the agents' presence. Each team is assigned a different area to investigate and all are warned of a developing storm system rapidly approaching from the northwest. Allow the players to decide which part of the jungle they wish to explore (Section Wolfman, Dracula, or Frankenstein). Whatever choice they make, the result is the same.

If using the *Spycraft Lite* rules, the jump should go off without a hitch and end with the agents landing safely in the trees of the jungle canopy. *If using the full Spycraft rules, see the Soldier/Wheelman Class Guide, page 37, for HA/LO and skydiving skill checks.*

Once the agents are all on the ground, the hunt for the missing plane begins. Though this scene is intentionally left abstract to assist a cinematic feel, the GC should try and create a sense of movement, of exploration in an unknown environment. Normally overconfident superspies should not feel at home here.

While in the jungle, the agents should make a coordinated Survival check once each half hour. Success with the following DCs yields a growing list of clues:

- | | |
|-----------------------------------|-------|
| • A Rusted Jeep With No Wheels | DC 10 |
| • Broken Branches From High Above | DC 15 |
| • A Shallow, Mass Grave | DC 15 |
| • Broken Glass From A Window | DC 20 |
| • Traces Of Oil | DC 25 |

During a lull in the action, the aforementioned storm strikes. The fading sun disappears completely, and powerful gusts of wind, booming thunder, and merciless rain beat down on the agents. Treat this as a combination wind and thunderstorm – apply a 75% chance that flames are extinguished, disallow hurled attacks, and impose a penalty of –4 on all other ranged attacks. Likewise, Listen checks suffer a –8 penalty in this weather (see the *Spycraft Espionage Handbook, page 233*).

As the agents likely search for shelter from the storm, they stumble onto a shaky one-room shack within which six youngsters from the ages of 7 to 15 huddle for warmth. Each agent need only succeed with a simple Move Silently check

(DC 5) to sneak up on the building and move into any position immediately outside.

The agents are sure to notice that the youngsters carry fully automatic weapons and speak Spanish. Should the agents approach peacefully, they're met with strong resistance – after all, these youngsters are soldiers on the front line of a civil war, and aren't used to strangers. If using *Spycraft Lite*, a successful Bluff, Diplomacy, or Intimidation check (DC 15) calms them enough to invite the team in to share the fire. If using the full *Spycraft* rules, the youngsters begin as unfriendly toward the agents (see the *Disposition system, page 271*).

Assuming the agents succeed in striking up a conversation with the youngsters, they discover that the paramilitaries are waiting for the adult members of their squad to return from scouting the crash site of a plane that they shot down earlier today. If pressed (with a successful Bluff or Intimidation check, DC 15), the children also reveal that group which shot down the plane is carrying the antidote. If they show the children a map, the approximate area of the crash site is pointed out.

The youngsters are very xenophobic and staunchly supportive of whatever cause the adults are fighting for this week, vehemently defending their actions and drawing weapons if the agents lead them to believe that they're working with the plane's crew. See *Threats (page 7) for the youngsters' statistics*. Should a fight break out, it's easy enough to subdue the youngsters, and though the GC might cause a little stress using suppressive fire, the end result should be non-lethal.

THE CRASH SITE

With the knowledge gleaned from the paramilitaries, the agents should have little trouble finding the plane, apparently brought down by automatic fire. All three crewmembers are dead and all the cargo is missing (including the flight recorder and logs). Even more disturbing, the bodies of Team Alpha are found at the site, each murdered execution-style. The team's personal flamethrowers are missing, but the rest of their gear and weapons are intact. This gear is identical to that carried by the agents, and may be tapped to replace items lost, stolen, or destroyed during the HA/LO jump or paramilitary encounter.

Four other bodies are found a short distance from the crash site. These appear to be members of the same paramilitary squad the youngsters belong to, ambushed as they reached the crash site. Like the members of Team Alpha, their weapons and gear have been left behind. Among them are found 4 Model 1903 U.S. Rifles, Caliber .30, with 8d10 rounds of ammunition split unevenly between their bandoleers. Each body has sports a battered water canteen, ragged jungle camouflage clothing, climbing boots, and a damp tobacco pouch.

