

THE LOST MOON

IN THE DEADLY SKIES

Written especially for Andrew McColl and Nestor Rodriguez
This is one scenario of three in a non-linear trilogy debuted at Gencon 2009

PLOT SYNOPSIS

If you can survive in the flying city of the Hawkmen you might make it to the tiny moon in a hidden orbit around the Hollow Earth sun. Escape—or death—awaits! Features material from the new *Mysteries of the Hollow Earth* supplement.

TABLE OF CONTENTS/OUTLINE:

Scene 1: The Deadly Skies	Wherein the heroes are ambushed at camp by nefarious Nazis, and wherein new allies come to their aid.
Scene 2: In The Flying City	Featuring the hawkman king and the Aerie.
Scene 3: Appeasement	Including the heart-pounding action as the heroes battle giant birds to expose Hawkman turncoats.
Scene 4: Redemption	Wherein the heroes are sentenced to imprisonment but given the means to escape.
Scene 5: By Any Means Necessary	Concerning the heroes' need to beg, borrow, and steal the pieces to construct a vessel capable of transporting them to the moon.
Scene 6: Blast Off!	Recounting the thrilling journey to the Hollow Earth's moon and the amazing discoveries made there.
Scene 7: The Deadlier Skies	Pulse-pounding action ensues as the heroes must board and capture the Nazi ship... in mid flight!
Conclusion: A Hero's Welcome	The player characters return to the flying city and the gifts they receive.
Appendix I: Player's Handouts	Featuring the " <i>Jules Verne</i> Emergency Stations!"
Appendix II: Special Items	Describing the special items which may be won in various scenarios and which may be used in this scenario.

SCENE 1: THE DEADLY SKIES

As this story begins, the PCs are travelling through the Hollow Earth aboard the *Jules Verne*, a hot air balloon that can be disassembled and conveniently stored in two backpacks. This scene introduces the Nazis as adversaries, and hawkmen as allies, and the stormy sky as a setting. It focuses on teamwork to keep from plummeting out of the air.

THE HOOK:

You have been roaming the skies of the Hollow Earth aboard the *Jules Verne*, a hot air balloon that can be disassembled and stored in two backpacks. Lately, you have noticed that the weather has been getting more unpredictable and more violent, but at the moment that is a relief because your little balloon has been spotted by a Nazi zeppelin emblazoned with the unimaginative name *Erforschung Sechs* (“Exploration Six” in German). How did the Nazis get a zeppelin into the Hollow Earth and what are they doing here? You will have to wait on those answers, because they have just detached a pair of Arado AR 68 fighter bi-planes from their underbelly. Your only hope of escape is to evade them inside the dark clouds of a thunderstorm ahead.

Inside the cloud you are concealed from the pursuing fighters, but then the worst happens: an electrical discharge rips through your balloon and you find yourself plummeting from the sky aboard a vessel that is breaking apart and burning up all at the same time. Everyone to emergency stations!

The delicate *Jules Verne* is in trouble: its canopy is tattered, its burner is damaged, its basket is ripping apart, and fire is spreading everywhere. The PCs will need to work together to repair it as they fall—a feat only possible in the pulps!

THE CHALLENGE: Place 10 tokens (or dice, or whatever) on the table to serve as “Velocity Tokens.” Explain that the *Jules Verne* is falling at terminal velocity. In three rounds it will strike the ground and cause 1 point of (nonlethal) damage for each token still out there.

Players will need to work together to accumulate the required number of successes (see *Player’s Handout: Emergency Stations!*): some stations will allow them to remove velocity tokens while others will assist each other or serve other functions. With the exception of the “burner station,” any number of PCs can man a given station and all successes are cumulative. PCs may switch stations every round.

Some players who have done the drilling machine demo at the booth or played the HEX Free RPG Day 2009 scenario may expect to have a Skill roll and an Attribute roll option. Please let them know that Prof. Scrumtumbler designed the drilling machine to be simple to run and thus there was always an Attribute roll option, but here all stations require a certain Skill. Therefore, if a character is attempting an untrained Skill roll, it is the Attribute -2, not double the Attribute.

The difficulties are set for 6 characters. If you are playing with fewer than six, you can simply eliminate the fire so that the PCs can focus on the other 3 stations. If they get into real trouble, you can tell them that they bought themselves a fourth round by slowing the velocity to half what they started out.

THE (very short) FIGHT: If the PCs can't fix the balloon, hopefully they will at least reduce their falling speed to the point where it is only a rough landing. The rest of the balloon may be repaired later, but now there's something else to worry about: they have dropped into the sights of one of the Arado fighters. It will make a single pass, strafing the PCs—if they are still in the Balloon basket, it can cover all of them for a single -2 to its full auto roll. If they are on the ground, it will randomly target a character, but will aim for any two characters standing nearby each other if possible.

Arado Ar 68 Biplane

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Arado Ar 68	2	10*	6	190	+2	1	-

Machineguns: 8 L burst fire or 10 L full auto (already adjusted for 80+ mph speed); Range: 100 ft.

*includes defense bonus of +4 for moving at 80+ mph

The PCs may return fire immediately after the Arado strafes them (don't bother rolling initiative). Maybe they can even bring the plane down, but it doesn't matter because a team of hawkmen will finish the job. If the PCs brought down one Arado, then the hawkmen will now bring down the second one, which will making the final scene a little easier.

