

# **Treasure Haunt**

**A James Bond RPG Adventure**

**By Paul Kasper**

# Table of Contents

## Table of Contents

Treasure Haunt.....	1
A James Bond RPG Adventure.....	1
By Paul Kasper.....	1
Table of Contents.....	2
Part I: Introductory Notes.....	4
A. Introduction.....	4
Part II: Player Information.....	4
A. Briefing to the Characters.....	4
Part III: GM Information.....	5
A. Briefing for the Gamemaster.....	5
Special Notes.....	5
B. Non-Player Characters.....	6
Henry Bander.....	6
Marty "The Martinet" Stephens.....	6
Casino Guards.....	7
Chou and Chung (Haunted House Guards).....	7
Simon Tiu.....	8
Part IV: Locations.....	9
A. Martinet's Casino.....	9
London Casino's Background.....	9
About the Casino.....	9
Lobby.....	10
Security Office.....	10
Martinet's Office.....	11
B. Haunted House.....	11
Manor Description.....	12
Alarm Reactions.....	13
Special Notes.....	13
First Floor.....	13
1A.....	13
2A.....	14
3A.....	14
4A.....	14
5A.....	14
6A.....	15
7A.....	15
8A.....	15
9A.....	15
10A.....	15
11A.....	15
12A.....	15

13A.....	15
14A.....	16
15A.....	16
16A.....	16
17A.....	16
Second Floor.....	16
Stairs.....	16
1B.....	17
2B.....	17
3B.....	17
4B.....	17
5B.....	17
6B.....	17
7B.....	17
8B.....	18
9B.....	18
10B.....	18
12B.....	18
Lower Level.....	18
1C.....	18
2C.....	19
3C.....	19
4C.....	19
5C.....	20
6C.....	20
7C.....	20
8C.....	20
Part IV: Adventure Information.....	21
A. Timetable.....	21
B. Resolution.....	21
Part V: Maps.....	23
Martinet's Casino.....	23
Goldfinger's Note.....	23
Worthington Estate.....	24
Mission Sheet.....	25
Part VI: Credits.....	26

# Part I: Introductory Notes

## A. Introduction

This module is for the James Bond 007 Role Playing Game, and it is intended as a precursor to the Goldfinger module. Treasure Trove should be played with one 00 agent.

# Part II: Player Information

## A. Briefing to the Characters

While the agent is doing mundane office work on a cloudy London morning, Miss Penelope Smallbone, Tanner's secretary and Miss Money Penny's helper, calls and informs the agent that Tanner wants him in his office. Penelope is striking and is also intelligent. Since the agent has been with M.I.6., he has only succeeded in the first stage seduction with Penelope. Even though she likes the agent, Penelope adds +2 EF to her Willpower roll during the Seduction stages (she likes to toy with men, knows how they "work," and must be REALLY convinced to get into a relationship with a man she works with). The agent can only seduce her 2 levels per mission.

Before the agent enters Tanner's office, you can give him the following background story:

Since M is on vacation, the formidable Chief of Staff, William Tanner is in charge. Tanner is 6 ft. 1 in., a fit 195 pounds, in his early forties, and relatively good looking. He is much more lighthearted than M, but he expects just as much out of his field operatives.

William Tanner was one of the best field agents in the 70's. His missions were not only successful but smoothly executed, with a minimum of fuss and attention. On one of his missions (the rumor mill has it that it was the one where he retrieved 001 from the Lefortovo secret police headquarters) a rope broke as he was using it to leave a building via to escape, and he was left hanging in space. From this, he developed a great fear of heights that affected inter missions, and he requested a desk job from M. M understood and created the post of Chief of Staff.

When the agent enters Tanner's office, Tanner looks up briefly enough to hand the agent the top secret mission sheet and then continues on his current work. After a few minutes (long enough for the agent to read the information), Tanner looks up and briefs the agent.

