

# ***ANIMAL DAY***

***A Survival Horror Adventure for Savage Worlds***

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## Credits

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**Feedback:** I would love to get any comments, criticisms or suggestions. I can be reached at conanp@gmail.com or found at the Pinnacle forums as walkerp.

**Message:** Please recycle and be kind to animals.

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# ANIMAL DAY

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*"The Hilliard family leads a happy and fulfilling life in uber-typical suburban North America. On this Spring evening, they can be found relaxing on the main floor. Dr. Hilliard goes over some papers and smokes his pipe, his lovely wife Eleanor is repairing the dishwasher while athletic Cindy does her homework and 10-year old Ralphie reads comic books. Unbeknownst to them, and to the rest of mankind, a time of terrible reckoning has arrived. The animals have united together to rid earth of all humans. They start tonight.*

*You will take the role of the members of the Hilliard family as the attack begins. Can you escape? Can the perfect family stay united in an onslaught of violence? Can you find the source of the animals' newfound aggression? Can you save human civilization? Or is simple, brutal survival the only hope? Be a part of a fast, furious and fun adventure replete with action, gore and compelling family drama."*

## **Introduction**

Animal Day is an adventure written for the Savage Worlds system. It works best with 4 or 5 characters, but you could get away with 3 or 6. The group dynamics are a big part of the fun. The game should move quickly, with the pace and urgency of such an extreme situation. Keep the action (and the attacks) coming. Animal Day is structured with a story arc and the potential for a climactic "happy" ending. If you prefer a bleaker, more apocalyptic scenario, feel free to remove any explanations and just whip the characters' asses.

Animal Day was inspired by all those zombies movies, our natural environment and, originally, the song of the same name by Wall of Voodoo (look up the lyrics). It's meant to be fast-paced and gory, a combo horror/action film, in cinematic terms. An obvious example would be the Dawn of the Dead remake (no disrespect to the superior but slower original), particularly the opening scene, where Sarah Polley is trying to escape her suburban neighbourhood. The goal of Animal Day is to keep that kind of intensity and action up for the whole session!

## **Adventure Structure**

The adventure information for Animal Day is structured by narrative time and geography. It is organized into three consecutive sections: Home Defense, in which the players defend and then try to escape their home; On the Road, where the players try to get where they are going and The Research Institute, where they may discover the secret of Animal Day and face a terrible choice. Within each section, the plot is presented as well as the potential behaviours of the animals and other humans. Locations, NPCs and items are detailed with the appropriate statistics here. The order of the adventure is suggested and has been arrived at through extensive playtesting, but feel free to change it around if you find something that works better.

## **Gamemaster's Introduction (SPOILERS!)**

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This adventure is designed for 3-5 novice player characters. Pre-statted characters are provided at the end of the adventure.

This adventure takes place in the fictional small town, Earltown, some time in the undetermined past. Characters take on the role of the Hilliard Family, Father Dan, Mother Eleanor, Sister Cindy, Son Ralphie, Uncle Steve and Cindy's boyfriend Danny. The adventure begins with a series of events, including the initial attack by the animals on the Hilliard's home. From there, the players will drive the exact order of things, but they most likely will try to escape town through the bridge or wharf or go to investigate the Research Institute. The final option will present the most complete and satisfying adventure in terms of narrative structure. It also fits nicely into a potential sequel.

### **The Backstory**

The Research Institute is funded by a conglomeration of biotech and pharmaceutical corporations. They support the zoo as well and have been using it as a population source for some of their more clandestine experiments. The focus of their research in Earltown has been on genetic enhancement through cell replacement. Their ultimate goal is to be able to provide upgrades to humans through DNA manipulation, but at this stage of their research, they are testing on animals.

The main subject of research is Yogi, a 55 year-old chimpanzee, who has showed steady and positive results of several surgeries. Because he was so old, the scientists decided to accelerate the experiment. They hardwired him into a gene replacer machine, clamping him into a chair and cutting open his skull. The scientists were not aware, however, that the mice population of the labs had long been uplifted and were waiting for an opportunity to strike (the source of their intelligence is up to the GM; it could be the result of experiments or they could always have been intelligent).

### **The Animals' Plan**

The final experiment is that opportunity. The mice gradually rewired Yogi's rig until it acted as an amplifier and a broadcaster. With the power of this psychic amplifier, Yogi has been reaching out to all the animals in range and slowly plotting an attack. He is a wise animal and has suffered greatly. He does not hate humans but sees them as a part of the ecosystem that has gone wild and needs to be put back into balance. He plans to reduce human civilization until it can no longer distort the cycle of life.

The attack begins tonight. All the rats in the region will go to the industrial part of town and chew up as much of the power infrastructure as possible. Their ultimate goal is to destroy the power plant on the other side of the industrial section. Cows from farms to the south will escape and blockade the highway south with train cars. Cows from the north will use themselves to block any traffic trying to leave via the Major Bickerdyke Bridge. The zoo animals have plotted an escape and will head to the downtown section to take out human strategic centers, such as the fire and police stations and city hall. The residential areas, including the Hilliard's neighbourhood, have been targetted as well. Forest and suburban animals are organized into teams, each with specific missions.

The animals are intelligent and cognizant. They don't understand human speech, so taunts will not work with all animals (though ultimately this is up to the GM's judgement). Some of the animals will attack blindly and savagely, not being able to overcome their own instincts while the more strong-willed and intelligent will make strategic decisions. They are all in agreement that the humans must die and can not be talked out of it (that would make a different kind of game), until, at least the final confrontation with Yogi in the lab.

### **How to Run Animal Day**

Animal Day is designed as a convention or one-shot adventure. PCs have been provided and should be distributed to players along with the Background Info and the Players Map of Earltown. I recommend reading the Background Info section aloud one time. In order that the players familiarize themselves with their characters, have them fill out blank character sheets (this is especially helpful to players new to Savage Worlds). Animal Day is designed for the four principal family members (Dan, Eleanor, Cindy and Ralphie) with the other two (Uncle Stevie and Danny the boyfriend) being available for a fifth or sixth player. However, feel free to distribute the PCs as you or your players would like.