There is no sign of the antidote, and the storm has erased all evidence of those responsible for the carnage. Per the team's orders, it's time to check in with Control.

THREATS

The paramilitaries are the only real threat in this scene, but well-meaning agents aren't likely to engage them in combat. Should anyone try anyway, the youngsters disappear into the jungle without a trace, summoning a group of veteran soldiers (1d3+1 deserters from Scene 2) to separate and eradicate the inexperienced agents.

Paramilitary Youngsters (12), 1st-level standard NPCs. CR 1/2. SZ M; v/wp: 8/10; Init +2 (+1 class, +1 Dex); Spd 30 ft.; Def 11 (+1 Dex); Atk: Kalashnikov AK-47 +2 (3d6); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +2, Ref +2, Will +1; Str 8, Dex 12, Con 10, Int 9, Wis 12, Cha 12; Skills: Balance +4, Boating +3, Climb +2, Jump +1, Survival +3. Feats: Mobility. Gear: Weapons.

REWARDS

If you are playing the full (published) version of *Spycraft*, immediately reward our agents with experience if they accomplished the following tasks:

- Arriving in this scene: 20 xp per agent
- Navigating the jungle: 50 xp per agent
- Discovering the location of the plane: 50 xp per agent
- Contacting Control: 50 xp per agent
- Harming one or more youngsters: -100 xp per agent

Estimated Game Time Elapsed: 9 hours (including flight time).

INTERLUDE: CHECKING IN WITH CONTROL

GC DESCRIPTION

This interlude is short and transitional. The agents use their satellite communications terminal to contact Control, who's surprised to hear of Team Alpha's demise (they haven't yet checked in, however, so Control knew that something is wrong). The news of the missing antidote, however, is expected. Control informs the agents that a noted international news agency received an internet video feed a little over one hour ago. In the transmission, Pilar Toledo Aponte, a rising drug czar, announced that she is in possession of the antidote and will only surrender it if her notorious brother-in-law and former employer, Ignacio Seguin Chavarriaga, receives a presidential pardon and release from prison.

Seguin is serving fourteen consecutive life sentences in a maximum-security prison in Florida, convicted of the torture and murder of as many DEA agents. Under no circumstances will the United States release him, stating flatly that it "refuses to negotiate with terrorists." The only remaining hope for the hundreds of victims in Nelson Mandela is for the agents to retrieve the antidote by force. Control assures the agents that when Team Bravo checks in, they'll be ordered to provide backup.

Control downloads the location of Toledo's suspected headquarters, a 17th Century Spanish fort on the Magdalena River upgraded with modern security systems. The compound was originally a place of small historical significance, and Control promises to seek out the blueprints and search for a way inside.

One thing is certain: the compound is far enough away that the agents won't reach it in time on foot. Looking over its maps, the team discovers that there's a village nearby — Santa Bella — on the banks of a Magdalena River tributary. Even with a good chance that it's either abandoned or in the clutches of a paramilitary group, it's still the group's best chance of finding the transportation they need.

It's now a little after midnight, and the jungle is not pleasant. Still wet and uncomfortable from the rain, the agents hear strange and suspicious noises all around them. GCs should play this situation to its full effect, keeping the agents on their toes throughout (though, ultimately, the agents should make it to Santa Bella largely unscathed).

EVENTS

If the agents request that Control send them some form of transportation, they are informed that Toledo's forces are monitoring the area too closely to risk direct Agency intervention. The agents are truly on their own now... but Control has complete confidence in their abilities.

REWARDS

If you are playing the full (published) version of *Spycraft*, immediately reward our agents with experience if they accomplished the following tasks:

- Arriving in this scene: 20 xp per agent
- Discovering the location of Santa Bella: 50 xp per agent

Estimated Elapsed Time: 1 hour (including travel time to Santa Bella).

