

***THE LOST OUTPOST  
OF TWISTED DREAMS***

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Written especially for all the sci-fi fans

This is one scenario of three in a non-linear trilogy debuted at Gencon 2009

***PLOT SYNOPSIS***

What is this mysterious, abandoned laboratory buried in the primeval jungles of the Hollow Earth? You and a coalition of explorers, natives, and beastmen must find the answers—and keep the truth out of evil hands!

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Scene 1: Crash Landing	Wherein the heroes battle a few pterodactyls and must make a forced landing in a mysteriously abandoned village.
Scene 2: The Outpost	In which a seeming anomaly in events leads the heroes to discover a long abandoned base which receives radio broadcasts from ten years in the future.
Scene 3: Dust and bones	Unfolding the discovery of the lost village and revealing the new state of the lost base.
Scene 4: Into the Tunnels	Retelling the daring dash through the outpost's maintenance tunnels while the creatures harry them from all sides
Scene 5: The Deathless Dreamers	In which the heroes speak with the Dreamers, who monitor the past and dream the future to relay to the Atlanteans.
Scene 6: The Evolved Reich	Revealing the white-knuckle confrontation between the heroes and a creature of ultimate evolution
Conclusion: Future History	Wherein the heroes restore future history and have a chance at returning to the surface world
Appendix A: Player's Handouts	Including the Sailor's Journal, the Bunker Door Code, and the Maintenance Tunnel Map
Appendix B: Special Items	Describing the special items which may be won in various scenarios and which may be used in this scenario.
Appendix C: Tyrannosayrmen	One possible evolutionary path for the Tyrannosaurman beastman.

## SCENE 1: CRASH LANDING

In this scene, the PCs will have a brief aerial battle before landing in a deserted village in the shadow of an abandoned and land-locked German cargo ship. This scene should set up more questions than answers, and should drive the players to want to investigate the bunker.

### 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. Currently, you are sailing over the dense canopy of a rainforest in search of a clearing to touch down for a little break.

With a shrill cry, a half dozen winged dinosaurs rise up from the trees to circle you. They seem quite curious or even aggressive towards your balloon. A warning shot from one of your rifles gives them only a little pause, and soon they are circling closer and closer...

**THE (rather brief) FIGHT:** The ornithocheiri are not determined foes, but will cause a little trouble to the balloon before retreating.

### Enemy Intentions: See if the balloon is an easy meal

- 6 ornithocheiri

Strategy: two will attack the balloon while the others attempt to taste-test random characters. If wounded, each dinosaur will hastily retreat.

Ornithocheirus (Follower 2)

**Primary Attributes:** Body 4, Dexterity 6, Strength 4, Charisma 0, Intelligence 0, Willpower 4

**Secondary Attributes:** Size 2, Move 10 (5)\*, Perception 4 (8)\*\*, Initiative 6, Defense 8, Stun 4, Health 16

**Skills (total):** Brawl 8, Stealth 6, Survival 6

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

**Flaw:** Bestial (Cannot communicate or use tools)

**Weapons:** Bite 8 L, Talon 8 L

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

Health Levels:

Orni. 1	Orni. 2	Orni. 3	Orni. 4	Orni. 5	Orni. 6
10	10	10	10	10	10

**CONCLUSION:** The dinos are easily repulsed, but not before they rip a few minor holes in the balloon. The PCs will have to touch down soon to get it repaired.

**THE ABANDONED VILLAGE:** Luckily, not far ahead is a large clearing with a village ringed in a tall fence on three sides. To the fourth side is a large freighter ship. Oddly, there is no sign of activity in the village and the ship is utterly land-locked, with the nearest river more than half a mile away.

The ship has been mostly stripped clean and is overgrown with vines indicating it has been here for at least a year. On the hull is *Erforschung Fünf* (“Exploration Five” in German) and the ship’s

serial number. The ship has been stripped of everything useful (including engines), but tucked away in a corner is a sailor's journal. Give the players **Player's Handout I**.

The village itself has been abandoned for at least as long.

**Searching for Clues** (All characters investigating the empty village)

**Roll Options:**

- **Investigation (Crimes or Search)**
- **Survival (Tracking)**

**0 Successes:** You can tell that there is currently no one around.

**1 Success:** Inside the compound are the very old traces of footprints, some of which are booted. They all lead off in a certain direction. Outside the compound are much more recent footprints of extremely large theropods.

**2 Successes:** The village only has 3 walls because the fourth side was once connected to the river. There are a few old bullet holes in a few of the huts.

**3 Successes:** There was some violence as the people of this village were led forcibly out in a certain direction by another group wearing boots. This took place maybe about a year ago.

**4+ Successes:** It appears that there has been almost no human traffic in this area since the village was cleared. But there is one or two more recent boot prints... but these are monstrous, perhaps eighteen inches from toe to sole.