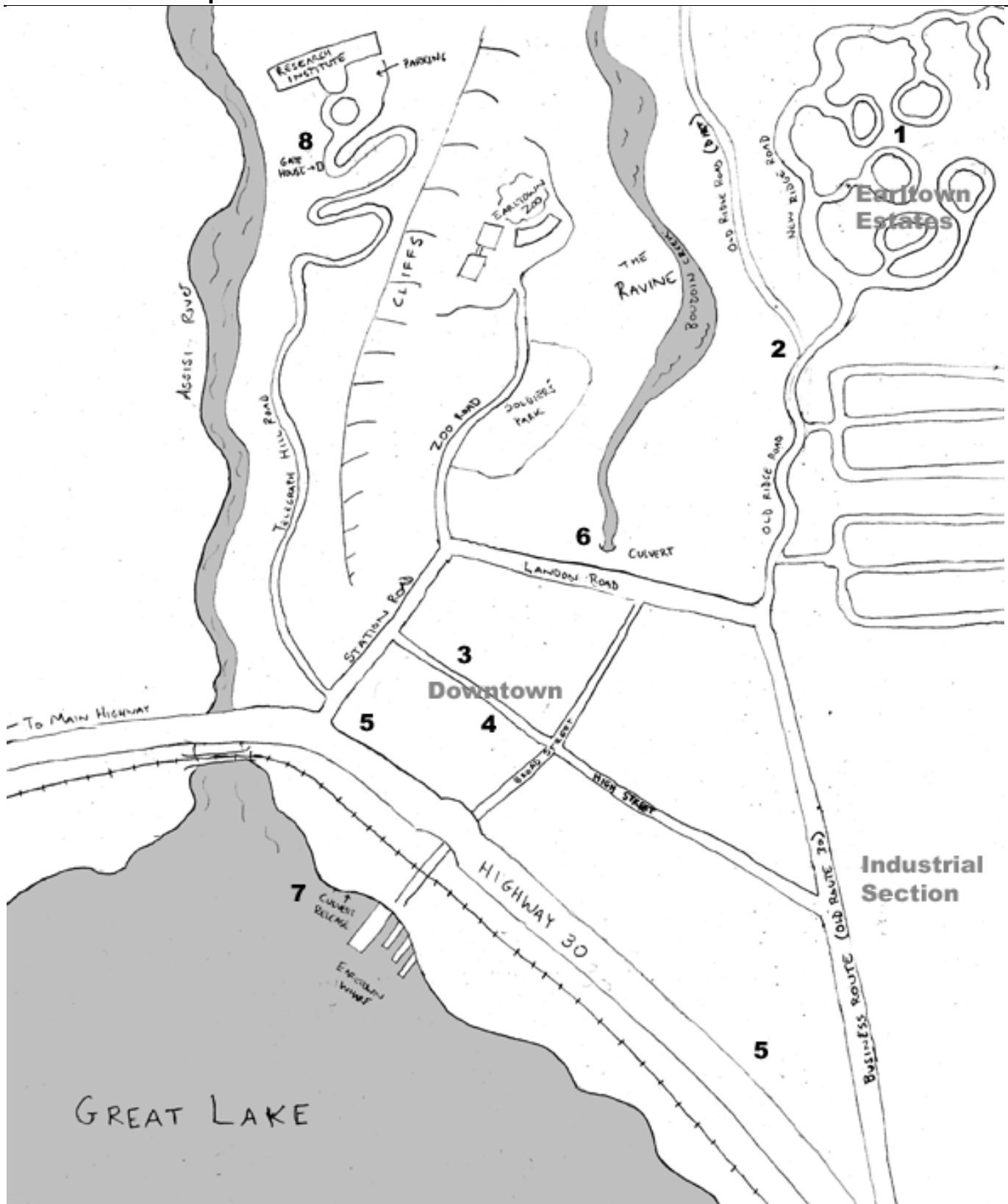
The Home Defense segment has been designed to run using miniatures and I have provided a map set to the SW scale. The GM should copy this onto a hex-based battlemat. The final confrontation at the lab can also be played tactically as well, if the players decide to engage the animals in a prolonged combat. The rest of the game can be run with or without miniatures, depending on your group's playstyle.

Props and equipment are also important factors in the adventure. When the world is in chaos, everyday household items can serve many functions beyond their original intent. I have listed several specific pieces of equipment, but the GM should feel free to create his or her own as well as to encourage the players to come up with their own (as long as they are appropriate to the situation). Some opportunities for creative equipment creation can be found in Dr. Dan's medical bag, the kitchen pantry, the garage, the kids closet, the hardware store and so on.

Because it is set in a contemporary, suburban home, players should not require much setting explanation. The game should be kept fast-paced. Keep the attacks coming, particularly during the Home Defense segment. Send in the crows and as soon as the players engage them, have the squirrels come in. Follow them with Bluestripe and the skunk. Don't give them a chance to rest. If you set this tone during the first phase, the players should run with it the rest of the way.

It's also important to maintain the atmosphere of apocalypse and chaos. I have included some images and sounds that add ambiance, but feel free to include your own. A woman in a bathrobe running down the street with a squirrel on her head; deep explosions coming from down the block; one dad threatening another with a gun over a set of car keys; a crying child on a roof surrounded by crows, a swarm of rats enveloping a car, are all good examples. As well as giving a sense of horror and collapse, these descriptive moments help maintain the urgency in the game. I have found that animal noises, faces and even some subtle personification (Bluestripe cursing out the players, for example) also adds to the fun of the scenario.