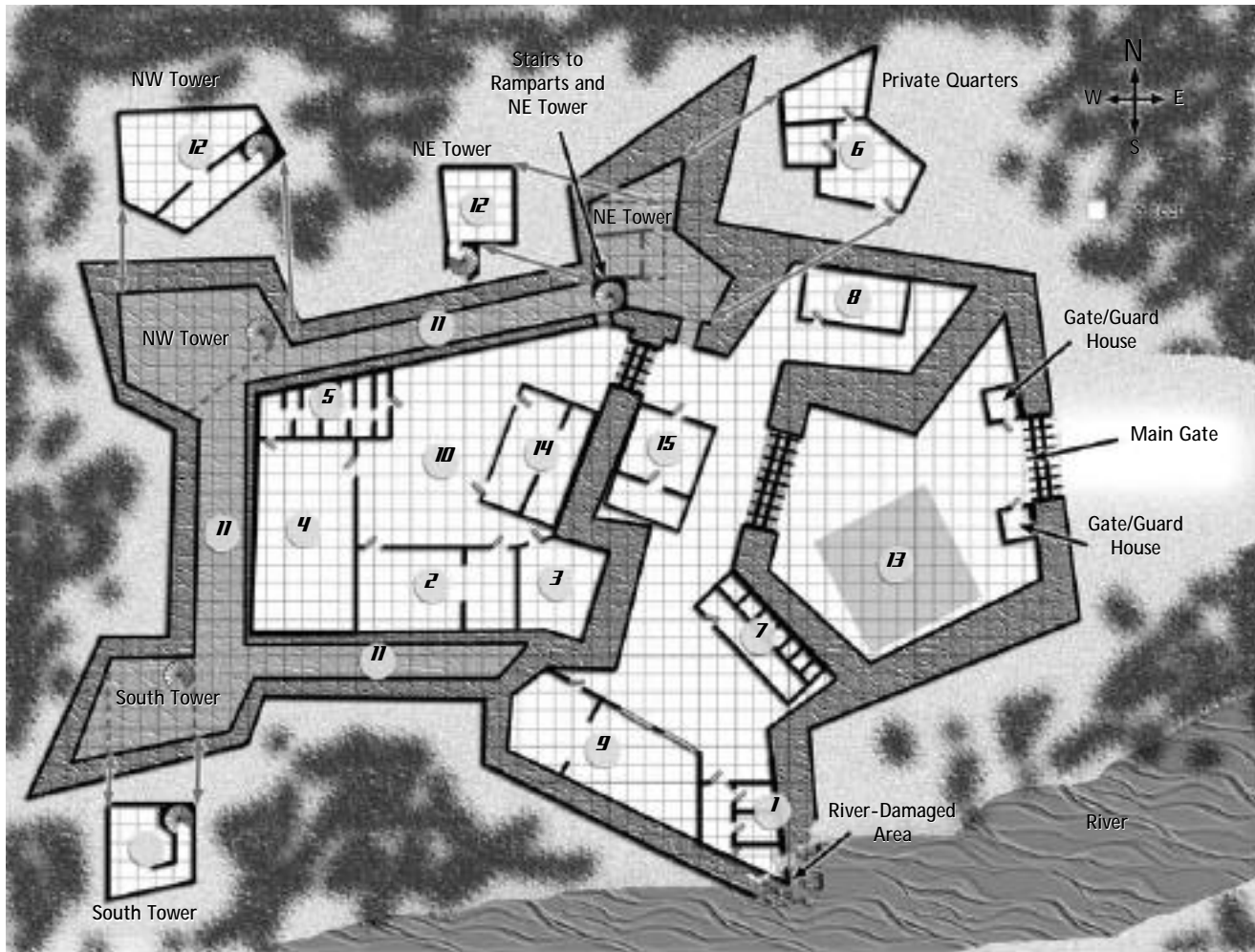
SCENE 2: THE VILLAGE OF SANTA BELLA

AGENT DESCRIPTION

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

"The village of Santa Bella looks as if it's fallen through a time tunnel from a hundred years ago. No modern amenities are seen, and the smell of wet animals drifts from every crumbling building. A quick scouting mission reveals that the area's mostly abandoned, save for a tin shed built over one of its splintery docks. Light glimmers through gaps in the siding, and the heavy beats of hip-hop music resonate from inside..."