NEW ALLIES:

The Nazi biplane wheels around for another strafing run when a flock of man-like winged creatures swoop out from the storm-dark cloud. They alight upon the biplane, holding fast with the sharp talons of their feet even as the pilot loops and wobbles in an attempt to throw them off. But the hawkmen are unshakeable, and they jam their spears into the plane's flaps. At a word from their leader, they all leap free while the paralyzed bi-plane can do nothing but spiral downward to explode on the jungle floor. In the distance, you can see other groups of these hawkmen attacking the zeppelin which is now on fire and in full retreat.

“You down there!” the leader of the hawkmen calls to you in a booming voice. “Did those cursed grey-coats rob you of the power of flight, or can you still get that bulbous contraption of yours into higher air?”

The PCs are being addressed by King Karka, who speaks in Atlantean (so that he may be understood by all). Even if they crash landed, the PCs can get the *Jules Verne* into the air after only a few more minutes, where they will be escorted to the Aerie by the king himself, who is infinitely amused by their flying balloon.

The rule is that guests are welcome in the Aerie so long as they obey the laws and are “blessed by Aeraxis” (which means that they have been given the ability to fly to the city under their own power). If the daredevil pilot is in the group, she will be of great interest to the hawkmen people and will have a good opportunity to show off a few tricks for them.

**SCENE 2:
IN THE FLYING CITY**

This is one of those explore-the-city scenes that might take a really long time or a really short time, depending on the inclinations of you and your group. If you have players who aren't too concerned about explanations or you want to do a little railroading to save time, you can send them directly to inspect the flying machine (which will lead into scene 3). If you have the time and the group is interested, there are all sorts of mischief they could find in and around the flying city.

ENTERING THE AERIE:

You can rub your eyes in disbelief, but the spectacle remains: a vast city floats in front of you like an island in a sea of clouds. It is nearly a mile off the ground, with no visible means of propulsion or support. It is weather-beaten and crumbling at the edges, but it would clearly be an astonishing feat of architecture even if it were not for the fact that it is floating like a bubble. As you come in for a landing you can see that thousands of hawkmen roost here, and both young and old poke their beaks out to stare at you from every open window, atop every dilapidated pillar, and from within each crumbling edifice.

As you land, wind and hail are driving at you hard, but this is still a welcome respite from the much worse weather you have been experiencing lately.

PCs with anthropology or archeology and some familiarity with the Hollow Earth might recognize that this city could only have been built by the Atlanteans, as evidenced by the fact that the city is laid out in three concentric rings. The Hawkmen are perfectly aware of this fact.

King Karka announces that he is famished and invites the PCs to a banquet to celebrate the defeat of the "grey-coats." At dinner, he will answer any questions that the PCs might have about his city or his people. He will explain that the Aerie moves unpredictably through the skies (but he will not mention yet that it is slowly sinking). Karka will also explain that the Aerie is now officially at war with the Nazis because the nefarious Germans have been trying to steal a flying machine from the Hawkmen.

King Karka

- "HA! Any enemy of the grey-coats is a friend of the Aerie! And never mind those who say we should just appease them and move on."
- "I am king, yes, but my power is neither arbitrary nor absolute. This is not one of those primitive governments like all those of the ground-crawlers below us."
- "The weather! It's been horrible lately. Our sages say that there's nothing like it in the records."

Description: Although hawkmen are typically thin and light weight, Karka is a big man especially for his kind. He is thick of limb and thick of belly and a fast flyer if not the most agile. Perhaps his most distinguishing quality is his booming voice and his readily apparent and seemingly boundless good humor.

Background: Karka is a man of great enthusiasm and zest for life. Although the King of the Aerie is primarily a military position with little civil authority, he is very charismatic and knows how to make his case to the city's parliament of elders.

Intentions: Karka puts the well-being of the Aerie and his people above all else. He is swift to act, but his instincts have always guided him well and he is a good judge of character. He has judged that Nazis are bad and is dedicated

to fighting against them despite some opposition to the war. He has judged that the PCs are good, so he means to do right by the them.

After the PCs have eaten, they may want to rest, explore the Aerie, or examine the flying machine that the Nazis have stolen.

RESTING: If the players have enough sense to let their characters rest, the miraculous healing powers of the Hollow Earth allow them to awaken fully healed.

EXPLORING THE CITY: King Karka is a busy hawkman, but he will send a young hawkman sage named Brokenwing. Brokenwing got his name because his wing was injured in a raid and he is currently unable to fly. Brokenwing will accompany them in the city to act as tour guide and translator (he knows the Atlantean language). Some things the PCs might chose to do:

- **IF SOMEONE HAS A LARGE QUANTITY OF ORICHALCUM** from playing in another one of the trilogy sessions, they may trade it at market for a Minor Healing Crystal (Artifact 1, heals 1 Lethal per day).
- **Barter.** The market is much more limited here than in Atlantis, but the hawkmen still take goods from all over the world, so barter for trinkets is certainly possible. The hawkmen may even have discovered some bullets, fuel, or other niceties.
- **Study the Hawkmen** to discover their organization and life habits. The elevation of the city keeps them from getting much rainwater and severely limits their ability to grow crops, so it may be interesting to see that most water and food must be flown all the way up from the ground.
- **Attempt to gain access to the citadel.** PCs will be allowed to look through the great lenses at the surrounding area and might even make maps for themselves (granting +6 to Navigation checks in this area). The Hawkmen will not willingly share their own maps or knowledge, but it might be stolen or a sage might be bribed with Orichalcum
- **Tour the Mechanisms.** Within the bowels of the city are strange, huge crystal machines that churn slowly. Presumably, this is what keeps the Aerie aloft, but the technology is far beyond anything on the surface world (for more, see scene 5).