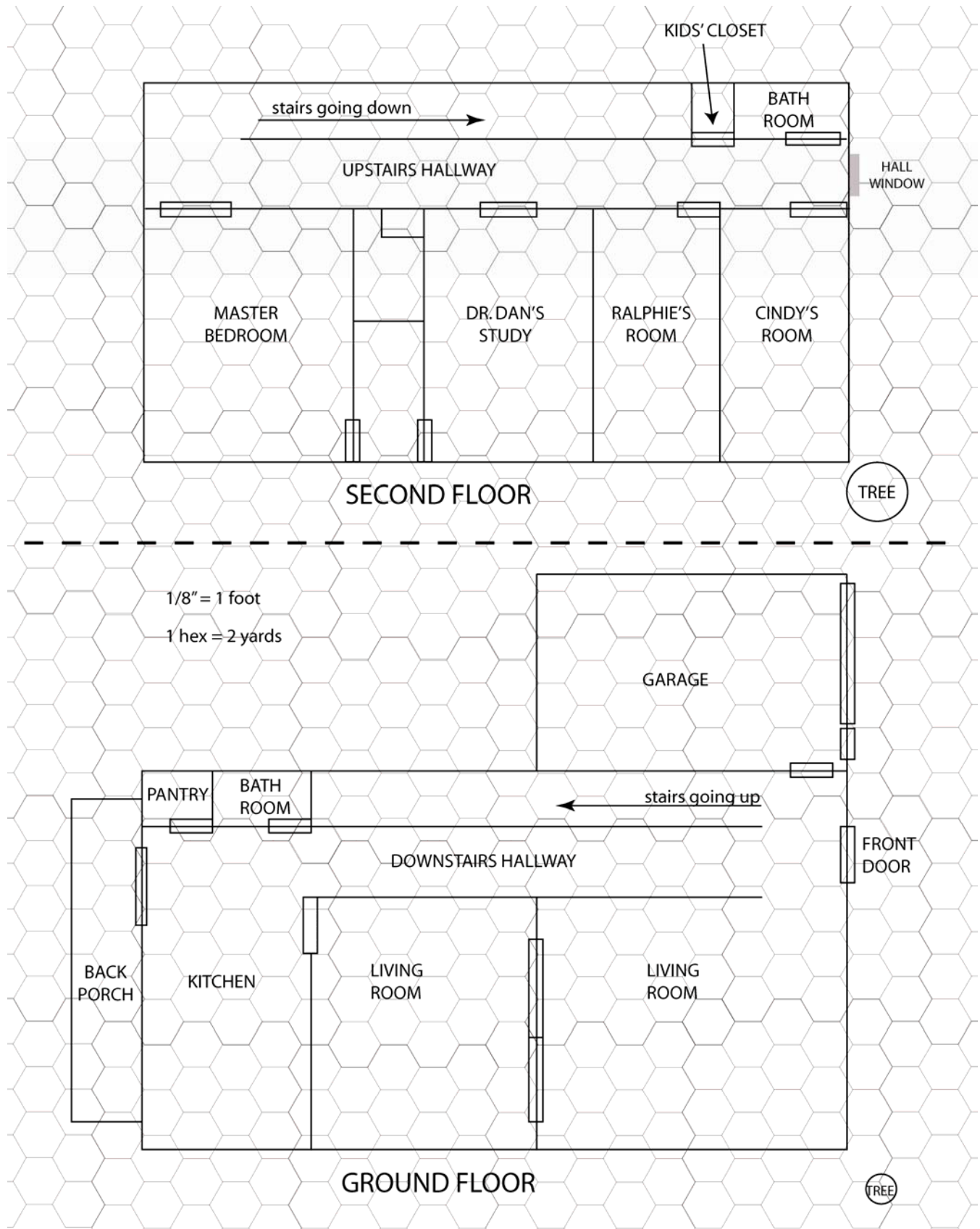
# Gamemaster's Map of Earltown



1. Hilliard Home
2. Deer Attack
3. Hardware Store
4. Sporting Goods Store

5. Gas Stations
6. Culvert Entrance
7. Culvert Drainage
8. Gate House

**The Hilliard Home (1254 Cherry Tree Lane)**



# THE ADVENTURE

## I. Home Defense

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### Ground Floor

The modest, two-story Hilliard home is astefully furnished and kept clean. The family spends most of the time together in the living room. Often, though Dr. Hilliard is upstairs in his study. There are stairs up and a doorway to the garage. The pantry contains the washer dryer, with a few smaller often-used tools and cleaning supplies and equipment. The kitchen is appropriately equipped. The garage has the car, a Ford Taurus hatchback, a complete set of car repair tools, a decent range of other household and carpentry tools. There is also a  $\frac{3}{4}$  full jerry can of gas and a gas-powered hedge cutter.

### Second Floor

This is everyone's bedrooms. Cindy's room has windows looking out on to a large oak tree which can be jumped to with a successful agility roll. The hallway window, at the front end of the house, is only a lawn away from a telephone pole. It's too far to jump to, but light animals can walk along the cable to the Hilliards roof, or to the windowsill. The Study has a computer, connected to the internet, medical texts and Dr. Hilliard's medical bag, with all the important drugs and bandages. The Kids' Closet also has all of Cindy and Ralphie's sporting equipment and gaming gear, including baseball equipment, golf clubs and an old pellet gun Ralphie is no longer allowed to play with (given to him by his Uncle Steve). Eleanor has a shotgun locked in a box in the closet in the master bedroom.

### The First Strike

A few hours before the attack, someone will notice the smell of paint coming from the garage. If anyone goes there to check it out, they will see that a can of blue paint has been knocked over and animal tracks in the paint lead from the spill to the garage door. If Dan or Ralphie see the tracks, they will know they belong to a squirrel.

Bluestripe the squirrel, is the leader and has targeted every house on the block, dividing up groups of animals to each one. The Hilliards have been sent 3 squirrels, 3 crows and a skunk. Bluestripe snuck into their garage before the attack to get some war paint, which he has put on his face and sides in aggressive blue stripes.

When the bottom of the sun touches the horizon (around 8:00 pm), Knuckles will start growling and scratching at the back door, where he has been let out. He will get louder and more aggressive until he is let in. As soon as the door is opened, he will attack the first person he sees. If the door isn't opened, after about 5 minutes, he'll go around to the side and try to jump through a window.

Knuckles, the family dog Agility d8, smarts d4, Spirit d6, Strength d6, Vigor d6 Fighting d6 Pace 8, Parry 5, Toughness 5
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### **The Distraction**

As soon as there is any conflict or distraction with Knuckles, Lily will disappear. Whatever happens with Knuckles, there will be a period of waiting, where Lily will be hiding. She will pounce from some hidden spot at the first good opportunity.

Lily, the family cat Agility d10, smarts d6, Spirit d6, Strength d4, vigor d4 Fighting d4 Pace 7, Parry 4, Toughness 2 Climbing d6, Stealth d8, Fighting d6 Claws leave irritating wounds, Hard to Kill
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### **The Main Attack, Baby!**

While this is going on, anyone upstairs who looks out the front window will notice a squirrel outside with rough blue streaks of paint along his fur, staring menacingly.

Bluestripe the Squirrel (Earlton Estates Leader, Wild Card) Attributes: Agility d10, Smarts d8, Spirit d8, Strength d4, Vigor, d4 Skills: Notice d8, Climbing d12, Stealth d8, Fighting d6 Pace 5, Parry 5, Toughness 2 Special Abilities: Fervor, Small (-2 to be hit)
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During or after Lily's attack, the crows come flapping out of the night, crashing through the upstairs windows. The squirrels follow, jumping in through the broken window, with Bluestripe at the rear. The squirrels try to run downstairs to open the front door for the skunk while the crows distract the humans.