"As you can see, all we need you to do is investigate this Henry Bander fellow. Treasury is a global matter, which is why we are taking this instead of M.I.5. Treasury doesn't want any feathers ruffled in the process, and I'm counting on you to make sure of that.

If any top secret information on this mission is found, it must be retrieved for evidence; other information can be noted for further investigation. It seems that a good place to start is Martinet's Casino, which Bander usually frequents on Friday nights.

You have an extra night to check the casino out, since today is Thursday. Because of the private ownership of gambling clubs in London, you have already been registered at Martinet's Casino and are now a member.

As far as Martinet's Casino goes, M.I.5 has a clean record on both the casino and its owner, a Mr. Marty Stephens. Even though M.I.5 has very high suspicions about Mr. Stephens and his dealings with organized crime, they have never been able to prove their theories. Here is 2,500 pounds for gambling; (says with a smirk) you must have a very good reason for losing all of it.

Also, do not disturb Bander at his home. He has a wife and two children and searching his house is not an option. We do not have a warrant and we are under domestic law in our own back yard.

REMEMBER, this is only an investigation!"

## Part III: GM Information

### A. Briefing for the Gamemaster

Henry Bander, who is the Assistant Treasury Minister, is having gambling trouble at Martinet's Casino. The owner/manager of this casino is no other than Marty "The Martinet" Stephens. As his nickname indicates, he is a strict disciplinarian; however, his is a discipline of blackmail and any other illegal racket that adds to his main goal in life—wealth. His disposition is what attracted Goldfinger to him; they are cut from the same deck of gold-lined cards.

Due to Henry Bander's addiction to gambling and Mr. Stephens "big" heart, The Martinet is wiping away Henry's gambling debts for secret computer codes that are safe-guarding Her Majesty's financial information. Of course, Marty doesn't care about the information, but he does care about the \$100,000 each month that Goldfinger gives him when Marty collects from Mr. Bander. It appears that Marty has Lady Luck trapped in his clutches.

The "haunted" Worthington Estate is a great cover for Goldfinger's needs, and it has most recently been renovated as a base to infiltrate the Treasury Department's computer systems. Simon Tiu, Goldfinger's computer hacker, needs the final set of secret computer codes from Mr. Bander before he can successfully crack the Treasury's computer systems, which will enable Goldfinger to start accessing top secret treasury information and help him increase the value of his favorite metal—gold!

Note that the agents should never find out that Goldfinger is behind the scenes. The Martinet knows Goldfinger as only Audigit, and he has only met Oddjob to complete their transactions. You should be able to find various ways to tie in this module with the Goldfinger module.

### Special Notes

This module has many clues/traps/secret doors that the agent needs to find. Most of the time, there is a specific Perception roll that the agent must make to find them. The provided Perception roll should be used for a general search or the skilled eyes of a suspicious secret agent. However, if the player says that the agent is specifically looking at the target in question, you should modify the Ease Factor accordingly.

After an agent finds an alarm, trap, or secret door, he may want to deactivate it (or try to open it in the case of a secret door). For each alarm, trap, or secret door, there are two rolls specified: the first one to notice it and the second one to disarm or open it. For example, Perception roll—EF 5/Lockpicking roll—EF 3.

Boxes around text indicates it can be read directly to the player character.
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## B. Non-Player Characters

### Henry Bander



Primary Stats	STR:8 DEX:7 WIL:9 PER:7 INT:8
Skills	Driving(2/9), Gambling (4/11)
Fields of Experience	Economics/Business, Golf
Weaknesses	Gambling
Height/Weight	5 ft. 3 in. / light
Appearance	Plain
Background	<p>Henry Bander is your typical accountant type. He loves numbers and is very introverted. He is a devoted family man (a wife and two children) and always pays his taxes on time. The only vice he has is gambling, and that is where his problems started.</p> <p>Henry's only goal is to get his gambling debt paid and then try to seek help for his habit. Even though he knows that what he is doing is not only ethically, but legally wrong, he doesn't see an alternative.</p>