EXAMINE THE FLYING MACHINE: When you, the GM, feel that the time is right, inform the PCs that Brokenwing, the tour guide assigned to the PCs by King Karka, has recieved word that the PCs have been cleared to investigate the flying vehicle that the Nazis were trying to capture. Here is some information he is now authorized to release about it:

- It is a silver saucer capable of carrying a few dozen passengers (if any of the players have completed the Atlantis adventure, they might recognize it as similar to the flying disks in that city)
- The scholars believe that in the days when the Atlanteans occupied the city, it was used to travel up to a small moon purported to be in orbit around the Hollow Earth sun.
- The moon, if it exists, might still hold artifacts left behind by the Atlanteans, since none have set foot on it for eons.
- None of the hawkmen in the entire city have been able to pilot the flying saucer or even turn it on since it was discovered about a month ago. The Nazis claim they have a way to operate it, but Karka wouldn't let them have it. Some hawkmen believe it is not worth fighting for.

SCENE 3: APPEASEMENT

When the PCs are ready to inspect the “Moon Machine,” they are informed that it is in a hangar bay in the sidewall of the city’s foundation. It had been sealed off for eons, only to be discovered a short time ago when the Nazis, who initially approached peacefully, presented a sort of treasure map that led to its discovery.

The PCs are welcome to travel to it under their own power if they can, but since the opening is in the middle of a steep wall that floats one mile above the ground they will be offered a ride aboard another of the Aerie’s treasures: a pair of Rocs. The hawkmen treasure these birds for their ability to help them carry food up from the ground, and yet Rocs are difficult to find and even more difficult to train. These two were raised from hatchlings by Praxix, a hawkman guard of the city.

ENTERING THE HANGAR BAY: You are swept up into the air on the backs of the titanic white rocs. The weather has turned hot and dry—a abrupt and thorough change from the rain and thunder occurring during your arrival. A searing wind blows in your eyes as you fly, but even squinting you can still receive a magnificent bird’s eye view of the city in all its decaying glory.

The giant birds circle down to the rear quadrant of the city’s foundation, nimbly alighting in a large, open area with a curved ceiling rather reminiscent of an airplane hangar. It is empty, save only for you, your guide, the two rocs, and about a half-dozen hawkman guards who are glaring at you unnervingly. Just outside the mouth of the open bay, the wind howls angrily.

Brokenwing looks around the empty space in confusion. If none of the players ask, he will: *Where is the moon machine?* That’s when Praxix, the lead guard on duty, will explain that he made a deal to appease the Nazis and blame the heist of the moon machine on the PCs.



Praxix, Hawkman Traitor

- “Appeasing the Nazis will bring peace to the Aerie. It also brought wealth to my nest, and no one will ever believe that it wasn’t you who was conspiring with the grey-coats all along!”

Description: Praxix is a stout but typical hawkman who wears a red sash to show his station.

Background: Praxix is opposed to the war with the Nazis and has lost members of his flock in battles which he sees as pointless. Therefore, he does not consider his actions traitorous, but rather a way of helping his people. The fact that he has accepted a generous bribe from the Nazis is only a just reward.

Intentions: Praxix intends to place the PCs under arrest, although he doesn’t really expect them to submit. Framing people who resist arrest is easier and more fun, and framing dead people is the easiest of all.

THE FIGHT: Praxix will announce that the PCs are under arrest, but then will attack them immediately if they so much as protest.

Enemy Intentions: kill the PCs and then frame them as Nazi turncoats

- 2 Rocs (or 1 if the group is small) + (1 Hawkman per PC)

Strategy: On the first turn, one of the Rocs will grab Brokenwing (on average, it can easily snag him), then fly him out into the air and drop him. On round 2, the giant bird will return to the fight.

The other hawkmen will also take to the air, preferring to attack by divebombing rather than going toe-to-toe with their foes. They prefer to attack with half their number each round, taking turns divebombing in small waves while the other half flies behind cover or out of sight of the hangar bay to set up for the next bombing run. If the PCs are mobile, this fight might sprawl all over the city as combatants dogfight over the Aerie.

Ally Intentions: Scream bloody murder all the way down

- Brokenwing

Strategy: Brokenwing is pretty helpless in this fight. If one of the PCs can fly they might be able to catch him and save him, and that’s definitely worth style points. Otherwise, his death is one more thing the PCs will be blamed for.