THE COMPOUND



SPYCRAFT™

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GC DESCRIPTION

This scene is designed expressly for agents with itchy trigger fingers. Arriving in Santa Bella, the agents have the opportunity to foil a deadly hostage situation and prove themselves heroes to three frightened members of the Peace Corps captured within the shed. As a reward, they receive use of *The Blue Swordfish*, a private speed boat belonging to the captives.

Reconnaissance of Santa Bella reveals most of the town to be abandoned, or at least populated by incredibly sound sleepers. One building, however, is clearly occupied. Built haphazardly over an existing dock, its rusted walls are pierced by flickering light and shaken by pounding hip-hop music. The noise and light are so intense that all Move Silently and Hide checks made outside the shed automatically succeed.

Three people are being held captive inside — two men (Tommy Beuscher and David Grecco) and one woman (Christina Parson), each in their early twenties, all dressed in dirty coveralls. Christina and David are toiling at separate workstations, each soldering and cleaning a muddy radio. Tommy is on his knees in front of the captors' obvious leader, a pistol held at the back of his head. The captors are dressed in pseudo-military fatigues and carry Springfield Armory M6 Scout rifles. With a successful Sense Motive check (DC 15), it's instantly clear that the soldiers intend to kill the hostages once their task is completed.

The captors are not expecting an attack, and the numerous gaps and holes in the tin walls make for great sniper positions (providing a +2 cover bonus to Defense). Agents who arrange an ambush or sneak attack situation gain one half action before any of the captors can act, by initiative count. This benefit is increased to one full action or two half actions if the captors' leader is killed during the surprise round. If the leader lives beyond the surprise round, however, he uses his first half action to kill Tommy.

Once the smoke clears, the agents are warmly received by the hostages, who explain that they were forced to repair the soldiers' equipment following the storm. The two radios were the last items requiring repair, and the hostages were sure they'd all be killed once the job was done.

It's doubtful the agents can use anything the soldiers are carrying, as it's all outdated by at least twenty years, but if the agents mention that they are in need of transportation, Christina smiles and leads them out back of the tin building. Removing a dirty tarp, she reveals a sparkling blue speed boat — *The Blue Swordfish*. It was a gift from her parents, Christina explains, after she joined the Peace Corp. Christina cheerfully lends the boat to the agents, and can pilot it for them if none have the Boating skill.

Before the agents leave, they're warned that the section of the river they must navigate has been the scene of a fierce fighting between four rival paramilitary groups and what remains of Seguin's private army. To travel up river is asking for trouble, but the agents have little choice if their mission is to succeed.

THREATS

From their uniforms, it is clear the captors were once affiliated with the Colombian military. Due to their general disarray and poor-quality equipment, however, it's also clear that they deserted at least several months ago. The leader of the deserters shares his subordinates' statistics.

Deserters (5), 2nd-level standard minions (squads of 2). CR 1. SZ M; v/wp: 12/11; Init +3 (+2 class, +1 Dex); Spd 30 ft.; Def 12 (+1 class, +1 Dex); Atk: Springfield Armory M6 Scout rifle in .22 LR +1 (1d4+2); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +3, Ref +3, Will +0; Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 10; Skills: Demolitions +4, Driver +5, Forgery +3, Hide +6, Intimidate +5/+4. Feats: Point Blank Shot. Gear: Weapons.

EVENTS

If the agents choose not to act, David and Christina finish their repairs and two of the deserters lead the hostages outside. If the agents continue still do not interfere, the deserters gun the hostages down, steal the boat, and head deeper into the jungle, away from Seguin's fortress. In this case, the agents must overtake the deserters to liberate the boat or find another way to make it to the fortress in time.

REWARDS

If you are playing the full (published) version of *Spycraft*, reward our agents with the following experience:

- Arriving in this scene: 20 xp per agent
- Liberating the hostages: 50 xp per agent
- Eliminating the deserters: 50 xp per agent
- Preventing Tommy Beuscher's death: 100 xp per agent
- Acquiring *The Blue Swordfish*: 50 xp per agent

DEVELOPMENT

If Christina tags along and acts as the agents' captain, she is in direct danger during the next scene and may decide to enter the compound on her own in Scene 4, thus likely hindering the agents.