Squirrels (3 extras) Attributes: Agility d8, Smarts d4, Spirit d4, Strength d4, Vigor, d4 Skills: Notice d8, Climbing d10, Stealth d8, Fighting d4 Pace 5, Parry 4, Toughness 2      Special Abilities: Small (-2 to be hit)
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Crows (3 extras) Attributes: Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor, d4 Skills: Fighting d4 Pace 6, Parry 4, Toughness 2      Special Abilities: Small (-2 to be hit)
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Skunk (3 extras) Attributes: Agility d4, Smarts d6, Spirit d4, Strength d4, Vigor, d6 Pace 4, Parry 4, Toughness 5 Special Abilities: Small (-2 to be hit), Scent Attack (vigor roll at -2 or Shaken)
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During the battle, mice are gnawing at the power lines. The power should go out near the middle of the battle. The inside of the house will be dim (-1 to hit). A few rounds after that, the house will start burning. Have the players make notice rolls. The fire should start near the back porch, and quite quickly threaten to burn down the whole house.

During the battle with Bluestripe and his allies, the family will hear sounds of disaster coming from the neighbourhood: sirens, cars skidding out, windows breaking, people screaming and at one point a deep and powerful explosion. Space these out as they add to the tension and atmosphere. If anyone looks out the window, they will see a house burning down the block, people running out in the streets, pursued by animals, flocks of birds patrolling the skies and any other scenes of an animal uprising the GM can think of.

### **The Neighbourhood**

The Hilliard's street, Cherry Tree Lane, is patrolled by a pack of eight raccoons and two coyotes. They will attack anyone on foot and may even try to leap into a slow-moving vehicle. There are also several flocks of birds flying around, getting ready to dive bomb people fleeing on foot.

#### **Coyote (extra)**

Attributes Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d4

Pace 6, Parry 4, Toughness 4 (-1 for size) = 3

Skills: Fighting d4, bite Str+1, Howl (as Intimidate d6)

#### **Raccoon (extra)**

Attributes Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor d4

Pace 6, Parry 4, Toughness 4 (-2 for size) = 2

Skills: Fighting d4, bite and claw Str,

#### **Flock of Birds (modified Swarm)**

Attributes Agility d8, Smarts d4, Spirit d12, Strength d4, Vigor d10

Pace 10, Parry 6, Toughness 7

Peck Attack d6 Str, can be dispersed for d6 rounds with loud noise

Getting out of Cherry Tree Lane shouldn't be too difficult. Though feel free to add any conflict or encounter that may arise out of player actions. The next real encounter is on the Old Ridge Road heading into town.



## II. On the Road

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### Old Ridge Road

Getting down the hill from Earlington Estates is going to be difficult. Chaos is already reigning. Many of the cars have already had their brake lines chewed off, so there will be many wrecks, especially near the top of the hill at the entrance to Earlington Estates. The road should remain passable, but at high speeds there is a good chance of an accident.

Family Car (Ford Taurus)

Toughness: 11

SUVs available, if the keys can be found, Toughness 14

Driving Modifiers:

Obstacles -2 or more, 45+ km/hr -2, 90+ km/hr -4,

Right after the point where New Ridge Road meets Old Ridge Road, two or three deers will throw themselves in front of the car. At the same time, the rest of the deer and their leader, Big Buck, a 12-point buck will attack the car from the sides or by jumping on top.

Deer (6 extras)

Attributes Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Pace 6, Parry 4, Toughness 5

Skills: Fighting d4

Big Buck (Wild Card)

Attributes Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Pace 8, Parry 6, Toughness 7 (+2 for size) = 9

Skills: Fighting d6

Charge: +2 to damage roll with a run-up

Size +2

### The Industrial Section

The industrial commercial sector isn't burning but the power is off and it is totally dark and quiet. It is packed with swarms of rats and cats, working together to destroy the infrastructure of the industrial sector. They have already found and cut the transformer that feeds this part of town, and they are now mounting an attack on the power station to the south, which provides power to the whole region. They will attack any one who comes off the road and tries to go in.

## **Downtown**

Chaos! Downtown should be a crazed mess, one half burning and the other half running and screaming. The air is filled with random sounds: the pop of a gunshot, humans yelling, animals howling, a sudden crash of glass and metal.

Eastern downtown (between Broad and the business route) is burning. The animals have managed to start several fires and by midnight it is a conflagration. The High Street is impassable. This section contained both the police and the fire stations.

Western downtown, which contains the hardware store and the sporting goods store (hunting rifles, sling shots, buck knives, etc.), is passable but very dangerous. People are fleeing, fighting animals, fighting each other or looting. Let the players get through here to the sporting goods, hardware or any other useful store Eleanor may know of (after a successful knowledge role).

## **The Sporting Goods Store**

If the players want to get more equipment, put the Hardware Store anywhere reasonable in their path. The street it is on is relatively quiet. There are no animals, but there are obvious signs of looting and panic. A car is crashed into a drycleaner's across the street and there is a shopping cart overturned in the middle of the road. The front door to the sporting goods store is closed but the glass is smashed out, allowing passage. Inside, much of the store has already been looted. The cashier, a teenage boy, is slumped on the floor behind the cash register, which is open and empty.

At the back of the store is the plexiglass covered case, where the guns, ammo, knives and other dangerous or expensive goods are kept locked. It has been ripped open and all the weapons and ammo taken, except for a wrist rocket, several hunting knives and a paintball gun. There are also aisles of sporting goods where creative players can fashion hand weapons (baseball bats, golf clubs) and armor (hockey and football pads, helmets, catcher's masks). 1d4 shotgun shells can be found on the floor with each success and raise on a Notice roll.

However, standing between the family and all this is Gary, a half-finished fifth of rye in one hand and a large hunting knife in the other. He will be taunting and aggressive to anyone, but will be especially interested in either Mrs. Hilliard or Cindy, whom he will either bargain (allowing passage to the equipment) or kill for.

### **Gary the Rapist**

Attributes Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Pace 6, Parry 5, Toughness 5

Skills: Fighting d6, Intimidation d6

[If the players choose to go to the hardware store instead of the sporting goods store, this scenario can be transplanted there. If they go to the hardware store as well, let them loot whatever their creativity comes up with. In previous games, players have found metal pipes, nuts for Ralpie's slingshots, hardhats, axes and sledgehammers.]

## **Highway 30**

Highway 30 south is completely blocked off by trains pushed there by escaped cattle from farms to the south.

If the party is on foot, the traintracks are the safest bet, being dusty and open. It would be possible to drive along them, though at -2 for any maneuver and a d4 of damage to the car.

About halfway to the docks, a flock of seagulls will attack (not with bad synth music and haircuts) shitting on the PCs and divebombing them. Their guano will burn slightly and can blind on a raise to the eyes.

Seagulls (9 extras)

Attributes Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Pace 6, Parry 4, Toughness 5 (-3 for size) = 2

Skills: Fighting d4, Guano dropping d6, Attack Str -2,

Guano: damage none, unless it hits Head or Vitals (-4), then does d4 then blinding Poison as per page 128, Vigor if shaken or wounded or blinded until first aid can be applied)Size -2

If more than a third of the flock is incapacitated, they will fly away.