Hawkman Turncoats

Primary Attributes: Body 2, Dexterity 4, Strength 3, Charisma 2, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 7, Perception 3 (7)*, Initiative 5, Defense 6, Stun 2, Health 4

Skills: Archery 6, Athletics 5 (Throw 6), Brawl 6, Melee 4, Survival 5 (Navigate 6)

Talents: Dive Bomb (+2 Attack to throwing weapons when flying above an opponent)

Flaw: Primitive (-2 penalty on technology related rolls)

Weapons: Javelin 8 L; Javelin Dive Bomb 10 L (attack every other round); Talons 6 L

*Hawkmen receive +4 on sight-based perception roles

Health Levels:

Hawk 1	Hawk 2	Hawk 3	Hawk 4	Hawk 5	Hawk 6	Hawk 7	Hawk 8	Hawk 9	Hawk 10
4	4	4	4	4	4	4	4	4	4

Roc (Follower 3)

Primary Attributes: Body 8, Dexterity 4, Strength 8, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 4, Move 12 (6)*, Perception 4 (8)**, Initiative 4, Defense 8, Stun 8, Health 16

Skills: Brawl 12, Stealth 4, Survival 6

Talents: *Keen Senses (+4 to sight-based Perception rolls), Skill Aptitude (+2 Stealth), Skill Aptitude (+2 Survival)

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 12 L, Talon 12 L

**Rocs use their full Move rating for flight but half its rating when on the ground

Health Levels:

Roc 1	Roc 2
16	16

RESOLUTION: The turncoats won’t necessarily fight to the death—if it looks like they’re down to the last one or two and the rocs are dead they will make sure to retreat to some public place. When this happens (or if the fight has already ranged over the city) a full platoon of hawkmen soldiers arrive to demand that the fighting stops. If necessary, King Karka will arrive a few seconds later and personally implore the PCs to stop fighting so that a proper investigation can ensue.

Of course, if all the hawkmen guards are killed, the situation is unchanged: the PCs will need to climb up out of the hangar and find the city officials demanding to know what happened.

SCENE 4: REDEMPTION

The PCs are accused of being in league with the Nazis (If any of the corrupt hawkmen guards aren't dead then they will lie about what happened). In this scene, the PCs must defend themselves through arguments and then through conducting several tasks that will allow them to repair another "Moon Machine."

THE TRIAL: The trial is a down-and-dirty affair that takes place in the middle of a public square. Anyone called upon by one of the judges is allowed to speak in defense or accusation. The case doesn't look good for the PCs: they have just done battle with highly honored, highly trusted guards. The Moon Machine was lost under suspicious circumstances. The PCs also attacked and probably killed two of the city's living treasures, the Rocs. If Brokenwing is alive, he will corroborate the PCs' story, but he will be accused of being in league with the PCs. Most hawkmen will leap to the assumption that the PCs' arrival in the city was a Trojan Horse gambit. Fortunately, the Chief Judge is not one to quickly leap to conclusions.

The Judge

- "Facts will determine the outcome, not assumptions or baseless accusations."

Description: Several judges sit this trial, but the chief justice is an ancient birdman. He is so old that his feathers are completely white and missing in patches around his body and on his wings, but he carries himself with undeniable authority.

Background: The judge is a city sage and is as impartial as possible. King Karka has no legal authority to intervene in this case, but the judge also knows that Karka is an excellent judge of character.

Intentions: The judge is motivated by justice. He will listen to rational arguments and evidence, but does not tolerate antics or chaos.

If the guards are dead, another of their flock (and one of their co-conspirators) will step forth to make the accusations, saying things like "Are we to believe that these outsiders are more trustworthy than our city's own guards?"

Let the players make their arguments and site their evidence. Although the accusations are not very far fetched from the hawkmen's point of view, there is really nothing to prove that they did it. The accusers never expected it to go this far, so they did not plant false evidence or line up conspirators to bear false witness. The one piece of evidence that is missing, however, is the bribes purported to have been given by the Nazis: if the PCs convince the judge to have the nests of the guards searched, they will find nothing out of the ordinary (it is simply hidden too well). If the Players make a mess of the trial, King Karka will intervene on their behalf and speak with the judge to give them a fair chance.

RESOLUTION: The judge will declare that the case is inconclusive, since guilt can neither be proven nor disproven. Therefore, the PCs are assigned a task to prove their innocence. They are sentenced to inspect the machinery within the foundation of the Aerie: if they can fix it enough to restore at least a few more inches of altitude to the Aerie, then they will have proven their loyalty to the hawkmen. If not, they will be deemed guilty and thrown into the "hanging cages."

If the players take the deal or if they seem hesitant to take it, King Karka will pull them aside and level with them. This task is just a cover story for what he really wants them to do: there is a second moon machine hidden within the foundations of the city. If the PCs can repair it, they can get to the Hollow Earth's moon and foil whatever the Nazis want to do there. In thanks for outwardly cooperating with the sentence, King Karka will gift each character with a Major Healing Crystal (heals 2 Lethal wounds per day).

ENTERING THE AERIE'S ENGINE CAVERNS: You are guided into the bowels of the Aerie, where a meek-looking sage points out some of the features of the equipment. He explains that the Aerie has been losing altitude for generations—only an inch or two a year, but the trend is disturbing. The machinery he points to is vast, complex, and alien. You can see that some of the equipment is obviously not functioning operational, but the technology is far beyond anyone except the Atlanteans themselves. In one room, for example, there are racks of large crystals that look like jacks with six spines radiating out of a central point at ninety degree angles from one another. Half of these crystals glow with a bright purple light and gyrate in mid air above similarly glowing altars, while the other half have gone black and sit inert.