#### **THE FLASHBACK:**

Suddenly, you are surrounded by ghostly figures. The village is populated again, and you see native men, women, and children being lined up and marched away by Nazi soldiers. But all these figures are blurred and indistinct, as though painted with oil that is still wet on the canvass, shifting and blurring one color into another. The sounds are muted and distorted as well, but you can clearly hear the agonized weeping of the natives and the haughty laughter of the soldiers.

The PCs are seeing across a rift in time. They are able to see these events from one year ago, but they are unable to have any effect on them. Their attacks will pass through the Nazis as if through smoke. But they may attempt to communicate—Dig-Dig, one of the native boys will seem to hear them and, believing that they are spirits, will call for their aid before the rifle-butt of one of his captors enforces silence. But he can still listen to what the PCs have to say for a short time.

After they have had a chance to attempt interaction, two Nazi guards seem to have noticed the *Jules Verne*. They regard it curiously (they, too, are seeing only a ripple of it), before one reaches out to it, unintentionally drawing it across the rift. It suddenly blinks into their time-stream, and after their initial surprise, the PCs have no choice but to watch as an army of ghosts marches away with their transportation device.

A few dozen yards down the road, the apparitions fade, but their path is obviously a small game trail. This trail leads to a thick metal door set in the side of a shadow-darkened hill.

## SCENE 2: THE OUTPOST

In this scene, the PCs must solve a riddle to get inside the bunker and see the face of the enemy for the first time. If your group doesn't dig riddles, just say they find the key to the bunker inside the dead scientist's lab-coat.

### OUTSIDE THE BUNKER:

As you approach the deep-set steel door of a bunker in the hill ahead of you, all appears quiet and dark. Then you see another apparition, similar to the ones you saw in the village, but this time it is only one man. His long white labcoat streams out behind him as he flees in terror away from the bunker. He stumbles, turns, and screams at something you cannot see. A luger is in his hand: you hear his shots, strangely distant though they sound. His body is lifted from its location as though struck by great force, and as it thuds down behind a patch of fern, the apparition vanishes.

If the players investigate the location of the apparition, they will find a skeleton long since picked clean by scavengers. Disturbingly, his head is missing: damage to the cervical bones and shoulder girdle indicate it has been severed uncleanly and ripped clear away (this could have been the result of an animal attack). No sign of the head can be found, but in the pocket is a note pad with the hint to the bunker entrance code. Hand out **Player's Handout 2**.

The entrance pad on the side of the bunker consists of twelve dials, each numbered 1 to 9. If players want a hint, give them 1 number for each success on an Investigation (Enigmas) roll (one roll per character). If the players want more hints than that, tell them they can blow the door open (Defense 8, Structure 16). The clues are on Player's Handout 2, and here are the answers:

	1. 7	2. 6	3. 5
	4. 1	4	5
5. 5	1	2	
6. 1	7	8	

Inside they will find nothing less than a science lab. Inside are three dusty old corpses: two Nazi soldiers and one in a lab coat, all with their heads removed just like the one outside. In the corner is a radio that is still crackling.

**THE RADIO:** This is a military grade portable radio (it is only the size of a heavy backpack!). If the players are aware that radio does not work in the Hollow Earth they will be amazed to discover that it receives many stations for the surface... all identifying the date as June 6, 1944. And it is worse: the reports from every channel testify that on this day Franklin Roosevelt, Harry Truman, and Dwight Eisenhower were convicted of sedition and sentenced to prison as Hitler claims V-A day (Victory in America).

There is another flash and warp, and the skeletons are gone. Instead, a lone scientist busies himself around the test tubes. Nor is this a ghostly figure: the PCs have crossed time-lines with Doktor Keitel.

### Doktor Keitel

- "Who are you? How did you get in here?"
- "The Atlanteans, they had amazing technology. Amazing. But they lacked the ambition—we are going to take their abilities to triumph in ways they never dared to dream."

- “You are joining us on a red-letter day. We’re terminating our phase 1 experiment to move on to phase 2. This is very exciting.”

**Description:** The Doktor is a portly little man in his early sixties with thick glasses.

**Background:** The Doktor is the second in command of his scientific expedition.

**Intentions:** He is extremely gullible and absent minded because he only cares about his research. He will explain as best he can to any laypeople who ask that he has harnessed the time dilation effects of the Hollow Earth by isolating chroniton particles into crystals and is going to test the effects of high exposure on living creatures. Time travel is not what he’s after, but when the questions get too specific he will look over their shoulders and see his death approaching.