Estimated Elapsed Time: Twenty minutes

SCENE 3: CHASE UP THE MAGADALENA RIVER

AGENT DESCRIPTION

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

"The Blue Swordfish cuts through the murky brown waters of the Magdalena River with ease. The race against time and the elements have become tangible threats now, the rush of the early morning air whipping your hair and stinging your skin. Insects splat and ping off of the boat's sides and windshield.

A loud pop rises from the local sounds, followed shortly by many, many more. It's the unmistakable rhythm of automatic weapons! Another speed boat has entered the waters behind you and is gaining fast..."

GC DESCRIPTION

The agents race up the Magdalena River, determined to obtain the antidote from Seguin's former compound. But the river leads into hostile territory, where self-appointed czars make a point of punishing trespassers. The agents are in for a deadly, high-speed boat chase through dark and dangerous waters, and they've precious little time left to waste!

THREATS

This section of the river is considered close terrain, and the agents begins as the prey of this chase. Their lead is determined randomly according to the Spycraft chase rules (see *Spycraft Lite* or page 186 of the *Spycraft Espionage Handbook*), and the third enemy boat listed below falls behind an extra square every turn due to a malfunctioning engine.

During the 3rd round of the chase, the lead enemy boat's pilot radios ahead to set up an ambush. At the start of the 6th round, these ambushers open fire on the agents as they pass, though a maneuver check of 20 or higher during that chase round avoids the trap and forces one of the enemy boats into the ambushers' line of fire instead. The chase ends once the agents escape or destroy one or more of the other three boats, forcing the remaining soldiers to fall back.

- **The Blue Swordfish.** SZ L; Occ 5/1; Hand +4; Spd 350 ft.; MPH: 35/70; Def 14; wp 60; Hard 3.
- **Enemy speed boats.** SZ L; Occ 1/1; Hand +5; Spd 400 ft.; MPH: 40/80; Def 12; wp 40; Hard 3.

Crewmen/Ambushers , 2nd-level standard minions; CR 1. SZ M; v/wp: 18/10; Init +4 (+2 class, +2 Dex); Spd 30 ft.; Def 13 (+1 class, +2 Dex); Atk: Steyr AUG +4 (4d4); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +3, Ref +4, Will +0; Str 10, Dex 14, Con 10, Int 10, Wis 10, Cha 10; Skills: Balance +6, Boating +4, Hide +4, Innuendo +1, Intimidate +3, Listen +2, Profession (Mercenary) +2, Spot +2, Surveillance +2. Feats: Combat Instincts. Gear: Weapons.

EVENTS

If the agents lose this chase, they're taken prisoner; the GC has a few options in this case. The agents may be allowed to escape in a different boat with just enough time to spare (after a suitable encounter roughly equivalent to this, worth only half as much xp). Alternately, the agents' captors might be enemies of Toledo and happy to help the team take her out. Or they might be allies with Toledo and turn the agents over to her, delivering them into the final scene. Any of these options will ensure that the agents make it to the final scene.

REWARDS

If you are playing the full (published) version of Spycraft, immediately reward our agents with experience if they accomplished the following tasks:

- Arriving in this scene: 20 xp per agent
- Forcing the enemy boats to withdraw: 50 xp per agent
- Maneuvering an enemy boat into the ambush: 50 xp per agent

DEVELOPMENT

Following the chase, the agents have no additional trouble during their voyage. This scene ends as the Toledo compound comes into view.

Estimated Elapsed Time: Five hours.

SCENE 4: THE COMPOUND

AGENT DESCRIPTION

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

"Orange fingers of daylight stab through the heavy trees ahead, outlining the imposing gray fortress Toledo has renovated into a modern headquarters. Upon seeing it, the first word that comes to your mind is 'impenetrable.' You grit your teeth at the seemingly impossible task ahead as you receive an incoming message from Control. The Agency has come through with the floorplans... but they date back to the 17th Century..."