“But now to show you what you really came for—the second moon machine!” says the small hawkman. He guides you through a door, which leads to the bottom of a shaft. Inside this shaft is a gleaming silver arrow-head shaped vehicle with fins at its base and a small access ladder into its crew cabin. Anyone from the surface world can see that this is a rocket ship.



**SCENE 5:
BY ANY MEANS NECESSARY**

This scene involves the PCs finding various missing pieces for the rocket around the Flying City. **CHECK YOUR TIME.** If you are at or close to three hours, you may want to skip this scene.

If you skip this scene and the PCs aren't suffering many wounds and have good amounts of the Skills required to fly the rocket (particularly Pilot—see the next scene), then skip this scene entirely and give them only a few of the missing items: they won't need them all.

If you skip this scene but the PCs are pretty banged up already or if they lack a pilot (or lack multiple folks with the Survival and Athletics skill), then let them conveniently find all the items they are missing in a nearby junk heap.

THE SECOND MOON MACHINE: Even untrained eyes can see that the insides of the rocket ship are stripped and missing pieces—it is going to take some repair, but nothing that a few hours work won't remedy (you can have players roll Craft: Mechanics or Science: Engineering on an extended roll with 12 successes required, or just have them take the average). But before they begin, they will also notice that several panels inside contain Atlantean hieroglyphs that might be interpreted to shed light on the process.

Deciphering the Hieroglyphs (All characters attempting to decipher these may roll and combine successes for a grand total)

Roll Options:

- **Investigation (Enigmas)**
- **Linguistics (Deciphering)** Consider all dice as automatic successes for characters with the Atlantean Language Talent

0 Successes: It looks like Greek to you!

1 Successes: This vehicle served as a maintenance shuttle up to the moon and back. It looks as though the Atlanteans had some kind of machinery up on the moon that needed occasional repairs.

2+ Successes: For every 2 successes (rounded down), the PCs recognize the need for 1 of the following spare parts: Inertial Dampening Seats, Engine Shunt Valve, Retro Rocket Power Coupling, and Orbital Charts.

These four items are not necessary to flying to the moon (in the next scene), but they will help the PCs survive the trip, which is generally preferable. You can pick and choose which you want to play through and simply let them find the rest of the items near the rocket.

INERTIAL DAMPENING SEATS: These will help cushion the massive force of takeoff. The hawkman sage on duty remembers seeing a bunch of ancient chairs discarded in a pool of dirty water two levels down. He will take the PCs, but there is a double swarm of giant mosquitoes who will attack anyone coming close to the pool. If they don't want to fight, PCs can run in and grab a chair in one round, then attempt to make it back out in one or more rounds. Carrying the chair out is a bit hard: each round a PC has a chair, make an Athletics Skill roll difficulty 2. If successful, that PC makes it to safety. If not, s/he is stuck until next round and vulnerable to the mosquito attacks.

Giant Swarm of Giant Mosquitoes

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 4 (2)*, Perception 4, Initiative 3, Defense 6, Stun 1, Health 11**

Skills: Brawl 4, Stealth 5, Survival 2

Talents: None

Flaw: Bestial (cannot communicate or use tools)

Weapons: Bite 10 (touch attack, no damage) and Blood Drain

** Giant mosquito uses its full Move when flying, but only half its Move when on the ground.*

Blood Drain: If successful with an attack, a giant mosquito latches on and drains 1 Health level from the victim each combat turn

Swarm
11**

**Only Area of Affect attacks do full damage to swarms. All other weapons do a maximum of 1 point.

ENGINE SHUNT VALVE: This will help keep the engines from venting poisonous gasses into the rocket. It happens to be in a junk heap next to a few of the broken six-pointed crystals—this is a freebee for players who rolled well enough on deciphering the hieroglyphics.

RETRO ROCKET POWER COUPLING: This will help make touchdown a little less bone-jarring. The hawkman sage knows where this one is, too—back when the Nazis were still attempting diplomacy, one of them walked off with it. When war broke out, he was killed in the fighting and then made example of: Karka had the soldier's body put into a cage and then the cage left to dangle from a chain a hundred feet under the city. If the soldier still had the piece, it can be found on his carcass dangling in the cage.

Retrieving the piece require some stealth to get there without being seen, and then either the power of flight or several Athletics Skill checks to climb down the city and into the cage. The cage is locked: it requires either a Larceny Skill roll (difficulty 2) or an attack strong enough to break the lock (defense: 8, structure: 1). It's easy to find once the cage is open.

ORBITAL CHARTS: Every hawkman knows where these are: in the sage's files in the citadel. But few have access to the sacred maps (the PC's current guide lacks access), so the PCs will need to use stealth, bluffs, or bribes to get in. A bribe of Orichalchum will get them to the map chamber. The best route would be to look for a Hawkman sage who is ideologically opposed to the Nazis and seeking his help. Just to make it interesting, make the first sage approached in this way opposed to the idea, so PCs will need to ask questions carefully before finding a sympathetic hawkman in the right position of authority.



**SCENE 6:
BLAST OFF!**

Now the PCs get to travel to the moon—all they have to do is survive the journey! This will require a series of Skill checks, each of which come with harsh penalties for failure. Before they leave, you can remind the players that if they sleep then they will recover from all wounds. Hint, hint.

