

THE CASE OF THE EDITOR'S ENVELOPE

This is a sample adventure designed for use with the *Crime-fighters* rules. The adventure will demonstrate several different ways to handle various aspects of an adventure as well as how to design an entire adventure for the game.

This adventure is best suited for 2-3 players of beginning characters, composed primarily of pragmatist and defender experience types. If more characters are involved, the GM may wish to increase the numbers and firepower of the opponents they will face. If the GM feels that the characters are weak or the players inexperienced, an off-duty policeman or private investigator may be added to the numbers as an NPC. This character should be controlled primarily by the players, the GM only taking control in crucial situations.

The adventure is divided into three sections: a description of the main NPC's, a listing of the sequence of events, and a section of maps and keys for the main events. The GM is advised to read all the sections, altering what he or she feels is necessary, before commencing with play. Furthermore, the GM may wish to place the adventure in some real location instead of the fictitious city where it is set. New York, Los Angeles, Chicago, or San Francisco are all suitable. To place the adventure in a city, the GM should obtain a street map of the city and locate the encounters on it. A ruler may be used to measure distance travelled (compared against the scale of the map), if the map is not clearly gridded. If the GM does not wish to use a real city, he or she may design an imaginary city that may be used for further adventures.

CAST OF CHARACTERS

Louis Portmender: This man is the city editor of the *Morning Paper* and is concerned about his leading investigative reporter, Thomas Ripton. Portmender will be brusque and efficient and will want to get a story out of whatever occurs. He is bulky and strong, easily argumentative and violent if provoked.

Thomas "Tommy the Ripper" Ripton: Top reporter of the *Morning Paper*, he has purposely dropped out of sight because of the knowledge he has about Jack Tsein's activities. He will wish to remain undercover at all costs, but will want to have a go-between so that he may file stories with the paper. Ripton is lean and wiry, not very strong, but quick and capable. He carries a .38 Webley in his coat pocket. Accuracy Left — 39.

Jack Tsien: This Chinatown gang leader (commonly known as China Jack) is the head of a drug racket in the city. He has a great deal of influence on the underworld, particularly in Chinatown. He also has connections within the Golden Phoenix Tong and uses them for shadowing and assassinations. Currently, he and Albert Magnus are working together to obtain the formula for Professor Welburton's experimental drug. Tsien is tough and heartless and will kill any person who might cross him or get in his way. He also has plans to rub out Magnus once his usefulness is finished. He carries a .45 pistol in a shoulder holster and a razor in his boot. Accuracy Right — 74; Hand-to-hand — 68; Damage — 1-6.

Professor Welburton: This chemist, while trying to improve anesthetics for surgery, accidentally discovered a drug that will induce a zombie-like state in the user. Fearing the effects of this drug, Welburton intends to sell it to the government after he has developed a process to refine it further. He is a harsh and somewhat greedy man, little concerned for those around him. Recognizing and fearing that he could lose his fortune if he were robbed, he now carries a .32 pistol in the pocket of his lab coat. Accuracy Right — 24.

Albert Magnus: Magnus formerly worked as an assistant to Professor Welburton and was with him when the accidental discovery of the zombie drug was made. Seeing his opportunity

to get ahead, Magnus stole the small quantity of processed drug that, existed, but failed to get the formula. He took the drug to China Jack and proposed a business deal. He has had some misgivings about the arrangement and may be persuaded to double-cross Jack, if he can gain something in the process. Magnus is somewhat athletic and handsome, but likes to lead a dissolute and spendthrift life. Tsien recently paid him and with the money, Magnus has been doing the town. He carries a Mauser under the seat of his car. Accuracy — 54.

SEQUENCE OF EVENTS

Event #1

The characters will be approached at their homes or apartments or at their offices by Louis Portmender. He has an envelope to deliver to them and also wishes them to accompany him. The note in the envelope reads:

"Mr. Portmender will be in need of assistance, possibly in the near future. I understand from friends that you can be trusted. Please accompany him to the statue of General Lee in Washbark Square. Be there at 11:00 tonight.

Signed: R."