GC DESCRIPTION

The sun rises over the jungle canopy as the agents close on the compound. Control contacts them moments into this scene with a copy of the 17th Century floorplans used in the fort's initial construction (see pages 9–10). He also includes the Agency's best guess about the current blueprint, culled from several satellite photographs. These documents grant the agents a +2 circumstance bonus to all inspiration checks when determining where to go next within the compound.

Safely entering the complex may, at first, appear to be the most difficult part of the mission, as the agents are ill-advised to simply charge through the front entrance with guns blazing. But upon careful inspection of the map and a successful Spot check (DC 15), or a successful Search check made outside (DC 20), the agents discover a secret entrance. The river has risen considerably since the fort's initial construction, and now flows into the crumbling area that was once used as a holding area for prisoners. Swimming through this opening deposits them within the compound — in location #1 (see the next page).

The rest of the scene concerns the agents getting to and securing the antidote, located in the Central Control Chamber – location #15 (see page the opposite page).

1. Flooded Holding Area: This is likely the agents' point of entry. Toledo's operatives train in water combat techniques here, and the GC should add +3 to random encounter checks made in this location (see *Threats on pages 17–18*).
2. Mess Hall: A muted big-screen television sits at the far end of this chamber, showing live coverage of the worsening situation outside of Cartagena, while two drowsy cooks prepare breakfast in the kitchen.
3. Recreation Area: Resembling the rec room of any (older) college dorm, this location contains two broken couches, another big-screen television, a dartboard, and a worn-out pool table.
4. Barracks: This long room is filled with cots and (unless the agents have drawn attention to themselves elsewhere) 1d4 sleeping foot soldiers.
5. Latrine and Showers.
6. Private Quarters: Once Seguin's private retreat, Toledo's private quarters consist of three lavishly decorated rooms connected like a hotel suite. Of possible interest (or amusement) is Toledo's private diary, in which she reveals (in Spanish) her undying love and devotion to Seguin, the husband of her dead sister.
7. Storage Areas: An alarm system and a keypad lock protect these storage lockers. The alarm is hidden, requiring a successful Search check (DC 25) to find and a successful Electronics check (DC 20) to disable. Inside the lockers is almost a million dollars worth of uncut drugs.
8. Generator Room: This room houses the compound's four electric generators. If disabled with a successful Electronics skill check (DC 10), or enough damage (12 points of normal damage), power is shut off across the entire compound.
9. Motorpool: This garage and repair bay houses Toledo's vehicles – four Hum-Vees in apparently perfect operating condition and a fifth undergoing major engine repair.
10. Courtyard: Once a small parade ground for Spanish soldiers, this area is now paved over and hosts a vehicular 14.5mm machinegun nest in each corner (Dmg 3d10 (+20), Error Range 1–2, Threat Range 18–20, Range 600 ft., Ammo 400), supporting the gunners on ramparts above. The nests are also equipped with 70mm anti-aircraft rocket launchers (Acc –2, Dmg 4d6 (+30), Error Range 1–2, Threat Range 19–20, Range 600 ft., Ammo 25). Both of these weapons are considered personal ordinance (see the *Soldier/Wheelman Class Guide*, page 43). In the middle of the courtyard stands a lone basketball goal. Note: It should be immediately clear to agents that capturing one of these weapons early into any fight would be a great coup.

11. Ramparts: Each side of the fort is patrolled by two guards who pass one another every 1d6+10 minutes.
12. Towers: Each tower is equipped with a search light and alarm system and has a perfect vantage down into the courtyard (granting the guards a +5 circumstance bonus to their Spot checks when they're opposing Hide and Move Silently checks made in the courtyard).
13. Helipad: Toledo's private helicopter is kept here, fueled and ready to fly with only 2 full rounds of warm up time. If the *Soldier/Wheelman Class Guide* is available, use the statistics for a service *helicopter* (see page 101); otherwise, use the statistics located in *Spycraft Lite*.
14. Gym: Once used as additional barracks, this large room has been converted into a gym and training area. There is a sign on the wall warning that all firearms practice must take place outside the compound walls. The sign has been shot four times.
15. Central Control Chamber: This is the compound's nerve center, where Toledo is located during this scene. The antidote is here as well – several canisters sitting in a crate in the middle of a table of half-finished food. Toledo and his three aides work from here, striving to negotiate Seguin's release. If Toledo has yet to be alerted, she might be discovered giving an interview over the phone.