If you are playing with fewer than 6 characters, you may want to lower the difficulties and/or the penalties. Before they begin, the PCs must determine which character will be the pilot. If all of the characters pass out, then they all awaken on the moon having recovered enough Nonlethal wounds to have 1 health level.

BLAST OFF: At the press of the ignition, your ship blasts out of the tube and into the sky, hurtling towards your destination thousands of miles above your heads. The nose-flattening acceleration is so intense that you better hope you have a good pilot!

BLAST OFF! (pilot only)

Roll Options:

- **Pilot (rockets)** gain +2 dice if all characters have the inertial dampening seats

0 Successes: All characters take 3 points of nonlethal damage

1+ Successes: Reduce the damage by 1 point per success (thus, 3 successes = 0 damage)

ENGINE MALFUCTION: Warning claxons sound and you begin to smell noxious fumes leaking into the cabin from the engines. The pilot is busy, so the rest of you had better work together to flush out the bad air!

Engine malfunction! (All characters except the pilot; combine all successes from all rolls)

Roll Options:

- **Athletics** gain +10 dice (divided among the players) if the Engine Shunt was recovered and installed

0 Successes: Characters take 10 points of nonlethal damage. Good night!

1+ Successes: Reduce the damage by 1 point per success (thus, 10 successes = 0 damage)

ORBITAL SYNCHRONIZATION: You can ease off the afterburners as you enter orbit around the Hollow Earth's sun. It is a little too close for comfort—even with the blast screens down, the cabin temperature rockets above one-ten, then one-twenty, then one-thirty... if you crack an egg on the instrument panel, it will literally fry before your eyes. You've got to navigate to the moon's dark side before the same thing happens to you.

Orbital Synchronization (Extended action, , 10 minutes per roll. All characters may participate; combine all successes from all rolls)

Roll Options:

- **Survival (Navigation)** gain +2 dice per character if they attained the Orbital Charts from the Aerie's Citadel.

18 successes required (3x number of PCs) the PCs suffer 1 Lethal wound for each round of rolling after the first.

TOUCH DOWN: You have sighted the landing coordinate. Hang on—this could be a rough landing!

Touch Down (Pilot only)

Roll Options:

- **Pilot (rockets)** gain +4 dice if all characters have the retro rocket power coupling

0 Successes: All characters take 5 points of nonlethal damage

1+ Successes: Reduce the damage by 1 point per success (thus, 5 successes = 0 damage)

ONE SMALL STEP: Miraculously, your rocket is intact after your travels and you now stand on the surface of a moon so small that you can see the horizon curving down on all sides. The temperature here is surprisingly cool and pleasant. In the extreme distance and barely visible through the haze, the green landscape of the Hollow Earth arcs over your head like an all-encompassing bubble.

Aside from you and your ship, the only feature you can see on the moon's surface is a thick grey pylon protruding from the ground about a hundred yards ahead of your rocket. You can see that the pale sand near the pylon has been recently trampled by many pairs of heavy boots. Someone has kicked in the door, revealing stairs spiraling down.

The PCs will find the insides empty except for one small thing: an Atlantean Soul Crystal imprinted with the personality of Tuckwallow, the buck-toothed, blue collar moon maintenance chief. The two-dimensional projection of Tuckwallow cannot leave the area or physically interact with anything, but he knows the following items of interest:

- This is no moon: it is a space station.
- It was created by the Atlanteans to serve as a climatological control center for the Hollow Earth.
- Some of the climate controls need to be recalibrated every few millennia. The Hollow Earth has been experiencing erratic weather because someone needs to give the moon a tune-up (this will require an extended Mechanics roll requiring 100 successes, with each roll consuming 1 hour.)
- The Nazis were here and they declined Tuckwallow's request to help tune up the moon. All they were interested in was the Orichalcum, the rocket packs, and the power armor. They carted all of that away, saying something about bringing them back to someone named "Mister Fuhrer."
- If the PCs mention the Aerie, even in passing, Tuckwallow will say that the floating city is way overdue for maintenance, so please take these oscillation crystals back to the Aerie (he points to several six-pointed crystals similar to those the players might remember from the Aerie).
- If the PCs ask, Tuckwater is a Vril-ya servant of the Atlanteans. The Soul Crystal was created before the Atlanteans' departure, so he doesn't know anything about where they went or why.
- The parts to fully fix the rocket (thereby making future journeys less dangerous) are readily available here and easily attached to the PCs' ship.

ONE MORE THING: Tuckwater can offer one more thing: a compass crystal that points the way to the Nazi's Moon Machine. What is more, if it is touched to the hull, all its doors will unlock, making it easy to board, if that is what the PCs wish to do. But they had better hurry: the Nazi Moon Machine has no need to land, so they will likely buzz around until they can get out of the Hollow Earth and take their spoils back to "Mister Fuhrer."

SCENE 7: THE DEADLIER SKIES

This is the climactic brawl-for-all, and it takes place at 30,000 feet.

THE FIGHT: The PCs face the power of all of Expedition Six, which boasts quite an air armada. The good news is that their captured Moon Machine is a very broad surface and easily jumped upon, even from a speeding rocket. It can also just be shot down in the old fashioned way. The whole battle rages around the flying saucer, so treat it as the only fixed point in this massive dogfight. To make it easier on you, the GM, on the second or third round of fighting have the Zeppelin rise into the flight path of the rocket. The Moon Machine will zip around it, but the PCs will probably want to go right through it. If they do, good move: they take it out in one hit. Pretend like you didn't see it coming and they'll be much more pleased with themselves.