**THE ARRIVAL:**

Doktor Keitel looks with a start at the open doorway at the back of the room. Now you can see a shadowy, indistinct figure—it is humanoid, but perhaps eight feet tall, wearing grey clothing and some kind of large, brown helmet or mask. “What are you doing here?” Doktor Keitel demands, but a split second later recognition and terror flash across his face. “No!” he screams. “Your experiment was terminated! Terminated!”

The Doktor attempts to run, but the figure leaps onto his back, knocking him down and pinning him under foot. It leans down, back towards you, and as you hear an audible crunch you see that the figure is now solid and clearly visible. It is a giant in a tailor-made Nazi Colonel’s uniform, and as it turns you see that it wears no helmet at all—its head is that of a dinosaur, and it crunches the Doktor’s head in its teeth as it turns to you.

**Enemy Intentions: Kill the weakling intruders**

- 1 Tyrannosaurman Colonel

Strategy: Open fire with the machine gun for one round, then wade in with the biting and eating of enemies.

T-man Colonel

**Primary Attributes:** Body 5, Dexterity 4, Strength 5, Charisma 1, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 1, Move 9, Perception 4, Initiative 6, Defense 9, Stun 5, Health 10

**Skills:** Athletics 7, Brawl 11, Firearms 6, Intimidation 6, Survival 6

**Talents:** Autofire (+1 bonus on all autofire attacks), Tough (+2 Health), Brawl Aptitude

**Flaw:** weak upper body

**Weapons:** MPX SMG 12 L (full automatic), Bite 12 L

Health Levels:

Tyrannosaurman Lieutenant
9

The PCs can bring this monster down, and his last words will be “Heil, Alpha! Heil, Omega!” Then the radio will crackle to life: it reporting the same date, but now the reports say that the Roosevelt et al have been executed. But Hitler has committed suicide after being imprisoned by his military ally, a shadowy figure known as Omega Specimen of the Evolved Reich.

### ***SCENE 3: THE OUTPOST***

The PCs may now press deeper into the base where they will discover an industrial complex with the natives working as slave labor to mass produce weapons of war for the t-men.

Aside from going back out of the bunker, there is one way to continue: in through a door that opens into a vast, sprawling underground industrial complex.

#### **THE ARRIVAL:**

A short subterranean hallway opens out into a sprawling underground factory choked with soot and diesel fumes. The concrete-lined cavern is almost large enough to be a city and is thoroughly packed with pipes, furnaces, and interior buildings and warehouses. All is grey and brown, with years of industrial emissions staining every wall and walkway with rust and grime. No matter which alleyways you take, there is always at least one massive movie screen looming over you, upon these screens projects a continuous loop of a silhouette of a menacing, dinosaur-like head bombarding you with phrases such as “Obedience to the Omega Specimen is compulsory” and “The Evolved Reich is supreme. All hail the Alpha and Omega!”

There are people all around you—pale, thin people who cough asthmatically and slog through their work like zombies. They seem to deliberately not notice you, and when you approach one he backs away from you in fright, not daring to make eye-contact. Then a middle-aged man with limp hair and sagging dark flaps of skin under his eyes approaches you. “I knew you would return some day,” he says. “I never lost faith in you, my guardian spirits!”

This middle-aged man is Dig-Dig, who has aged several decades even though the rest of the Hollow Earth experienced only a single year since he was marched off.

#### **Dig-Dig**

- “My only wish is for my daughter to see the light of the sun”
- “Please—for now you must hide. After you have seen the enemy, then you may better know how to fight them.”

**Description:** Dig-Dig is a spindly, middle-aged man of a sickly pallor and a pronounced limp. Like the rest of the members of his tribe, his eyes are sad. Unlike most of the rest of the members of his tribe, his eyes maintain a rebellious glint.

**Background:** Dig-Dig was taken as a boy and has experienced decades of forced labor in the dank underground industrial complex (even though the rest of the Hollow Earth has only experienced a single year.

**Intentions:** His vision of the PCs has kept his spirit alive while so many others have relinquished their hope. His greatest fear is that an entire generation will be born and die without seeing the sun or breathing clean air—he knows that if that happens his people will have forever lost their ability to be anything other than slaves.

**THE INSPECTION:** As soon as introductions have been completed, the usual messages spouted by the screens are interrupted for the announcement that “Random inspection is now taking place. Workers: rejoice at the opportunity to demonstrate your loyalty.” Everyone begins lining up at their stations and the PCs can feel a rumbling in the ground. The workers begin rushing to clean up everything. Dig-Dig leads the characters to a hiding place, but another worker objects, declaring in hushed tones that “They’ll kill us all, starting with our children!”

Let this be the start of a small debate. Grant bonus dice to Con or Diplomacy based on arguments that the PCs come up with.