The controls for the compound's generators are here, along with a hub to site's phones and computer systems. Toledo may trigger the compound alarm from this location with one half action (unless the compound's power is cut – see location #8). The alarm brings 1d2 foot soldiers every four rounds for the next eight rounds. If any minions discover that Toledo is dead before they arrive, they flee the compound and head into the jungle.

THREATS

Whenever the agents enter a new location in Toledo's headquarters, roll a d20 – if the roll is 4 or less, the team encounters 1d3 of Toledo's minions, whose presence should be appropriate to their locale (minions relax in the lounge, patrol the halls, etc.). Also keep in mind that Toledo may summon minions at the rate of 1d2 every four rounds for eight rounds. This number may be increased if the GC feels the agents are having too easy a time of it.

SECURITY

Despite its outward appearances, Toledo's compound has minimal internal security. All doors throughout the complex have a hardness of 5 and 20 wound points. There's only a 1 in 6 chance that each door is locked to begin with. Toledo (and Seguin before her) focus on defending the compound from external attack rather than what might happen once someone gets inside.

EVENTS

If the agents are having too smooth a time of it in this scene (or the serial as a whole), retrieving the antidote and killing or capturing Toledo triggers the arrival of Team Bravo,

who are more than happy to use their stolen personal flamethrowers against the agents. Statistics for Team Bravo are found under New Threats at the back of this serial.

A successful inspiration check reminds the agents how volatile the experimental flamethrower gadgets are — and that a well-placed shot (8 over the Bravo agent's base Defense) might cause them to burst into flames, inflicting 3d6 points of blast damage (*see the Spycraft Espionage Handbook, page 172, or apply the damage to everyone and everything within 10 feet of the weapon*). To determine if a successful attack against a personal flamethrower causes it to explode, roll 1d20; if the roll is lower than the damage dealt to the device, it detonates.

REWARDS

If you are playing the full (published) version of *Spycraft*, immediately reward our agents with experience if they accomplished the following tasks:

- Arriving in this scene: 20 xp per agent
- Recovering the antidote: 75 xp per agent
- Killing Toledo: 75 xp per agent
- Capturing Toledo: 100 xp per agent
- Killing one or more Team Bravo agents: 75 xp per agent
- Capturing one or more Team Bravo agents: 100 xp per agent

DEVELOPMENT

If the agents are successful in defeating Toledo and her cronies, they still face the challenge of getting the antidote to the victims before Süsser Tod 17 claims them. Using Toledo's helicopter ensures they make it to Nelson Mandela in time for the Red Cross workers on hand to distribute the antidote. If none of the agents can fly a helicopter, one of Toledo's surviving henchmen, disillusioned with the morning's events, volunteers to be their pilot.

If the agents fail, the victims in Nelson Mandela come to a very gruesome and internationally televised end. The United States is chastised for allowing such a tragedy to occur and the agents (if they are alive) may be completely disavowed by the Agency, leaving them to find their own way out of Colombia (at the GC's discretion, of course). The GC may also dock xp for the final scene (or halve it, rounding down) if the agents are unsuccessful.

Estimated Elapsed Time: 2 hours, 20 minutes (including travel time to Nelson Mandela)

DEBRIEFING

If you are playing the full (published) version of *Spycraft*, reward your agents with 250 xp at the close of this serial, assuming they deliver the antidote in time.

NEW HENCHMAN – PILAR TOLEDO APONTE

Señorita Toledo is desperate to see her brother-in-law released from prison — so desperate, in fact, that she's followed the coded plan he sent her six months ago to the very last detail. Seguin learned of a secret stash of SüsserTod 17 while in prison. It was a small matter for him to ensure that it was released into the populace of Nelson Mandela, setting the events of this serial into motion.

What Toledo is unaware of is that Seguin has no intention of going free. He knew the United States would refuse to negotiate for his release and relished the international fallout the community's death would bring. Seguin's ultimate goal is to further humiliate the world's remaining superpower, bringing it under intense scrutiny by the global community. He believes that such negative attention can only lead to sanctions, embargoes, and potentially war — a war from which he plans to make a lot of money, from the security of his prison cell on American soil.