Jumping onto the saucer from above requires an Athletics roll of 3. Failure means the character falls prone but does not fall off the side. Standing on the top of the ship or standing from prone requires Athletics 2; each failure means the character rolls closer to the edge, and the third consecutive failure means the character falls off (I hope the daredevil pilot is there to catch them!) Inside the saucer are crates of Orichalcum. Each contains a large sum of the valuable metal, but it will require precious time to move even one such crate out of the ship.

The PCs' rocket may be put onto autopilot to take position above the Nazi Moon Machine wherever it goes. Alternatively, if someone manually pilots it and scores 2 or more successes, she can grant +2 dice to everyone jumping onto the flying saucer that round. She can also man some of the ship's guns (6 L firearm attacks). If she thinks of it, she may aim the rocket itself at the himmelsturmern, the zeppelins, or the bi-plane (10 L + Pilot skill rating to the victim, 8 L to the ram-tough rocket ship).

Characters who do not wish to get up close and personal can fire from any number of gun ports. They may use their own weapons or they may fire the ship's weapons (6 L + Firearms rating)

Enemy Intentions: Knock the PCs out of the sky!

- Kapitän von Dassow (in power armor) + 1 zeppelin + 1 himmelsturmer per PC + 1 Nazi soldier per PC. Maybe also an Arado fighter plane.

Strategy: Kapitän von Dassow will stand defiantly on top of his flying saucer using the power armor's magnetic boots. He will shoot at anyone and everyone. His dying act will be to turn his guns on his own saucer's engines, thereby knocking it out of the sky and ensuring that his enemies will never have it. When this happens, give any PCs aboard 1 or 2 rounds to get back to their ship

The zeppelin will rise to join the action on the second round. Give the PCs a chance to fly their rocket ship right through it.

The himmelsturmern will seek out PCs wherever they may be, possibly even attempting to board the rocket ship. If one of the Arado bi-plane fighters survived the first scene, it is here to join the himmelsturmern. The remaining Nazi soldiers will remain inside their Moon Machine and only attack those who board.

Kapitän von Dassow, Fighter Ace in Power Armor (Mentor 4)

Archetype: Adventurer **Motivation:** Power **Style:** 5

Primary Attributes: Body 4, Dexterity 4*, Strength 6*, Charisma 4, Intelligence 3, Willpower 4

Secondary Attributes: Size 1*, Move 8*, Perception 7, Initiative 8, Defense 10*, Stun 4, Health 8

Skills: Athletics 8, Brawl 8, Firearms 10, Gunnery 8, Intimidation 6, Investigation 8, Linguistics 4, Melee (saber) 8, Pilot: Aircraft 10, Stealth 8, Survival (navigation) 6

Talents: None **Resources:** Rank 4 (Thule Society) → temporarily exchanged for *Power Armor (artifact 3)

Flaw: Condescending (gain 1 style whenever his condescension causes trouble)

Weapons: Gatling Cannon 14 L, Gauntleted Fist 10 N

Health Levels:

Kapitan von Dassow
8

Nazi Soldier

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Brawl 4, Firearms 4, Intimidation 4, Melee 4

Talents: Autofire (+1 bonus on all autofire attacks) **Flaw:** Intolerant

Weapons: MP38 SMG 8 L (automatic), Punch 4 N

Health Levels:

Nazi 1	Nazi 2	Nazi 3	Nazi 4	Nazi 5	Nazi 6	Nazi 7	Nazi 8	Nazi 9	Nazi 10
4	4	4	4	4	4	4	4	4	4

Himmelsturmer

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Brawl 4, Firearms 4, Pilot: Jet Pack 4, Melee 4

Resources: Jet pack (Artifact 1) **Flaw:** Intolerant

Weapons: MP38 SMG 8 L (automatic), Punch 4 N

Health Levels:

Nazi 1	Nazi 2	Nazi 3	Nazi 4	Nazi 5	Nazi 6	Nazi 7	Nazi 8	Nazi 9	Nazi 10
4	4	4	4	4	4	4	4	4	4

Erforschung Sechs **Zeppelin**

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Graf Zeppelin	16	2	18	80	-2	36	20

Machineguns x 2: 8 L burst fire or 10 L full auto; Range: 100 ft.

Flying Saucer (Nazi's Moon Machine)

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Flying Saucer	8	8*	18	200	+2	1	20

Weapons: none **Loot:** 1 crate of Orichalcum for each PC

The Rocket (PCs' Moon Machine)

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Arado Ar 68	4	12*	18	1,000	-2	1	9

Ray Guns: 6 L + firearms; Range: 100 ft.

*includes defense bonus of +4 for moving at 80+ mph

CONCLUSION: A HERO'S WELCOME

This is just the follow up to the rest of the scenario. Describe it in summary—playing through the whole thing would probably be anticlimactic.

LOOTING THE NAZI SHIP: The Nazis will destroy their flying saucer before letting it fall into enemy hands. The good news is that the “grey-coats” will probably go down with their ship. But it won’t blow up in mid-air: it will spiral downwards for a long way, allowing PCs to escape before it splashes down into the ocean, never to be seen again. At that point, the crates of Orichalcum will be lost.

