

VILLAINS

- 2 Anton SilverToe:** Owner of some of the world's most productive silver mines. His plan involves holding hostage developed Western economies to force them to return to the silver currency standard, thus enriching himself.
- 3 Dr. Kristoff Karloff:** Has replaced high-ranking officials (military and civilian) with sophisticated robots to collect intel and sabotage the government/company smooth operations. His grudge is based on a project being canceled due to cutbacks.
- 4 Andrei Vulkic:** An aged general from a former Eastern Bloc state. Has a loyal crew of mercenaries. Looking to consolidate his power by taking over a city on the Don River and disrupting trade.
- 5 Diego Al-Habsi:** Has developed a deadly neurotoxin that, once injected, lies dormant in the body until alcohol is consumed. He's looking for the best way to spread it.
- 6 Duchess Stephanie Satin:** Plans to cause catastrophic flooding in The Netherlands to save the world. She wants to use the submerged areas to build thousands of aquaponic farms to feed the world.
- 7 Dr. Eva De Evra:** CFO of a large defense contractor. She's secretly been siphoning millions into slush accounts to finance international terrorism, thus driving up demand for his company's ordnance.

DICE ANOTHER DAY 4

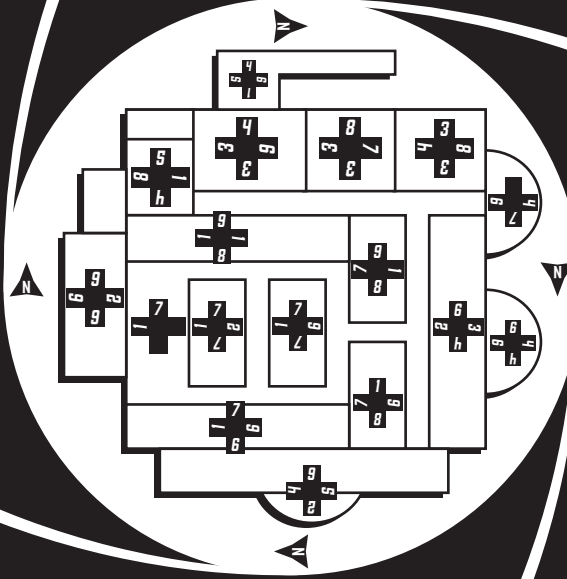
It's the grand-opening weekend of a palatial new Baltic casino. Higher-ups from throughout Eastern Europe and the Middle East are in attendance to gamble, enjoy the free accommodations, and use the event as cover to engage in their various trade crafts. **ROOMS:** 1. Gambling pit with Blackjack, roulette, craps, poker, etc.; 2. Lounge with musical acts; 3. Award-winning restaurant with celebrity chef; 4. Blocks of hotel rooms; 5. Security office and vault access.; 6. Pit Boss' office; 7. Slots; 8. Restrooms; 9. Balcony overlooking the snow-covered Balkans. **SPECIAL:** It's a casino. Security is everywhere.

ENCOUNTERS Like all other casinos this one is designed to overwhelm and trap you without a sense of time. Security guards and cameras keep an eye on everyone's moves. The guards won't hesitate to bounce you for being a little too suspicious. People in the lounge are drinking a bit too much and getting surly.

FOR YOUR DICE ONLY 1

There's a mole at MI-6 headquarters and you're the only ones who can find them. We suspect that evidence of the mole is in the deputy director's office — they might even be the mole! But it could be anywhere. Whichever villain you rolled will be the mole in disguise. The aesthetic is upper-crust office with nice carpet, wood paneling, and solid-wood doors. **ROOMS:** 1. Deputy Director's Office; 2. Conference Room; 3. Commissary; 4. Agents' Gym and Locker Room; 5. Firearms Training; 6. Director's Office; 7. Open Bullpen for Intelligence Gathering; 8. Restrooms; 9. War Room with many real-time displays. **SPECIAL:** The mole constantly is moving through headquarters but doesn't quite know where everything is yet...

ENCOUNTERS Dozens of trained spies work in this building. They are unaware of the mole and might interpret your actions as treasonous. They might subdue the party and hold them captive.



A soon-to-be-shuttered Soviet missile silo. Government crews have been working around the clock to transport the still-functional equipment out, before removing the silo's warhead for transport. It's a tempting target for anyone trying to get their hands on radioactive elements, or even complete nuclear warhead. **ROOMS:** 1. Silo housing the missile; 2. Staging ground for the load-out/entrance; 3. Launch control room; 4. Bunks; 5. Communications room; 6. Power station; 7. Storage room; 8. Kitchen and mess; 9. Backup control room. **SPECIAL:** The process of dismantling has created a whirlwind of activity. Anyone looking to take advantage would be disguised. **ENCOUNTERS** Soviet military and civilian officials are supervising the activities, but know that some of them might even be double agents working for a nefarious second employer.

DICE ARE FOREVER 3

TOMORROW NEVER DICE 2

A well-funded terrorist cell has commandeered a classified U.S. Defense Dept. black ops space station. The station contains a powerful anti-missile laser. Eliminate the terrorists and destroy the laser.

ROOMS: 1. Laser machine room; 2. Bridge; 3. Bunks/Berths; 4. Observation Dome; 5. Captive Astronauts; 6. Airlock to Shuttle; 7. Air/Water Reclamation; 8. Kitchen/Dining; 9. Mini Nuclear Reactor. **SPECIAL:** Terrorists are holed up on the Bridge and the laser room is sealed shut. Remember that there's no gravity...

ENCOUNTERS There also should be some airlocks to space. These can be both a threat and a boon to the party. With no gravity, the guards aren't really patrolling, but are stationed at a few different locations in the station. While the station has no traditional security cameras, you can hack thermal sensors to show heat signatures, but the terrorists also can use them.

LIVE AND LET DICE

Good morning, Agent 00d6+1. The Prime Minister has chosen you and your team for this critical mission. The security of our country depends on your success. Here are your sealed orders detailing the mission objectives. Open them after you've spoken to the quartermaster about your special equipment.

Note to GM: This adventure offers multiple options and random variables to be decided up front. Roll 1d4 to determine which of the four settings to use and rotate the map accordingly. Then roll 00d6+1 on the Gadget, and Villain lists to determine the mission details. The GM and the party can have collaborative fun figuring out how the villain fits with the particular mission.

GADGETS

- 2 X-Ray Glasses:** See through all but lead-lined walls. Two uses per day. It counts as an attempt if the wall ends up being lead.
- 3 Garrote Watch:** Retractable line of up to 4 feet which can be used to choke someone.
- 4 Incendiary Cigarettes:** Pack of smokes, one of which is laced with thermite and can be used to melt small objects such as locks.
- 5 EMP Dice:** A pair of 6-sided dice containing miniaturized electromagnets. The EMP is triggered when the dice roll snake eyes and has a range of 50 feet. Use actual dice!
- 6 Sonic Cuff Links:** When touched together they emit a hypersonic pulse that can hurt and incapacitate everyone within 20 feet. Roll to avoid unconsciousness.
- 7 Adhesive Homing Patch:** Can be tracked with supplied receiver up to one mile away.