Game Controls who would like to base a season of play around Seguin can easily create new henchmen to carry out his insane schemes, all concocted from behind bars.

3rd-level Pointman	Driver +4, Forgery +6,
Size: Medium	Innuendo +7, Jump +6,
Vitality/Wounds: 27/14	Knowledge (Underworld) +7,
Initiative: +1 (+1 class)	Listen +6, Move Silently +3,
Speed: 30 ft.	Open Lock +3, Profession
Defense: 11 (+1 armor)	(Drug Lord) +3, Read Lips +7,
Attack: Sig-Sauer P-226 in 9mm	Search +8, Sense Motive +3,
P +2 (1d10+1)	Spot +5
Special Attacks: Per class	Feats: Alertness, Field Operative
Special Qualities: Per class, DR	Gear: Weapons, kevlar vest,
4/—	binoculars, handheld radio,
Saves: Fort +4, Ref +2, Will +3	stimulant shots (2)
Abilities: Str 14, Dex 11, Con 14,	Gadgets and Vehicles: Hum-Vees
Int 16, Wis 11, Cha 16	(4) — <i>see location #9, heli-</i>
Skills: Appraise +6, Bluff +7,	copter — <i>see location #13</i>
Boating +4, Diplomacy +6,	

Team Bravo

These Agency traitors are merciless dogs, now working for the highest bidder and the lowest morals.

Team Bravo Agents, 2nd-level standard minions. CR 1. v/wp: 19/16; Init +4 (+2 class, +2 Dex); Spd 30 ft.; Def 13 (+2 Dex, +1 armor); Atk: Magnum Research Desert Eagle in .357 Magnum +4 (3d4+1) / personal flamethrower +4 (2d6 + fire); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +5, Ref +4, Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10; Skills: Balance +4, Bluff +5, Boating +4, Bureaucracy +2, Climb +4, Concentration +3, Cryptography +3, Disguise +2, Driver +6, Languages +3. Feats: Toughness (wound points). Gear: Weapons, kevlar vest, liquid skin patches (2 each).

Compound Guards

These men have no loyalty to anything save money. When Toledo falls, they run.

Compound Guards, 1st-level standard minions. CR 1/2. v/wp: 8/11; Init +2 (+1 class, +1 Dex); Spd 30 ft.; Def 11 (+1 Dex); Atk: Kalashnikov AR-47 +2 (3d6); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +2, Ref +2, Will +0; Str 11, Dex 12, Con 11, Int 9, Wis 9, Cha 8; Skills: Climb +2, Driver +4, First Aid +1, Jump +1, Spot +1, Survival +1, Swim +4. Feats: Endurance. Gear: Weapons.

NEW GADGET – PERSONAL FLAMETHROWER

The personal flamethrower is an experimental device that Research and Development would like to see become a common option for field agents. This device is the size of a pack of cigarettes and is worn under the agent's wrist. It's activated when the palm is jerked upward, projecting a concentrated stream of fire up to 100 feet in any direction the agent can point his arm. The personal flamethrower contains enough fuel for only one shot, however, and it is destroyed when used (the first reason it has not yet met with wide agent approval or use). Unfortunately, the fuel is under such tremendous pressure that the gadget is prone to explode when it sharply struck (the second such reason).

Gadget Pick Cost: 2

Mechanics: Each personal flamethrower has the following statistics.

Weapon Name: Personal flamethrower
Damage: 2d6
Error: 1-3
Threat: –
Range Increment: 10 feet

The personal flamethrower may be targeted by an attack. It has a Defense 8 higher than the person wearing it. If an attack strikes the flamethrower, roll 1d20; if the roll is lower than the damage done, the gadget explodes, inflicting 3d6 blast damage (*see the Spycraft Espionage Handbook, page 172, or apply the damage to everyone and everything within 10 feet of the weapon*). Search checks to find this weapon are automatically successful, but Spot checks to notice it suffer a –8 penalty.

The personal flamethrower weighs 9 ounces.

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