Hopefully, the Players will have enough sense to take the hiding spot offered to them. From a small compartment above the factory floor, they can see a huge army of T-Men approaching. There are literally hundreds of them, all in grey, and in their midst is a massive tank with a projection of the Omega Specimen's silhouette and his exhortations blaring from a loudspeaker. Various T-Men go into the factories to inspect. The one in the PC's factory walks up and down, looking closely at the workers. Then he peers in the direction of the attic—but Dig-Dig drops a pan of bolts and the T-Man immediately goes to him, belts him in the stomach and slowly puts his jaws around his head while eying the other workers.

If the players are smart enough not to rise to the bait, the T-man will back off and declare that this factory receives half rations for a day before storming off. If the PCs do give up their cover, they will need to finish the T-man quickly (and preferably quietly). Then the PCs will receive a rushed explanation from Dig-Dig and they will receive only one Force Shield Generator.

**Tyrannosaurman Grunt Soldier**

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

**Secondary Attributes:** Size 1, Move 5, Perception 4, Initiative 4, Defense 5, Stun 3, Health 6

**Skills (total):** Athletics 5, Brawl 6, Firearms 4, Intimidation 4

**Talents:** Skill Aptitude (+2 Brawl) **Flaw:** Weak Arms (-2 to anything requiring upper body strength)

**Weapons:** MPx SMG 7 L (automatic), Bite 9 L

Health Levels:

Grunt 1
6

After they emerge from hiding, Dig-Dig will show the PCs around as well as he can without letting too many people see them. He can explain many things if the PCs have not revealed themselves to the t-men, but he will be rushed if they are on to them:

- The “Evolved Reich” were created by Nazis but were meant to be terminated to make way for the breeding of human super-soldiers. But the Omega Specimen instead broke out and overthrew their creators.
- The Evolved Reich modeled itself on its creators, so their ideology is very similar: they are the master race, destined to conquer and subjugate.
- No one has ever seen the face of the Omega Specimen, but he is the genius who designs all their military ware and conquest strategies. No one but the T-Men know who the Alpha is, but they hold the Alpha on par with the Omega Specimen.
- The assembly lines are all dedicated to building oversized tanks and fighter planes. They are in the early stages of mass production, so none of the models are complete yet but will roll off in great numbers soon.
- The factory workers will not rebel unless they have some sign that the t-men can be overthrown (killing the Alpha or Omega would do it)
- The T-men reside in Biosphere 1—there are hundreds of them and they are very vigilant. The only inhabitants of Biosphere 2 are the Omega Specimen and his body guard. Unfortunately, there are only two ways to get to Biosphere 2: through the hundreds of soldiers in Biosphere 1 or through the lightly guarded maintenance tunnels.

Dig-Dig will give the PCs a map to the maintenance tunnels (hand out **Player's Handout 3: Maintenance Tunnel Map** now). He will also give them a force field generator prototype from the factory floor, and if he has time he will gather more from other factories until each PC has one. Keep in mind that the players must sacrifice Orichalcum to fuel each device.

### ***SCENE 4: INTO THE TUNNELS***

Here the PCs must sneak, dash, or fight their way through a system of maintenance tunnels in order to reach Biosphere 2 and find the Omega Specimen.

**GETTING IN:** Dig-Dig will lead the PCs to an out-of-the-way door that is loosely guarded by two t-men grunts. The PCs can sneak past them: Stealth vs. Perception, with a bonus for distractions such as thrown rock (+2) or a nearby fire (+6). If the station is alert because the T-men know about the PCs, the guards will not respond to any distractions because their orders will keep them strictly guarding the door. If attacked, one of the guards will sound the alarm (one action).

**GETTING AROUND:** Getting in is the easy part—now the PCs need to get from one side of the map to the other, hopefully without bringing down all the wrath of the guards in between. (if you have a miniature mat, this would be a great thing to set up ahead of time).

There are two sets of doors in the maintenance tunnels. Each set is cross-circuited with the other set, so if the red doors open all the green doors automatically shut and vice versa. Clever players may use this to block the passage of their enemies. To open or close one set of doors, a single character must attempt to cross-wire the circuits. **AT THE START, THE GREEN DOORS ARE ALL SHUT AND THE RED DOORS ARE OPEN.**

**Open/Shut doors** (One character per door control; each roll takes 1 turn)

**Roll Options:**

- **Science (Engineering)**
- **Science (other) at -2**

**5+ Successes:** All the doors of one color open and the other color closes.

**THE GUARDS:** Six guards are stationed in each of the five “rooms” (A through E). There isn’t much else in these rooms except maybe more guns and ammo, but if you are feeling generous you can throw in some extra Orichalcum coins in the second one the PCs inspect.

If the base is on alert, the guards will rush to respond to any noise or suspicious activity (including the opening or shutting of any doors), and they will post one guard to constantly look out of the room, granting him +4 to Perception against any Stealth rolls with a very reduced tendency to be distracted.