If questioned, Portmender will describe receiving a letter in the afternoon mail. The letter contained a note asking him to be at the square at 11 p.m., but to first deliver the second envelope to the characters. If questioned concerning "R", he will not be very precise. He knows several persons whose names begin with R, but none of them would be likely to send such a note. If pressed to name any of these people, the GM should make up several names and occupations, slipping in Ripton's name at some point. Ripton has not been around the office for several days, but Portmender will not consider this unusual enough to mention, unless questioned specifically about it.

If the characters agree to go with Portmender, they will be shadowed by a member of the Golden Phoenix Tong. There is a 20% chance that the characters (as a group) will notice the shadow (+10 for characters with the special ability of sight). The tong member will follow on foot unless the characters take a car (Portmender will offer the use of his), in which case the shadow will be picked up by a dark blue sedan. Should the characters attempt to lose the sedan, use the Street Map provided. Statistics of those in the car are:

	Acc.	R.	H-t-H	Dam	HP	Weapon
Shadow:	77	45	1-4	10	S&W	.38
Driver:	45	74	1-6	8	Colt	.45, Good driver
Thug#1:	66	73	1-6	12	Thompson	SMG
Thug#2:	64	92	1-8	11	Mauser	1912

Event #2

When the characters arrive at the square, there will be no one in sight. Surrounding the square are several businesses, most of which are closed for the night. The only ones open are two restaurants, catering to the late shift trade. The entire area is gloomy and dark.

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

After a short period of waiting, Ripton will step out of one of the diners (from where he has been watching) and start to move across the square toward the characters. As soon as this happens, the shadow will signal the tailing car. It will start up and drive around the corner with its lights out. The distance from the corner to the square is 300 feet. On a roll of 1 or 2, Ripton will not be concerned about the approaching car, either because he does not notice it or does not care. In this case, the

driver of the car will attempt to run Ripton down, doing 3-30 hit points of damage. If the car is noticed, the occupants will begin firing, primarily at Ripton and then at those who fire back at them. The car will screech to a stop across the square and the thugs will engage in a shootout until either Ripton is killed or incapacitated or two or more of their party is killed or incapacitated. In either case, the remaining thugs will then attempt to leave the scene of the crime. If they are not followed, nothing more will happen. If pursued, they will try to lose the characters. The GM should use the Street Map for the running gun battle/car chase.

All the thugs are oriental in appearance. If searched, each will have from 1-20 dollars, ammunition, and weapons. None will have any identification. The shadow will also have a sales receipt from a tea shop (China Jack's headquarters) in Chinatown. Ripton will have notes on him revealing that some gang (unknown) is after a formula belonging to Professor Welburton. The professor's address will be on the sheet. If Ripton is alive, he will file this story with Portmender and then leave. If the characters ask him, Ripton will accompany them to the professor's home. However, Ripton will be going to get a story, not to help.

Event #3

(Note: If characters decide to go directly to the tea shop, skip this event. In such a case, the robbery may be assumed to be successful.) If the characters go directly from Event #2 to the professor's home, they will arrive just in time to hear the sound of shots being fired from the laboratory. The GM should consult the map of the professor's home for further details concerning the layout of the grounds. The characters will be assumed to have arrived near the front gate unless they specifically state that they are going to find some other entrance.

Parked near the back gate is an empty speedster, while further down the block is a panel truck. The speedster belongs to one of the neighbors and is there to provide a distraction for the characters. In the panel truck is the getaway driver for two thieves, who are currently robbing the professor's home. (Driver: Acc. L — 47; H-t-H — 58; HP — 7; Beretta and switchblade, race car quality driver)

On the grounds are the two other thieves (#1: Acc. R. — 57; H-t-H — 48; HP — 4; #2: Acc. R. — 48; H-t-H — 58; Dam — 1-6; HP — 5; Webley .38; wounded in right shoulder). When the characters arrive, the thieves will just be leaving by the laboratory door. The will move at top speed toward the panel truck and then will leave the area unless detained by the characters.

In the laboratory, unconscious on the floor, is Professor Welburton. He will be able to describe (once revived) how, upon entering his lab, he discovered two men going through his safe. He fired at one and thinks he may have hit him. He was then knocked unconscious by the other thief.

