

CHALLENGE™

US \$3.50

The Magazine of Science-Fiction Gaming

71

TRAVELLER®,
THE NEW ERA
Lasers in Space
Combat
Frank Chadwick
& David Nilsen

DARK
CONSPIRACY™
Dusted
Dan Snuffin

CTHULHU™
Tea and Biscuits
Greg Unger

plus—
MORE TRAVELLER®
TWILIGHT: 2000™
SHADOWRUN™
SPACE: 1889™
2300 AD™
CYBERPUNK 2.0.2.0.®
and More

GDW



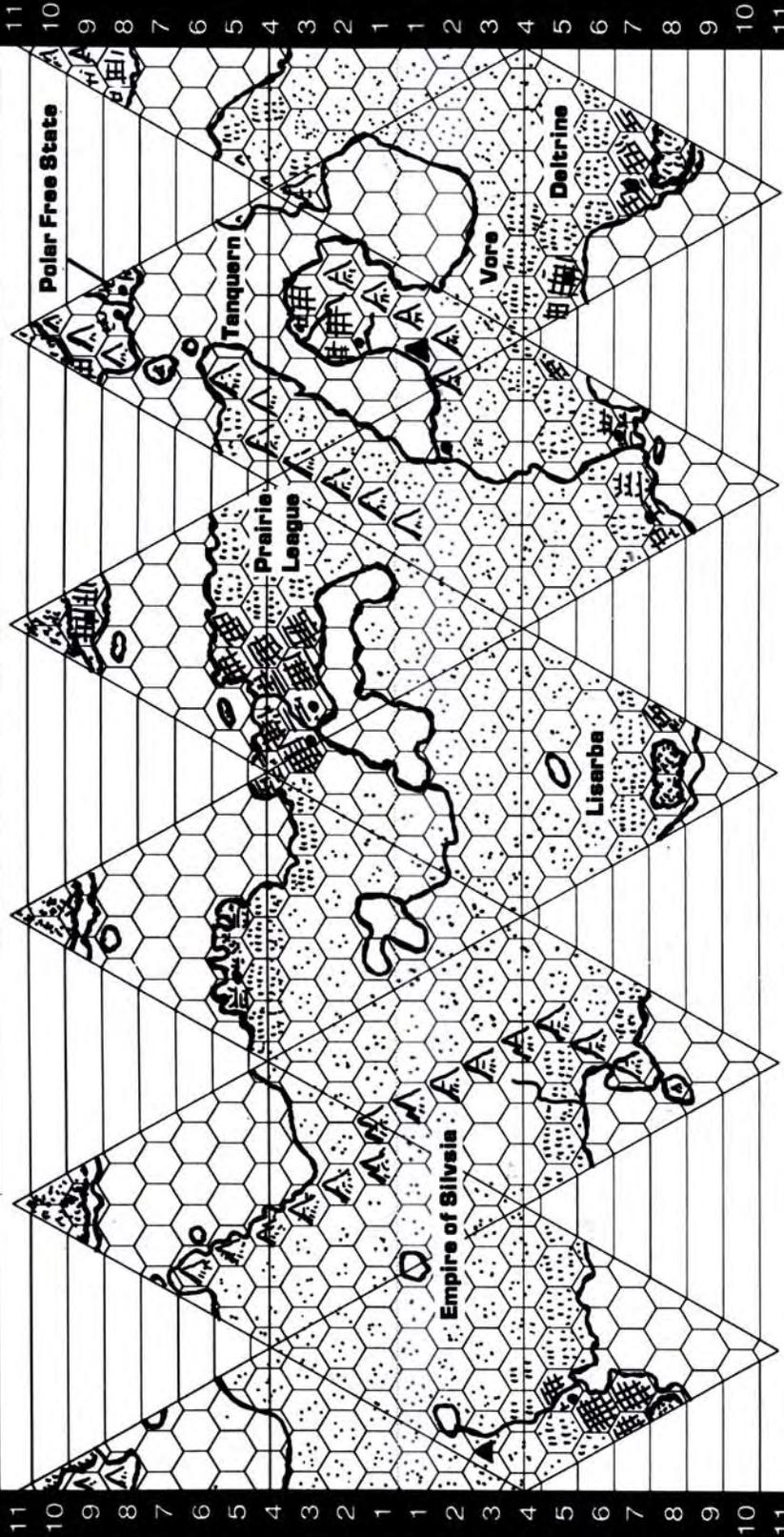
Date of Preparation 1122

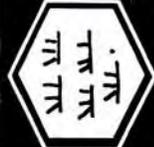
World Name and UPP E6636746

Hexagon Scale in Kilometers 530

IS DATA VIEW 21

Subsector and Sector Location of World Lamas / Deneb



	Mountain
	Swamp
	Forest
	Grassland
	Cultivated
	Desert
	Starport
	City
	



the PCs. Drive this resentment home by making the PCs stop for gas in town (after all, it's a long drive), forcing them to deal with the locals. If the PCs do anything in town, they will be constantly watched unless they are accompanied by a local (like Frank).

Frank Stone lives in a modest, one-story brick home on the west edge of town with his wife and teenage daughter. There are a number of old cars scattered in the overgrowth at the back of the house, most of them pieces of junk.

If the PCs knock on the front door, Walter will answer. At this point, the dreamer should make an Average test against Empathy. If he succeeds, he will recognize Walter as the "dead" man in his dream, and if he does not make a Difficult test versus Willpower, he will faint.

Generally, the referee will have to rely on his judgment to handle this situation, using the NPC's motivations as a guide. If the PCs reveal that they followed Walter to Blitzville because of a dream, Walter and Frank will both take it as some sort of joke. When the two realize that the PCs are serious, Walter and Frank will both become very stern

and may ask the PCs to leave, depending on how the encounter has gone up until that point, especially if they revealed the full details of the dream. Both should remain skeptics, at any rate.

Regardless of how the encounter goes, soon the PCs will have to call it a night. The Roadside Inn in the middle of town is as generic as its name. The rooms are very basic, but the price is very modest.

Unless the PCs do something to get themselves in trouble, nothing will happen until noon the next day.

GUESS WHO'S COMING TO DINNER?

At noon, the Dark Ones will open a gate between Earth and the alien dimension. This gate just happens to open in the field, about 50 feet away from Frank Stone's home.