If the guards are not on alert, then it is a simple Stealth versus one guard’s Perception to sneak past that room. If doors open or close, they will begin to move out of the room to investigate—but they won’t know which door control triggered the others. If there is gunfire, an alarm, or other suspicious sounds, they will scramble to attempt to intercept the intruders based on their best guess where they are.

There is one alarm trigger in each of the rooms—any guard can sound it as a single action, which will put all guards in all rooms on high alert.

Tyrannosaur Grunt Soldier

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

**Secondary Attributes:** Size 1, Move 5, Perception 4, Initiative 4, Defense 5, Stun 3, Health 6

**Skills (total):** Athletics 5, Brawl 6, Firearms 4, Intimidation 4

**Talents:** Autofire (+1 bonus on all autofire) **Flaw:** Weak Arms (-2 to anything requiring upper body strength)

**Weapons:** MPx SMG 8 L (automatic), Bite 7 L

Health Levels:

Guard 1	Guard 2	Guard 3	Guard 4	Guard 5	Guard 6
6	6	6	6	6	6

Guard 7	Guard 8	Guard 9	Guard 10	Guard 11	Guard 12
6	6	6	6	6	6

Guard 13	Guard 14	Guard 15	Guard 16	Guard 17	Guard 18
6	6	6	6	6	6

Guard 19	Guard 20	Guard 21	Guard 22	Guard 23	Guard 24
6	6	6	6	6	6

Guard 25	Guard 26	Guard 27	Guard 28	Guard 29	Guard 30
6	6	6	6	6	6



## **SCENE 5: THE DEATHLESS DREAMERS**

Welcome to the treasure chamber! Here the PCs can stock up and get some inside information before moving on to the climactic battle.

### **THE VAULT:**

After sealing the last door and deadlocking it against intruders, you find yourself in a rough-walled natural cavern evidently carved from the bedrock by the action of a small stream. Despite its natural origins, it has obviously been re-purposed as the vault for the treasures of the Evolved Reich. Around you are piles of fist-sized chunks of Orichalcum, as well as other sparkling valuables. In the center of the room is an altar with three shelves, one marked by an inverted triangle, one by a circle, and one by an arrow.

In the far corner you see none other than the two backpacks comprising the *Jules Verne*, set at the feet of a statue of three skeletal king-like figures.

**THE LOOT:** Congratulations! It's just like the good old days of ransacking dragon hordes. There is enough Orichalcum for a large sum for each character. They can also claim many other items of interest, mostly scavenged from the stores of the Nazis. The strange altar is a portal which can transport one person to the surface world, but each person so transported must possess the three Key Crystals (Time, Space, and Life—and only Time is available in this scenario)

**THE DREAMERS:** When a character collects the *Jules Verne* or inspects the statues will be greeted by name. The dreamers do not move, but they may whisper and are very forthcoming with the PCs.

### **The Dreamers**

- “We dream of what was, what is, and what will be, and we share our dreams with the warlike Atlanteans against the day when they are again able to return to this world.”
- “The warlike Atlanteans do not fear any of your human governments, but they do fear the Evolved Reich. If you destroy the Evolved Reich, you may be paving the way for the Atlantean’s re-conquest of this world. Will you trade one slave-master for another?”
- “Future History is like a dream and may be warped by the will of all its participants. But is your will to create the future stronger than the will of Omega specimen to achieve his dreams?”

**Description:** The dreamers appear to be statues of three mummified kings. On the breast of the central one is a red jewel that is a Crystal of Time.

**Background:** The origin of the Dreamers has been lost in time, even to the dreamers. They were quite probably Atlanteans themselves, but now they exist partly out of time so that they may have and share a supernatural amount of knowledge.

**Intentions:** The dreamers do not hide any knowledge that they have, which makes them more frightening. They are not omniscient, but they do know much about what has happened in the vicinity of the bunker.

The Dreamers will share much useful information with the PCs:

- The Dreamers are sentinels, gifted with the ability to peer through space and time. They share their knowledge with anyone who asks the right questions.
- They are most frequently questioned by the “Warlike Atlanteans.” They do not know or will not say the particulars of why or where the Atlanteans are, only that they are unable to return to this world at this time.

- The Nazis intended to use time to speed up evolution in hopes of advancing their ideals of an Aryan master race. They began their experiments with tyrannosaurs, but the tyrannosaurs did not submit to the euthanasia and instead adopted their creators' ideas of a master race.
- The Alpha Specimen was the T-Rex at the origin of the original experiment and the common ancestor of all the tyrannosaur men. To eliminate the Evolved Reich, the Alpha Specimen must be eliminated.
- The Omega Specimen is the most evolutionarily advanced product of the experiment and the mastermind behind the Evolved Reich. Killing him would decapitate the regime. He does not have true control over time, but he is savvy to the time rifts in the area and can use them to his advantage.
- To eliminate the Evolved Reich, both the Alpha and the Omega must be eliminated. If only the Omega is eliminated, then another Omega will be born eventually. If only the Alpha is eliminated, then the Omega will eventually find a rift to come back in time to prevent it.