If the characters should ask who is responsible for the crime, the professor will suspect Alfred Magnus, his former lab assistant. Magnus was dismissed after a suspicious theft occurred. The professor will be able to provide an address if requested, for Magnus.

A search of the grounds will yield the discovery of bloodstains (from the wounded man) and a curious-looking oriental pendant. If this pendant is examined by someone with archeological skill, he or she will be able to identify it as an ancient secret seal of the Golden Phoenix Tong. Characters may use contacts to attempt to learn the location of this tong's headquarters.

If the thieves are captured, each will have 1-10 dollars on his person and a pendant as described above. They will refuse to talk under normal circumstances or torture. They do know the location of the tong headquarters (the tea shop). If set free, they will attempt to lose any person following them into Chinatown.

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

If the characters should decide not to go to the professor's house immediately after their encounter at event #2, they will read of a robbery at the professor's house in the newspaper the

following morning. No Glues will be available unless the characters are given permission to search the grounds, something the professor will be reluctant to grant.

Event #4

If the characters decide to go to the apartment of Albert Magnus, they will find that he lives in a dingy brownstone flat, overlooking an alley. The apartment will have been ransacked and no indication of the formula or its location will be found. Magnus will not be present. Near the telephone will be a blank scratch pad. If any character thinks to take a rubbing of the top sheet of the pad, a telephone number will be obtained. This will be the number of the tea house in Chinatown. A bank book will also be found, if the room is searched. It will indicate that Magnus deposited a large amount of money in the last few weeks, only to withdraw it gradually over a period of several days. Stuffed in a desk drawer will be many racing sheets and betting stubs for the local horse track. Checking these will show that Magnus seemed to consistently choose losers at the track.

If the phone number is called or a character inquires of a contact such as a bookie, they will discover that Magnus had been betting heavily at both the track and the booking parlor in the back of the tea shop. Further inquiries may reveal that he was in debt to Jack Tsien, a local underworld racketeer and loan shark.

Event #5

By now, characters should have acquired enough clues that clearly indicate the tea house as the source of all major actions. If they decide to investigate it, use the Tea Shop map. If the formula has been stolen, make no changes in the tea shop description. If the robbery was thwarted, no tong members will have the professor's experimental drug. If, for some reason, the characters call the police to raid the tea shop, the raid will prove only that the shop is a front for a bookmaking operation, and will not yield any other information.