RETURN TO THE AERIE: When/if the PCs return to the Aerie, they will be greeted as heroes, especially if they brought back some of the “oscillation crystals” that Tuckwater pointed out to them—installing these crystals will restore several feet to the altitude of the Aerie.

Karka will also ask that they return to fix the moon so that the Hollow Earth weather can return to normal—but this is a poignant request, because

a) the Aerie will have moved on by the time the crew returns and they may never find it again, and

b) the rocket has only enough fuel to get to the moon—it can’t get back. At least the PCs will be able to depart from the moon in the *Jules Verne* so they will be safe, but if a hawkman were to go it would mean losing his home forever.

If the PCs refuse to make the trip, a team of hawkmen will valiantly sacrifice their lives to go fix the moon. If they keep the rocket or any of the Nazi jetpacks, they will soon run out of fuel with no refills to be found, and the PCs will inevitably find themselves back to relying on the *Jules Verne*.

RETURN TO THE MOON: If the PCs do the right thing and fix the moon, they will not be able to find their way back to the Aerie, but they may have saved all civilizations in the Hollow Earth. With luck, the re-calibrated machinery should operate smoothly for another two or three millennia. As a reward, Tuckwater can show the characters where to find special crystals. There is also a portal device that will transport anyone who has all three key crystals (that is, who has played in all three trilogy scenarios).

<p>CONCLUSION: Whether you stay where you are for a long or short time, it hardly matters. Eventually, the irresistible pull of further exploration draws you forth, and you find yourself once again travelling the skies of the Hollow Earth aboard your hot air balloon, the <i>Jules Verne</i>. Your next adventure awaits!</p>
--

MORE PULP ACTION AWAITS IN:

**THE LOST CITY OF CRYSTAL GRAVEYARDS
AND
THE LOST OUTPOST OF TWISTED DREAMS**

PLAYERS' HANDOUT 1: EMERGENCY STATIONS!

Characters combine total successes at each station. You may switch stations each round.

#1) Secure the Basket: The wicker basket is threatening to split apart, causing insecure footing for all.

Roll options:

- **Athletics**
- **If Unskilled: Strength -2**

0 Successes: Characters suffer -4 at all other stations this round

1-3 Success: Characters suffer -2 at all other stations this round

4-6 Successes: You hold it together

7+ Successes: Characters gain +2 at all other stations this round

#2) Put out the Fire: Patches of fire are sprinkled across the wicker basket and canvass balloon. It must be put out before it spreads and distracts or hurts your teammates.

Roll options:

- **Acrobatics**
- **If Unskilled: Dexterity -2**

0 Successes: All characters take 1 lethal wound from the flames

1-3 Successes: the fire is held in check

4+ Successes: the fire is held in check: add +2 dice to the next "Fix the Burner" roll.

#3) Patch the Canvas: The balloon is peppered with holes. If it is going to hold enough hot air to stay aloft, someone is going to have to patch it up.

Roll options:

- **Craft (Carpentry, Sewing, or Mechanics)**
- **If Unskilled: Intelligence -2**

0 Successes: Add 1 "velocity token" (maximum 10)

1-2 Success: Your downward velocity does not change.

3-4 Successes: Remove 1 "velocity token."

5+ Successes: Remove 2 "velocity tokens."

#4) Fix the Burner (only 1 character may operate this station): The balloon has lost most of its hot air but the mechanism to heat up more air has been damaged. To fix it and heat the air, you will need to get the mechanism working pronto.

Roll options:

- **Pilot: Balloon**
- **Science: Engineering**
- **If Unskilled: Intelligence -2**
- **0 Successes:** Add 1 "velocity token" (maximum 10)
- **1+ Successes:** Remove 1 "velocity token" for each success

APPENDIX B: SPECIAL ITEMS:

To help tie the three trilogy games together, players will have a chance to receive three different item types in each scenario that they can take with them and use in one of the other trilogy scenarios. The three items types are:

Orichalcum: This represents a small fortune in the mineral (not the kind of wealth you could just pick from pockets in a market-place—this is a large amount). It might appear in chunks, coins, bricks, or all of the above, and it can be used in at least one pre-designated way in each scenario as well as for bribes, special equipment, or whatever else seems like it might fit the story. In this scenario there will be lots of use for it, from buying slaves to whatever other items you can think up at the market.

Bonus Items: In this case, the bonus item is a Force Field Generators (basically lets them cast the “Blessing” ritual once per game). Other items are Healing Crystals (heal 2 Lethal wounds).

Key Crystals: completing each scenario gives the player one special crystal which gives their character an in-game bonus. At the end of each scenario, they will have the opportunity to trade in a full set to teleport home. The three crystals are:

- The Crystal of Life (gained from The Lost City scenario). Spending two Style points gives the character +1 Body for the remainder of a scene (this also raises the secondary attributes of Health, Defense, and Stun)
- The Crystal of Time (gained from The Lost Outpost scenario) Spending two Style points gives the character +1 Dexterity for the remainder of a scene (this also raises the secondary attributes of Defense, Initiative, and Move, as well as any Dex based Skills and attacks)
- The Crystal of Space (gained from The Lost Moon scenario) Spending two Style points gives the character +1 Strength for the remainder of a scene (this also raises the secondary attributes of Move, as well as any Strength based Skills and attacks)