### **Landon Road**

Landon Road runs roughly east west between the beginning of the Old Ridge Road and the road to the zoo. It is the southernmost boundary line of the ravine. At the north side, in the middle, about 20' down, the Boudoin Creek flows into the culvert that carries the water out into the Great Lake. The road itself is relatively clear, but it was the initial launching point of the animals attack into the town and they still keep it under tight surveillance from the edges of ravine farther north.

On vehicle, it can be crossed if the car is kept above 30 km/h. On foot, or if the car is driving too slowly and looks vulnerable (broken windows, for example), a gang of coyotes and racoons may attack it (use appropriate numbers to keep the action going but not damage the party too much).

Coyote (extra)

Attributes Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d4

Parry 4, Pace 6, Toughness 4 (-1 for size) = 3

Skills: Fighting d4, bite Str+1, Howl (as Intimidate d6)

Raccoon (extra)

Attributes Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor d4

Parry 4, Pace 6, Toughness 4 (-2 for size) = 2

Skills: Fighting d4, bite and claw Str,

The real problem is at the intersection of Landon Road and the Zoo Road, where the newly freed zoo animals are coming down into town to help the forest animals. This is a bad scene for humans. A train of animals is walking diagonally across the intersection. An elephant, some llamas, a tapyr and two polar bears, etc. If the party stays hidden, they won't be noticed. They can attempt to run past them, but they may get caught or at least swiped at. If they try to approach the animals, they will be attacked.

Most of the zoo animals are heading into town, in order to do the most infrastructure damage. When they have sufficiently destroyed the town hall, the police and fire station and killed a significant number of humans, they will move on to the industrial section and attempt to finish the job the rodents started of destroying the power plant.

### **The Culvert**

The culvert gathers up Boudoin Creek as it flows through the bottom of the ravine. It is 3 heavy duty corrugated steel tubes with a diameter of 10'. In the spring the water is only thigh deep at the entrance to the tubes. In the winter they can be overflowed. They are grilled off, but the bottom half of the grill on the middle tube has rusted away (the municipality was planning to replace it within the next couple of weeks) and it is possible for a person to get into it. Inside, the three tubes join together into one. It is dark, of course, though in several places in town it is diverted where a gentle stream floats openly and then returns to the culvert. The culvert finally exits through a big pipe sticking out into the water of the Great Lake just west of the town wharf. The pipe is about 6' above the water, rusty and jagged. Everyone who tries to climb or jump out has to make an agility check or suffer a d4 wound.

Inside the Culvert, the party will encounter no rats. They have all been recruited to work in the dismantling of the power station and surrounding industrial sector. There is, of course, a large crocodile. A mistaken pet choice by an overzealous parent was thrown into the creek a decade ago and has haunted the culvert ever since. It is responsible for numerous missing pets and one little girl.

#### **Sewer Croc**

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6, Notice d6, Swim d8

Pace 3, Parry 6, Toughness 9

Armor +2, Pace 5 in water, Bite Str+2, Rollover (extra 2d4 damage with raise)

### **Station Road**

Station Road gives a full view of the devastation being wrought upon Earltown. The far side of the town is burning. Beyond that is the darkness of the blacked out industrial section. Characters have a chance of encountering any random zoo animals.

### **Major Bickerdyke Bridge**

The Bickerdyke Bridge is a 6 lane highway through span arch bridge. It is 120 feet long and reaches a peak of 40' above the Assisi River below.

A herd of 100 cattle, coming from the west, have blocked off the bridge, filling it from side to side. There is a jam of cars and trucks on the east side, with people freaking out. Some have tried to climb around and make it on foot to the other side, most have left their vehicles and ran back to the town, while some remain paralyzed in their cars. The cows will attempt to ram anybody who comes across, though it is possible to run along their backs. If the PC slips and falls, the cows will attempt to stamp them. The whole place reeks like cow dung.

Running across the cows' backs (roll against Agility)

Hoof attack: d4, damage d4

It is possible to climb along the outside of the bridge, but birds who have their nest on the underside will attack the PCs hands and face, trying to knock them off into the river below. Swallow attack d6, each successful attack is a -1 to the PCs Agility roll to hold on.

### **The Earltown Wharf**

This is a small wharf with three docks and a restaurant and plaza on the land side. The Hilliards have a boat here, but there is a huge crowd of people and a huge panic, everyone struggling to try to get to their boats. If they try and get to their boat, they may have to kill people or accepted unwanted guests on board.

[Note to GMs: If you feel the adventure hasn't gotten fun enough, feel free to make the Bridge and Wharf impassible, to "guide" the characters to the Research Institute, with the more climactic ending. Or you can make the Bridge and the Wharf crazier and more fun and just make the party escaping in the boat being the ending.]



### III. The Research Institute

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#### Getting there

Telegraph Hill Road is in excellent condition. It used to be a dirt road until the research institute was built. Now it is smooth and well maintained with a low guardrail on the steep side. The road will be clear of other cars.

However, just before the first bend, near the top of the hill, the Hilliards will encounter a road block of recently ripped out pine trees, four of them, laying across the road. Going to the right will send them down the cliff. The left is passable but difficult (-1 on driving, -2 above 20km/h). If they try to go around, the king of the jungle will be waiting for them in the forest. He will attack through closed windows if necessary.

#### Lion (Wild Card)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8

Pace 8, Parry 6, Toughness 8

Bite or Claw Str+2, Improved Frenzy (2 attacks), Pounce (+4 to attack and damage, -2 to parry)

Once the lion has engaged the party, the elephant will attempt to block the car and maybe smash it. He won't attack the humans however and if the lion is killed or wounded, he will retreat, letting out a soul-wrenching cry of sorrow for his friend.

#### Elephant

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d12

Pace 4, Parry 4, Toughness 12

[If the party is on foot, ignore the fight with the lion and the elephant.]

#### The Gatehouse

The driveway to the entrance to the Institute is blocked by a gatehouse. The guard is slumped half in and half out of the booth window. He has been yanked through the sliding plexiglass window with such violent force that the window buckled and one of his arms was torn off. His other arm lies on the concrete some ways in. He has a Glock with 8 rounds in his holster and a radio on his belt.

#### The Lobby

One of the sliding glass doors has been torn off its hinges. The reception desk is a mess with the computer smashed against the wall and the phone dangling off the front by its cord. The receptionist herself is propped up against the wall at an awkward angle, her hand out in front of her. It is difficult to distinguish her clothes from her flesh as it is all so slashed and gored. Deep claws and teeth have torn out her torso, thighs and face. Her mouth moves up and down slowly, but she might as well be dead.