STREET MAP

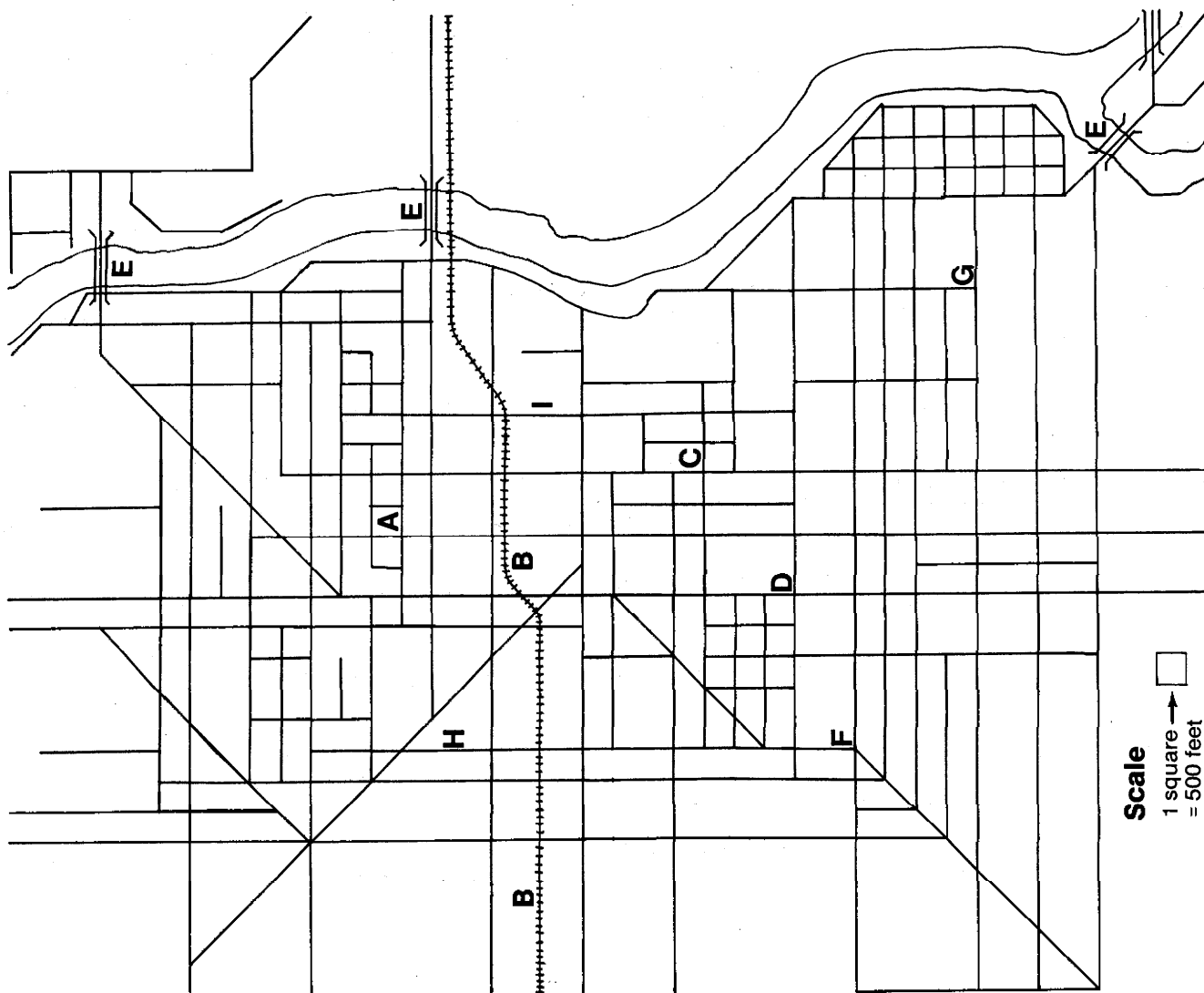
Not all detail has been placed on the street map, so that the GM may add further streets and areas as desired. Likewise, the type of district(s) the streets pass through (industrial, residential, warehouses, etc.) has not been detailed to allow the map to be used for several different encounter situations. The following list of encounters is a typical one for characters travelling through the areas given on the map. The GM may wish to create further encounters according to how he or she wishes the campaign to develop. All encounters, with the exceptions of B and E, are keyed to occur when the characters use one of the streets around the encounter area. The GM may wish to have several of the listed encounters occur no more than once per adventure.

A. Washbark Square: See event #2.

B. Train Tracks: Every time the characters approach the train tracks, there is a 20% chance that a train will also be approaching them. The train moves at 40 miles per hour (58 feet per second) and will be 100 to 300 feet from the intersection. Characters will sight the train at 50-300 feet. Compare the speeds of the two vehicles (train and automobile) in the characters' try to get past the train. A train will do 10-60 points of damage to each occupant inside a vehicle it hits and will take 1-2 minutes to pass if a vehicle stops for it at a Crossing.

C. Truck: A truck pulls out (visible from more than 500 feet away), blocking the intersection ahead. The characters must either stop and turn around or immediately take a side street. If they choose the latter, they must turn onto one of the nearby streets at their present speed.

D. Cop on Beat: A policeman (not visible until encountered) is standing on the corner. If passed at a speed greater than 30 mph, there is a 40% chance that he will call in, and 1-3 police cars will pursue the offending vehicle. They will arrive and take up the chase in 1-2 minutes.



E. Drawbridges: There is a 30% chance that any bridge will be positioned up, to allow a ship to pass under, when a vehicle approaches it.