The Dreamers can assure players that their decisions change the future (the fabric of space time may be warped to essentially create parallel universes, so “paradox, schmaradox.”). As evidence of this, the Dreamers will remind the PCs of the change in radio programming that they heard in the entrance lab. Whatever experiments occurred here, there was some kind of ripple effect which gave Hitler an edge in the upcoming world war. Then, the PCs interactions with a T-man gave the Evolved Reich a greater edge (perhaps because it set them on alert earlier than they otherwise would have been). If the PCs brought the radio with them, they can now hear reports of Russia falling to the Evolved Reich as millions of humans are corralled in holding pens to become slaves or even chattel for the tyrannosaur men. But if the PCs can fix the situation in the outpost, the future will be open again.

The Dreamers will offer to transport the PCs through a time rift so that they can access the Alpha in Biosphere 2, just beyond the far gates of the vault.

At the conclusion of the conversation, the Dreamers will ask whether the PCs will destroy them now that they know that certain Atlanteans can use them to monitor activities on the earth. The decision is entirely up to the players, but some actions might be worthy of Style points, depending on Motivations and Flaws.



## SCENE 6: THE EVOLVED REICH

This is the final brawl-for-all. Here the PCs have a chance to eliminate the Evolved Reich once and for all by eliminating the Alpha and the Omega.

The Dreamers will point out a rift for the PCs to travel back to a time before the evolution of the T-men, when the Biosphere was occupied by the Alpha Specimen. The PCs emerge from the vault into Biosphere 2, which is a lush jungle contained within a re-enforced glass dome that is nearly a mile in diameter. The sunlight will likely be blinding after the characters have spent so much time beneath the ground.

The Alpha Specimen is simply an ordinary t-rex—the only thing special about her is that she holds the genetic code that can potentially lead to the genesis of the tyrannosaurmen (but maybe she isn't the only one...). The PCs can track her down without too much trouble because she is the only predator larger than size 1 in the entire Biosphere. Astute players may notice that the dreamers never said that the Alpha and Omega need to be killed—only eliminated. If the players try something really inventive like gassing the Alpha and then giving her a hysterectomy, then give them the chance to do so and don't be afraid to award big Style. They'll probably need a bunch of Style for this fight, anyway.

**THE FIGHT:** As soon as the PCs draw their sights on the Alpha Specimen, there is visible rent in spacetime directly between them and the Alpha. Through this rift, the Omega Specimen and his bodyguard retinue pour through into the PC's current time-location. The Omega Specimen is piloting the massive tank the PCs saw during the inspection of the industrial complex, and the projection of the Omega Specimen defiantly declares "Fools! We will repair the timeline and ensure the future of the Evolved Reich!"

### Enemy Intentions: Defend the Alpha Specimen at all costs

- Alpha Specimen (T-Rex) + Omega Specimen's Smilodon Aus-F Tank + 2 Stuka-Rex fighter planes + 1 t-man colonel + 6 t-man soldiers.

Strategy: The Alpha is very aggressive, but the 2 fighter planes buzz her the first turn to drive her into the jungle. The PCs will have to chase her down to end the scene (although she will just as happily chase the PCs if they give her a chance). Starting on the third turn, the planes will attack every other round because they require a full turn to wheel and line up for an attack run.

The Omega Specimen and his ground forces will attack with all their ferocity. If the Omega and the Alpha are both destroyed, the others will run off in terror.

The Alpha T-Rex (Follower 3)

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

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

**Skills (totals):** Brawl 14, Stealth 2, Survival 6

**Talents:** Alertness (+2 Perception), Skill Aptitude (+2 Brawl), Skill Aptitude (+2 Survival)

**Flaw:** Bestial (Cannot communicate or use tools)

**Weapons:** Bite 16 L, Stomp 14 N

Health Levels:

Alpha
16

### Stuka-Rex Fighter Plane

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Stuka-Rex Fighter	4	8*	8	140	+0	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

Stuka-Rex 1	Stuka-Rex 2
8	8

T-man Colonel

**Primary Attributes:** Body 5, Dexterity 4, Strength 5, Charisma 1, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 1, Move 9, Perception 4, Initiative 6, Defense 9, Stun 5, Health 10

**Skills:** Athletics 7, Brawl 11, Firearms 6, Intimidation 6, Survival 6

**Talents:** Autofire (+1 bonus on all autofire attacks), Tough (+2 Health), Brawl Aptitude

**Flaw:** weak upper body

**Weapons:** MPX SMG 12 L (full automatic), Bite 12 L

Health Levels:

Tyrannosaurman Lieutenant
9

Tyrannosaur Grunt Soldier

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

**Secondary Attributes:** Size 1, Move 5, Perception 4, Initiative 4, Defense 5, Stun 3, Health 6

**Skills (total):** Athletics 5, Brawl 6, Firearms 4, Intimidation 4

**Talents:** Autofire (+1 bonus on all autofire) **Flaw:** Weak Arms (-2 to anything requiring upper body strength)

**Weapons:** MPx SMG 8 L (automatic), Bite 7 L

Health Levels:

Guard 1	Guard 2	Guard 3	Guard 4	Guard 5	Guard 6
6	6	6	6	6	6

### Omega Specimen & the Smilodon AusF Tank

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Smilodon AusF	4	8	14	20	-2	3	-

**Machineguns:** 10 L full auto; Range: 100 ft.

**Canon:** 8L are of effect (works just like dynamite: 20 foot radius, 6 dice to determine shot placement, )

THE RESOLUTION: The fight is over when both the Alpha and the Omega are finished. Any other surviving tyrannosaurmen will scatter when that happens.

### THE END OF THE EVOLVED REICH:

You hear a grinding of metal as a hatch on the far side of the wrecked tank opens. For a moment, the flames from the engine block cast a long shadow with an eminently recognizable silhouette: the menacing head and torso of the Omega. But then the source of that shadow comes into view, and you see that the Omega Specimen looks much less like his Tyrannosaur ancestors and more like a plucked chicken with an overgrown, bulbous head too large for his neck to hold upright properly. It is obviously injured as it crawls through the dirt towards you.

“Impossible—I’m a hundred million years more evolved than you...” the creature croaks as it drags itself towards a discarded pistol on the ground. Its weak arms seem barely able to lift the weapon, let alone aim or operate it. The Omega Specimen dies there, muttering about superior evolution but unable to pull the trigger.



### ***CONCLUSION: FUTURE HISTORY***

The PCs may return to the outpost via the vault. If anyone has all three Key Items (from playing in all three games) may exit to the surface world by using the keys on the portals there.

The PCs will emerge into the industrial complex to discover that they left two days ago, and in that time the slaves have learned of what happened and rebelled against their masters, completing the destruction of the Evolved Reich. The PCs may accompany the tribe as they emerge beneath the open sky for the first time in a generation, and they can see Dig-Dig's tears of joy as he looks upon his children's face lit by sunlight.

**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 *Jules Verne*. Your next adventure awaits!

***REMINDE THE PLAYERS THAT THIS IS ONE SCENARIO IN A NON-SEQUENTIAL TRILOGY, MORE PULP ACTION AWAITS THEM IN:***

***THE LOST CITY OF CRYSTAL GRAVEYARDS  
AND  
THE LOST MOON IN THE DEADLY SKIES***

## **PLAYERS' HANDOUT 1: THE SAILOR'S JOURNAL**

<Translated from German>

December 9, 1934

I knew Hitler would be bad for our country, but what could we do? Everyone knows the ballots weren't secret and that bad things were likely to happen to anyone who didn't vote for him. But that's old news—the latest trouble is that the Nazis have claimed my ship in the name of the fatherland.

December 12, 1934

Don't they know that renaming a ship is bad luck? And to name it "Expedition 5" lacks all imagination. Worse, the eggheads accompanying this mission have been tittering about the ship's new serial number: **125- 216- 343- 512- 729**.

They think it's some kind of joke because each of those segments is a "3-digit perfect cube," whatever that means.

December 30, 1934

We are approaching Bermuda. Why are they going to such expense to set up a research lab so far away?

January 1, 1935

Tremendous storm off the coast of Bermuda. I have never seen the like.

January ??, 1935

The sun has been directly overhead since we arrived, yet we must have been here for days.

???, 1935?

The natives have been enlisted as forced labor to build the bunker, and myself as well as the rest of the non-Nazi portion of the crew is being treated little better. One of the guards found a strange hot-air balloon that can be disassembled into a few backpacks. I wonder what the natives were doing with that?

???, 193?

The dam is complete, leaving the ship land-locked but the bunker powered. I guess they have given up on returning home. They conduct their experiments on the big lizards in the area. They keep the lizards inside the bunker. I wonder what they're feeding them? The commandant wants to see me for some reason, so I'll hide this journal inside our ship for safe keeping.

**PLAYERS' HANDOUT 2: BUNKER DOOR CODE**

	1.	2.	3.
	4.		
5.			
6.			

---

Herr Doktor Stein:

I have reset the code to the door. This ought to keep the laborers from coming and going.