If the PCs search the desk, they will find a can of mace that has spilled to the floor. They will also find a bank of monitors still working that look into the upstairs and downstairs hallways (but not the main lab).

From the Lobby, there are stairs going up to the offices, down to the basement and a corridor leading to the research labs on the main floor.

### **The Offices**

This is a long straight hallway, going off in both directions, with offices on either side. Dr. Hilliard's office is located at the far end of the right side. It is pleasantly decorated, with a firm beige carpet and plants parked at tasteful intervals. The left side is untouched, but the right is a mess. The plants are shredded, pictures from the walls smashed, doors open with papers flying out. There are clods of dirt or feces stuck on the wall, ceilings and floor. A high-pitched shrieking is coming from down the hall.

Two Orangutans will hear the party immediately, come out into the hallway and immediately attack them. One of them has a tie around his head.

Orangutans (extras, but tough!)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d10, Climbing d10

Pace 6, Parry 6, Toughness 7

Bite Str, Grapple (holds opponent on raise, beat opposed Str to escape or no parry)

### **The Labs**

This is a long linoleum hallway. White mice are scurrying all along the floor here, going under doors. Everything else looks in order except that the two security doors through which Dr. Hilliard was never allowed, are wide open. There is a fire ax stuck into one of the doors. Past the security doors is a small corridor and then after that a large lab room. In the middle of which is a round, raised console supporting a plexiglass cage. Inside of this is an old, grey-haired chimpanzee, strapped into a thick, padded chair. He is hunched and shrunken, his bones visible and much of his hair worn away in bald patches. Wires and cables protrude from his head and continue up into the ceiling. His legs and waist are strapped in for support, but his arms are free and he can rotate the chair in a full circle. This is Yogi, a captive chimp that has been used as a research subject in these labs for most of his long life.

There are white mice running around, skittering across the control panels, running up and down the cables. If the PCs observe them, they will notice that they actually seem to be engaged in some kind of organized activity. They stop at switches and adjust them. They observe monitors and appear to be communicating with each other.

Guarding Yogi is a silverback and 3 recently freed Rhesus Monkeys. However, they won't attack right away. When the party approaches, they will hear a voice in their heads. "YOUR WILL TO LIVE IS AS GREAT AS OURS." They will be able to engage in dialogue with Yogi, who will explain to them that he bears them no individual malice but that the human species was becoming too great of a threat for the rest of the life on the planet and it was time to reduce its population and reverse its development to a point where they can no longer cause damage. Yogi is deep down a good soul, but his life of torture and his awareness of the human impact on the world compelled him to start the war.

## Possible Resolutions

### 1. Peace

If the party is willing to make peace with the animals, Yogi will allow them to go on their way, explaining that there is an underground train to the desert lab. However, they must release the animals in the desert lab when they get there or there will never be peace for them. They must also understand that the animals are not a unified political body and that there are many who want to exterminate the human race entirely and others still who will just attack on instinct. Nevertheless, Yogi can provide them with some measure of safety, The Mark of the Animal, which means he will bite each one on the forearm, leaving a scar that will tell all the other animals that this human has encountered a chimp leader and walked away. After they all receive the mark, Yogi will tell them that there is a secret door in the floor of the lab that leads to the underground escape tunnel. From there, they will find a still working mini train that leads to the secret military research base in the desert.

### 2. Cut the Cables

Astute players will take particular notice of the wires going from Yogi's helmet to the ceiling. The collection is almost a foot wide, and thus a reasonable target. Characters can try to destroy the cable, separate it from Yogi's head or climb to the ceiling and uncouple it from up there. If any of these attempts are successful, Yogi will lose his link to the animals, they will return to their wild state and the organized attack will effectively be defeated. Yogi will no longer be able to cast spells as well. Chakacha may continue to attack if he has gone berserk or is still threatened. All the rest of the monkeys will flee. The mice will cast one last menacing, red-eyed glare at the humans before disappearing into cracks in the walls and floors.

#### Cable Shielding

Treat as vehicle with Toughness 8 (cutting only); a critical hit (i.e. raise on the damage roll) will cause the amplifier to malfunction, eliminating or misdirecting Yogi's power attacks (this counts for cutting and piercing attacks; so a bullet can mess up Yogi's power).

The amplifier itself is on the roof and is heavily protected, but can also be destroyed. It has Toughness of 6. Doing so will stop the overall attack, but Yogi's power will still affect anyone in the lab.

### 3. Stop the Power

An enterprising player may look to cut the power to the lab. This can be done from the security/maintenance room in the basement, putting the entire lab into pitch black for 1 round and then dim when the emergency generators kick in. This will also shut off Yogi's power for 2 rounds. However, it will come back again (it draws more power and so will take another 6 seconds to reach its strength). The emergency generators, stored underneath the basement, can only be stopped by destroying them, however there is a console in the lab itself that will cut power to the emergency generators. It is of, of course, on the far side of the room. Dr. Hilliard will figure this out with a successful Knowledge roll. Once the lab is cut from the generators, the power will be out for good and the effect will be the same as if the cables were cut.

#### 4. Battle Finale

If the party wants to fight, let's get it on!

Chakacha will defend Yogi first and go after the most powerful or heavily armed of the party. However, he is not the most strategic of fighters and sometimes will just throw enemies to the side instead of clubbing them or finishing them off. The rhesus monkeys will act as distraction, ganging up on players or blocking them from ganging up on Chakacha. There are tables, benches and standing storage units that can be used as obstacles. There is also all the scientific equipment one would expect to find in a lab, test tubes, bunsen burners, jars of chemicals, etc.

##### Yogi the Chimpanzee (Wild Card)

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d4, Vigor d4

Skills: Guts d10, Knowledge (animal kingdom) d10, Intimidate d10

Pace 4, Parry 2, Toughness 4(+3)

Arcane Background (Weird Science) d6, Powers: Fear (2), Puppet (3), Stun (2)

Power Points: 10    9    8    7    6    5    4    3    2    1

Yogi is connected to a powerful psychic amplifier that has been amped up by the white mice to a much higher power level than the scientists had intended. His mental control is targeted at the animal mind, but it still has some influence over humans as well. He can unstrap himself and get out, but will only do so as a last resort. He is protected by a plexiglass cage that gives him a +3 to Toughness. It is closed by a lock which can be picked or shot off (toughness 8).

##### Chakacha the Silverback (Wild Card)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d10, Intimidate d10

Pace 6, Parry 7, Toughness 9

Berserk (failed Smarts roll after shaken, Parry-2, Fighting+2), Combat Reflexes, Smash Str+1

Chakacha is Yogi's protector. He was called to the institute as soon as the war began. He will fight to the death to protect his leader.