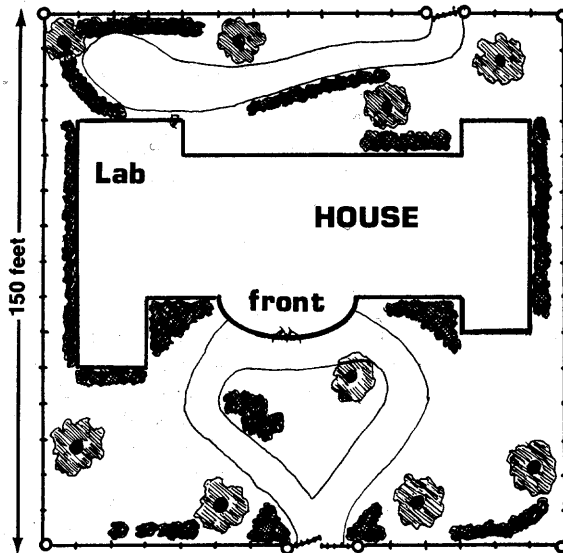
F. Road Work: A street crew is at work and has narrowed traffic down to a single lane. There is a 50% chance that characters will have to wait for 1-20 seconds before being allowed to pass on. Vehicles may go through the barriers around the closed lane without waiting, but must roll on the vehicle damage table (-10 on the die roll).

G. Wet Street: The street at this location is extremely wet, due either to recent rain or an open hydrant. Vehicles moving faster than 45 mph must roll their speed or higher on percentile dice to see if they remain in control. Failure to do so will result in a roll on the vehicle damage table. The chance of accident while turning a corner at this intersection is doubled.

H. Drunk: As characters come down this street, a drunk will step out of the shadows and start to cross the street. Characters must swerve to avoid him. If the vehicle is going faster than 25 mph, there is a percentage chance of rolling the car over, equal to the speed of the vehicle (in mph) minus 25. A “rollover” roll results in an automatic +20 on the vehicle damage table. If the drunk is hit, he will be killed.

I. Hitchhiker: A young woman is attempting to hitch a ride. If picked up, she will explain how her date got drunk and couldn't drive, so she had to walk home. If picked up but not taken to her destination (GM's choice) immediately, she will begin to scream for help as loud as she can. The GM should decide whether this will attract any attention.

PROFESSOR'S HOME



This map has been left very simple. None of the interior detail is given, since it is not necessary for the adventure. If the GM wishes, he or she may design floor plans to match the building. The house is two stories tall, plus an attic and basement.

TEA SHOP MAP

This shop is located in the center of a block in Chinatown. The street outside is quiet and deserted. In general, the area appears to be run down. Over the storefront is a weathered sign, written in both English and Chinese, announcing that this is Fat Loo's Tea House and Importer. To either side of the door are two large curtained windows.

1. Main Room: This room is dingy and smoky and is decorated with many gaudy-looking oriental furnishings. Along the right wall (viewed from the entrance) are two small tables with four chairs around each table. Along the back and left walls are shelves, counters and barrels, apparently filled with different types of tea. Near the left corner of the back wall is a curtained opening, apparently leading to an office. A similarly curtained opening leads to a passage going to the back of the building.

Standing behind the counter near the office is a burly oriental wearing a T-shirt, pants, and apron. He works for the tea shop and will attempt to answer questions from characters regarding the merchandise. He will inform those who ask that the two passages merely lead to a storeroom and an office, and that customers are not allowed in either place. Should the characters attempt to force their way past him, he will draw a knife and bang on the office wall with his fist, while calling loudly in Chinese.

One man is sitting at each table. Closest to the door is an old oriental, quietly sipping a cup of tea. If any commotion occurs, he will attempt to slip out the front door unnoticed. The other is a tong member, stationed there to guard the operations in the back room. Should there be any trouble, he will use his knives with great accuracy. Statistics for the two guards are as follows:

Acc. R. H-t-H Dam HP Weapon

Employee	75	96	1-8	13	knife
Guard	79	65	1-6	10	throwing knife (4)

2. Office: This is the office of the tea shop. In the room is a small wall desk and a stool. The desk is strewn with papers and small samples of teas. Altogether, it looks much like a normal small business's office. If the papers are searched, they will reveal nothing but sales and import records of teas. There is a .32 pistol in the desk drawer.

3. Storeroom: This room is filled with bales and bricks of tea, along with a few simple cleaning tools (broom, mop, etc.). Searching the bales will reveal nothing.

4. Bookmaker: The door to this room is a heavy, paneled, reinforced door with a small peephole in it. It is locked with a Class IV lock. Sitting on a stool near the door inside the room is another tong guard. He will only open the door if a secret knock is given.