About 12:15, a fine yellow dust will appear in the air around town, sticking and settling on most everything. The warm breeze that carries it comes from the west. Before the PCs are able to investigate this phenomenon, they will bump into a terrified Frank Stone and his family in a old, dark green pickup. He will stop with a skid, jump out and con-

front the characters, logically blaming the mysterious strangers in town.

When he realizes that the PCs don't really know what's going on, he will calm down a bit and tell them what happened.

"We were sittin' in the house when boom! we were hit by a big dust storm of this yellow dust. We didn't know what was goin' on.

"We were lookin' out the window, trying to figure it all out, and we saw this thing. It was like a man with no skin and no eyes. And then there was another one coming from the field headin' this way, and we knew we had to get out of the house, so we ran out to the truck.

"But Walter didn't make it. He took the rifle, and shot one of the things as the family was getting in the truck. But then he lost his glasses, and one came around the corner and started ripping him up." He starts to cry.

Meanwhile, the dust is accumulating. The PCs may notice that while the dust coats everything, it does not get in their eyes or choke them. It will make breathing a little difficult, as if they were at a high altitude. The dust will be notably absent from any water within sight, not even lying on the surface. Visibility will be limited, and all ranged combat will be conducted at one difficulty level higher, with range limited to 30 meters.

If asked, Frank will tell the PCs that the wind and dust were coming from the field out behind his place. He will want to be part of any attempt to get the things, and the PCs should realize that they will need his influence in the town if they want any cooperation. Frank's wife will drive the truck away, and Frank will want to get some guns, ammo and possibly some help—if the referee feels they need it.

WHERE WORLDS COLLIDE

Everything in sight is completely coated with yellow dust, making Frank's neighborhood look almost completely unfamiliar—like an alien landscape. The warm winds that carry the dust are stronger here. The townspeople will be completely stunned, their facial expressions molded in awe and horror.

As they approach Frank's home and the gate, they will encounter 1D6 skinless ones. Another 2D6 skinless ones will be prowling around Frank's place. From there, the party will be able to locate the gate by following the dimensional winds.

It is important to play up the horror of the skinless ones. Let them maul one of the townspeople who freaks out. Use the limited visibility to suggest that there