##### Rhesus Monkeys (3 extras)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6

Pace 6, Parry 5, Toughness 5 Attack bite Str

#### **The Basement**

The basement is a neat and ordered control center. The security console can be found here where locks and power can be controlled. There are two doors from the basement, one leading to the sub-basement where the boiler room and backup generators are located. The second, which is normally locked and hidden is an emergency escape route that leads to an underground tunnel. There is a small, battery-powered car here that will take the party to the desert base. The trip takes about half a day.

## Cheat Sheet

### PCs

Name	A	Sm	Sp	St	V	Pace	Parry	T	Dmg	Shaken	Wounds	Fatigue	Bennies
Dan	d4	d10	d4	d6	d6	6	5	4			-1 -2 -3 inc	-1 -2 inc	5 4 3 2 1
Eleanor	d6	d6	d8	d6	d4	6	5	4			-1 -2 -3 inc	-1 -2 inc	5 4 3 2 1
Cindy	d8	d4	d8	d4	d6	6	6	5			-1 -2 -3 inc	-1 -2 inc	5 4 3 2 1
Ralphie	d8	d4	d6	d4	d4	8	2	4			-1 -2 -3 inc	-1 -2 inc	5 4 3 2 1
Steve	d6	d4	d6	d8	d6	6	6	5			-1 -2 -3 inc	-1 -2 inc	5 4 3 2 1

### NPCs

Name	A	Sm	Sp	St	V	Pace	Parry	T	Dmg	Shaken	Wounds	Bennies	Notes
Knuckles	d8	d4	d6	d6	d6	8	5	5			-1		
Lily	d10	d6	d6	d4	d4	7	4	4			-1		
Bluestripe	d10	d8	d8	d4	d4	5	5	2			-1 -2 -3 inc	5 4 3 2 1	-2 to hit
Squirrels	d8	d4	d4	d4	d4	5	4	2			-1		-2 to hit
Squirrels	d8	d4	d4	d4	d4	5	4	2			-1		-2 to hit
Squirrels	d8	d4	d4	d4	d4	5	4	2			-1		-2 to hit
Crows	d6	d6	d4	d4	d4	6	4	2			-1		
Crows	d6	d6	d4	d4	d4	6	4	2			-1		
Crows	d6	d6	d4	d4	d4	6	4	2			-1		
Skunk	d4	d6	d4	d4	d6	4	4	5					Poison
Coyote	d6	d4	d4	d4	d4	6	4	3					Howl d6
Raccoon	d6	d6	d4	d4	d4	6	4	2					
Blackbirds	d8	d4	d12	d4	d10	10	6	7					Swarm
Deer	d6	d4	d6	d8	d8	8	4	5					
Deer	d6	d4	d6	d8	d8	8	4	5					
Deer	d6	d4	d6	d8	d8	8	4	5					
Deer	d6	d4	d6	d8	d8	8	4	5					
Deer	d6	d4	d6	d8	d8	8	4	5					
Big Buck	d6	d6	d8	d10	d10	8	5	9			-1 -2 -3 inc	5 4 3 2 1	charge
Seagulls	d6	d6	d6	d4	d4	6	4	2					guano
Coyote	d6	d4	d4	d4	d4	6	4	3					Howl d6
Raccoon	d6	d6	d4	d4	d4	6	4	2					
Crocodile	d6	d4	d6	d10	d10	3	6	9(2)	str+2				rollover
Lion	d8	d6	d10	d12	d8	8	6	8	Str+2				pounce
Orangutan	d8	d6	d8	d12	d10	6	6	7	Str				grapple
Orangutan	d8	d6	d8	d12	d10	6	6	7	Str				grapple
Rhesus	d8	d6	d6	d8	d6	6	5	5					
Chakacha	d8	d6	d8	d12	d10	6	7	9	Str+1				c.

Melee	Ranged
Baseball Bat Str+2	Bow 12/24/48 2d6
Golf Club Str+1	Shotgun 12/24/48 1d6, 2d6 or 3d6 +2 to hit
Tennis Racket Str (+2 against swarms)	Hunting Rifle 24/48/96 2d8 AP 2
Hockey Stick Str, +1 parry	Pistol 12/24/48 2d6 AP 1
Hedge Cutter Str+3	M60 30/60/120 2d8+1 AP2
Kitchen Knife Str+1	Sling Shot 4/8/16 str+1

Armor adds +1 to +3 to Toughness

## Dr. Dan Hilliard (the father)

<b>Attributes (5)</b> Agility: d4 (0) Smarts: d10 (3) Spirit: d4 (0) Strength: d6 (1) Vigor: d6 (1)	<b>Hindrances</b> Clueless (-2 to Common Knowledge rolls)
<b>Skills (15/15)</b> Knowledge (Science): d10 (4) Driving: d4 (1) Fighting: d6 (3) Healing: d10 (4) Investigation: d8 (2) Throwing: d4 (1)	<b>Edges</b> Common Bond (can give Bennie to family member)
	<b>Derived Stats</b> Pace: 6 Parry: 5 Toughness: 4 Charisma: +0

**Background and Personality:** Dan Hilliard is a family man and a locally-respected doctor. He started his practice in Earltown and met and married Eleanor a few years later. He is highly intelligent, particularly in the area of brain processes but quite absent-minded and takes a lot of the good things in his life for granted.

**Knowledge:** He works part-time at the Research Institute on the hill, contributing his expertise on neurology. The Institute does a lot of experimental work, but he is only fully current on the theoretical research being done in his department. His office is on the second floor. He does know that they have a larger underground lab in the desert (a few days by car) where the more advanced research is going on. There are also rumours that a secret tunnel exists, connecting the research center to the desert lab. At home, keeps his medicine bag in the study on the second floor.

## Eleanor Hilliard (the mother)

<b>Attributes (5)</b> Agility: d6 (1) Smarts: d6 (1) Spirit: d8 (2) Strength: d6 (1) Vigor: d4	<b>Hindrances</b> Loyal (never betray or dissappoint family or friends)
<b>Skills (15/15)</b> Boating: d6 (2) Repair: d8 (4) Driving: d8 (4) Fighting: d6 (2) Shooting: d6 (1) Knowledge (Earltown): d8 (2)	<b>Edges</b> Common Bond (can give Bennie to family member)
	<b>Derived Stats</b> Pace: 6 Parry: 5 Toughness: 4 Charisma: +0

**Background and Personality:** Eleanor Hilliard is competent and practical. Her father taught her how to fix things. And though she had other ambitions, she met and married Dan and started their family. She still takes care of most of the practical and technical details around the house, including most of the repairs. She sometimes finds herself bored with her marriage.