Sitting at large desks in the opposite far corners are bookies. Each desk has a phone and a large number of papers on which bets have been written down. The center desk (unoccupied) is equipped with a silent buzzer that will alert the tong members in their secret rooms upstairs. If the buzzer is pushed, the tong members will arrive through the secret panel within 15 to 30 seconds. The panel is 20% detectable. Neither of the bookies are armed and they will not fight.

Acc. L H-t-H Dam HP Weapon

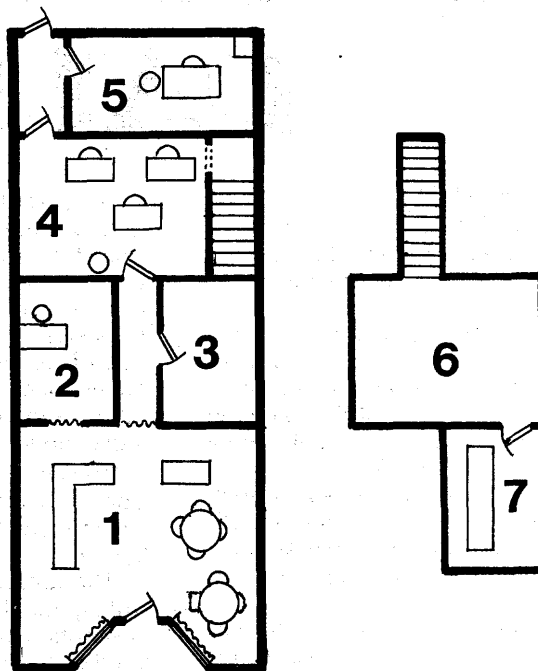
Guard	47	86	1-8	9	Colt .45
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5. China Jack's office: This lushly paneled office is the headquarters of China Jack. It is furnished in western style with a desk chair, side chair, etc. Sitting in a corner behind the desk is a Class VIII safe. China Jack is in the room (at or near the desk) and will not be surprised if shots have been fired or the buzzer alarm has been sounded. He will attempt to use the desk for cover if he is involved in a gun battle. For further information concerning China Jack, see the Cast of Characters.

In the safe are the following objects: A paper describing the professor's formula, other papers which are reports on book-making profits, \$500 in cash, and a single paper listing addresses of stashes of drugs.

6. Tong quarters: This room is where the tong holds its large gatherings. Most other business is conducted in restaurants

TEA SHOP



around Chinatown by the tong leaders. The room is simply furnished and poorly lit. A heavy odor of incense fills the air, emanating from a smoldering burner. Mixed with the incense is the scent of opium smoke.

In the room are three tong members. One of these is currently out of action, since he is under the effects of opium. The other two will respond to any alarms or gunshots that are sounded. Their statistics are as follows:

Acc. R. H-t-H Dam HP Weapon

Tong#1	74	43	1-4	7	knife*
Tong#2	26	47	1-6	6	knife*

*Both of the knives have been dipped in the professor's drug. If the drug is not resisted successfully, the victim will fall into a zombie-like state. Any other person may then attempt to direct the affected person. In the case of conflicting orders, the victim will follow the instructions of the person with the greatest Will-power. The effect of the drug lasts for 2-12 hours.

7. Laboratory: Using the talents of chemists who normally process his opium for him, China Jack has been attempting to produce a large quantity of the experimental drug. The room has one long table filled with many different types of laboratory equipment. At present, the only person in the room is Albert Magnus. He was the first person China Jack tested the drug on, and he is now under orders to attack anyone, other than Jack or the chemist (presently absent) who might enter the room. This he will do, fighting at a -10 in H-t-H combat because of his semi-drugged state. He will not use guns or knives.

If the characters search, there is an 80% chance that they will find a small quantity of the experimental drug, enough to spread on two knives.

COMPENSATION

Depending on the actions of the characters and their degree of success, the GM may wish to have the characters rewarded, by either Louis Portmender or Professor Welburton. Such a reward should be about \$100 to \$200. The characters may also ask that any expenses be paid for, but the chance of getting these will depend on the mood of the payer. Likewise, the characters may choose to keep anything they find during the course of the adventure, as all or part of their reward, instead of an additional gift.