Yours, Doktor Keitel

Across

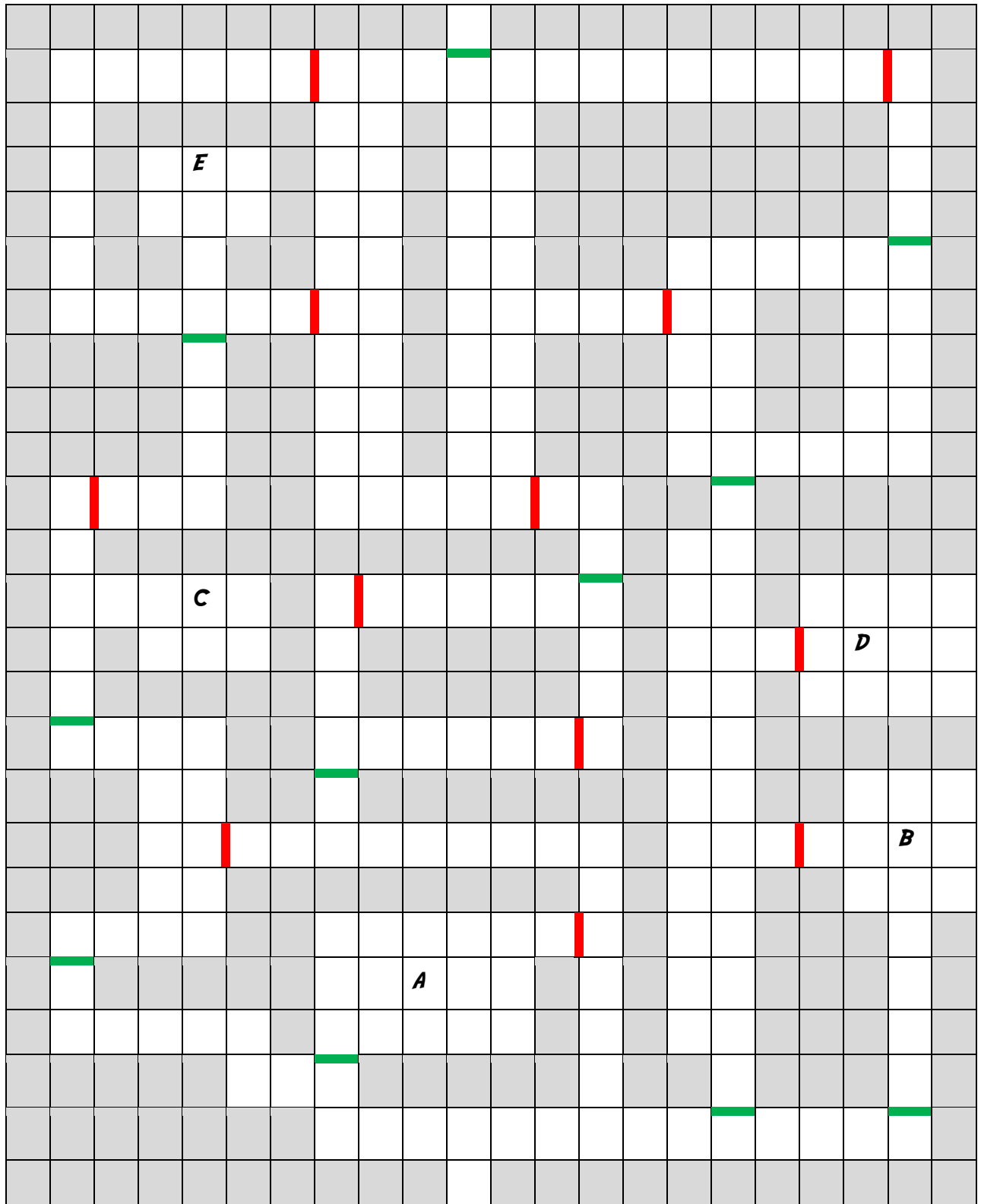
1. Consecutive digits, descending
4. A multiple of 5
5. A perfect cube
6. Its last digit is the sum of its first 2 digits

Down

1. A palindrome
2. Consecutive even digits in no particular order
3. A multiple of 11
5. A multiple of 3

**PLAYERS' HANDOUT 3: MAINTENANCE TUNNELS**

**EXIT**



**ENTRANCE**

### ***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)

### ***APPENDIX C: TYRANNOSAURMEN:***

Just because the Evolved Reich is destroyed doesn't mean that the Tyrannosaurmen will disappear meekly or that their kind might not appear again as a case of parallel evolution.

Tyrannosaurman Template

Attribute Adjustments: -1 Charisma

Natural Advantages: Giant Talent, +1 to Bite (2 L bite attack due to size)

Inherent Flaw: Weak Upperbody (-2 to all rolls involving upperbody strength, including punching, grappling, or lifting. Also, treat weapon strength requirements as 1 higher).