**Knowledge:** Knows where all the stores are and how they are organized. Has a small bird shotgun hidden on the floor of the bedroom closet.

## Cindy Hilliard (the daughter)

<b>Attributes (5)</b> Agility: d8 (2) Smarts: d4 (0) Spirit: d8 (2) Strength: d4 (0) Vigor: d6 (1) <b>Skills (15/15)</b> Fighting: d8 (3) Guts: d6 (2) Intimidation: d6 (2) Persuasion: d8 (3) Throwing: d8 (3) Swimming: d6 (2)	<b>Hindrances (2)</b> Overconfident (major)  <b>Edges (2)</b> Combat Reflexes (+2 to Spirit roll when recovering from being shaken) Common Bond (can give Bennie to family member)  <b>Derived Stats</b> Pace: 6 Parry: 6 Toughness: 5 Charisma: +0
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**Background and Personality:** Cindy, 15, is the jock of the family. She is strong-willed ("bossy" according to Ralphie) and confident. She knows how to get her way. She is okay at school but really only likes it for the sports and social life. She is on every team and is usually the star. She loves her family but sometimes conflicts with her mother. Both are quite capable and headstrong.

**Knowledge:** She keeps all her sports equipment in the closet at the end of the upstairs hallway, outside her bedroom door.

## Ralphie Hilliard (the son)

<b>Attributes (3)</b> Agility: d8 (2) Smarts: d4 (0) Spirit: d6 (1) Strength: d4 (0) Vigor: d4 (0) <b>Skills (15/15)</b> Notice: d8 (6) Throwing: d8 (3) Knowledge (animals): d6 (2) Climbing d4 (1) Stealth: d8 (3)	<b>Hindrances (4)</b> Young (major)(3 points for attributes) Stubborn (-1) Curious (-1)  <b>Edges (4)</b> Quick (discard a 5 or lower during initiative) Fleet-footed (roll d10 when running)  <b>Derived Stats</b> Pace: 8 Parry: 2 Toughness: 4 Charisma: +0
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**Background and Personality:** Ralphie, 9, is the kid of the family. He is a curious, knee-scraping little boy. He likes exploring the woods behind the neighborhood, starting fires and crawling around in the basement. He is quick and observant and likes to get his way. He feels that everybody in the family bosses him around, especially his sister.

**Knowledge:** Knows his way around the forest and can find good hiding spots. Also understands the behaviour of animals (gets a clue on a successful knowledge roll). He has a slingshot hidden under his mattress, though his dad confiscated the ball bearings he got from another kid at school.

## Steve Hilliard (the uncle)

<b>Attributes (5)</b> Agility: d6 (1) Smarts: d4 (1) Spirit: d6 (1) Strength: d8 (1) Vigor: d6 (1)	<b>Hindrances (1)</b> Heroic (always help those in need)
<b>Skills (15/15)</b> Boating: d6 (2) Driving: d6 (2) Fighting: d8 (4) Gambling: d6 (2) Taunt: d6 (3) Shooting: d6 (2)	<b>Edges (1)</b> Luck (extra benny)
	<b>Derived Stats</b> Pace: 6 Parry: 5 Toughness: 5 Charisma: +0

**Background and Personality:** Steve Hilliard is Dan's happy-go-lucky younger brother. He has not made a whole lot of himself other than making the right friends and improving his skills at hunting, fishing and gambling. He is an avid sportsman and gamer and enjoys a challenge. Though Dan finds him wearying, the children love having him around because he is a lot of fun, unlike their more serious father. Though not an ignoble person, Dan is weak of flesh and has been noticing vibes coming from Eleanor more and more lately.

**Knowledge:** Stevie knows his way around the coastline.

## Danny (the boyfriend)

<b>Attributes (5)</b> Agility: d6 (1) Smarts: d6 (1) Spirit: d4 (0) Strength: d6 (1) Vigor: d8 (2)	<b>Hindrances (4)</b> Yellow (major)(-2 from Guts checks)
<b>Skills (15/15)</b> Driving: d6 (2) Fighting: d6 (2) Shooting: d6 (2) Streetwise: d6 (2) Taunt: d8 (3)	<b>Edges (4)</b> Nerves of Steel (ignore 1 pt. of wound penalties)
	<b>Derived Stats</b> Pace: 6 Parry: 5 Toughness: 5 Charisma: +0

**Background and Personality:** Danny comes from the "wrong side of the tracks". His father is a trucker, out of town a lot and his mother an alcoholic. His dad has taught him how to hunt, to handle dogs (they have two large doberman pinschers, usually chained up and neglected in the backyard) and how to take a beating. Danny portrays himself as tough and knows his way around town at night, but he is actually quite sensitive and easily frightened. However, once the fighting starts, he has learned how to not freak out. He wears his hair long and doesn't go anywhere without his leather biker jacket, which makes him look not quite so scrawny.

**Knowledge:** Danny knows the back alleys and railroad tracks well, including places to hide.

## Background Info

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### **The Hilliard Family**

The Hilliards live in a modest home, though they are financially quite comfortable. They have a black lab named Knuckles and a grey cat named Lily. They have a new Ford Taurus station wagon (to Eleanor's regret as she liked to tinker with the older Camry they had) and bicycles for each family member. They also have a small yacht docked at the Earltown Wharf on Great Lake. They have a wide one-car garage next to their house in Earltown Estates, the new residential development on the hill overlooking the town and the ravine. Dr. Hilliard is a family doctor with a successful private practice in town. He also spends 1 or 2 days a week at the Research Institute on Telegraph Hill, where he is paid a decent stipend for assisting in obscure neurological research.

### **The Town of Earltown**

Earltown is a small town of about 10,000 people, including the small rural communities and farmers in the surrounding areas. It started out as a port town, acting as the transit point for lumber coming out of the interior. Today it survives on tourism, basically the zoo, and the Research Institute. The nearest large city is about an hour to the north. The Earltown can be roughly divided into three sections, the residential section, which is Earltown Estates and the houses below the slope from it, the industrial section, which is the large area east of the business route and downtown, which has a police station, a fire station, a bank, a hardware store, a sporting goods store and 3 restaurants. There is also an older residential section within the streets of downtown.

Geographically, Earltown is at the end of two ridges, a river and a creek. The Assisi river flows on the west side of the ridge that is Telegraph Hill and Boudoin Creek on the other. The newer residential developments, where the Hilliards live, rest on the second, more gentle ridge. They have a temperate seasonal climate, where all 4 seasons are present but none of them too severe.



# Players' Map of Earltown