### Marty "The Martinet" Stephens

Primary Stats	STR:9 DEX:8 WIL:8 PER:6 INT:10
Skills	Driving (4/13), Fire Combat (3/10), HTH Combat (6/15), Gambling (15/21), Torture (7/16)
Fields of Experience	Economics/Business, Board Games
Speed	1

HTH DC	B
Height/Weight	5 ft.10 in. / heavy
Appearance	Plain
Fame Points	81
Survival Points	3
Idiosyncrasies	Face becomes very red when he is angry.
Background	(From page 31, "Thrilling Locations") ...Stephens was launched into a new career. He now buys and sells documents, information, and people, with no regard to who the sellers and buyers are, just so long as he makes a profit. While professionals kill only when they have to, Stephens kills when he wants to.
Weapon	Luger

## Casino Guards

Primary Stats	STR:9 DEX:8 WIL:8 PER:9 INT: 9
Skills	Driving (1/10), Fire Combat (5/14), HTH Combat (7/16), Evasion (4/13)
Speed	1
HTH DC	B
Background	During business hours, they wear black suits. During non-business hours, they wear anything black. These guards are very loyal to Marty Stephens, and they always carry 2 extra clips.
Weapon	Walther P-38

## Chou and Chung (Haunted House Guards)

Primary Stats	STR:10 DEX:10 WIL:9 PER:8 INT:8/7
Skills	Driving (3/12), Fire Combat (10/19), HTH Combat (3/13), Stealth (3/12)
Speed	2
HTH DC	B
Height/Weight	5 ft.5 in., 5 ft.4 in. / normal
Appearance	Plain
Background	These guards are from Korea. Chou is always in control because he is slightly more experienced. They are fanatically loyal to Goldfinger and will gladly die protecting the haunted house.
Weapon	Browning High Power

## Simon Tiu



Primary Stats	STR:9 DEX:10 WIL:7 PER:8 INT:12
Skills	Driving (4/13)/(7/16), HTH (5/14)
Fields of Experience	Computers, Wargaming
Speed	2
HTH DC	B
Height/Weight	5 ft. 10 in. / Normal
Appearance	Plain
Idiosyncrasies	Always has hard candy in his mouth, especially anything peppermint.
Background	<p>Simon Tiu is one of the new emerging Hong Kong hackers that are increasing the threat of cyber-terrorism. Goldfinger, capitalizing on this new type of weapon, recruited him from Hong Kong University, promising Tiu riches beyond his wildest dreams and the chance to attack established governments. However, Simon Tiu has never met Goldfinger; Tiu has only communicated with one of Goldfinger's loyal henchman in Hong Kong.</p> <p>Tiu is basically an anarchist at heart, so his work for Goldfinger helps him with his cause. Tiu excels at two things: computers and motorcycles. His driving skill is increased by 3 points if he is driving a motorcycle. And, he knows some basic Tae Kwon Do that helps him with HTH combat.</p> <p>Tiu's loyalty to Goldfinger is strong, but he will not die for him. Tiu knows little English, and he will refuse to give any information freely.</p>
Weapon	SIG-Sauer P230



## Part IV: Locations

### A. Martinet's Casino

This is the modest gambling establishment that Henry Bander is being "controlled" by, and it is owned by Marty Stephens. This casino is the epitome of a British casino, but the casino is only a front for a much larger operation.

### London Casino's Background

This description was taken from the "Thrilling Locations" Supplement, page 16, with some minor changes:

Gambling in London is an elegant and sophisticated pastime. Gambling was outlawed in England for more than a century, until casinos became legalized in 1960. More than 2,500 clubs sprang up within a few years and abuses were rampant. In 1970, however, reform laws were enacted and the games have been honest ever since. These regulations have actually helped the casinos rather than hindered them, which is amazing considering the usual results of government regulations.

London casinos are small when compared with the Casino de Monte Carlo and positively minuscule next to American hotel casinos, but they maintain the same air of elegance and luxury which earned their forebears a reputation for excellence that lasted through the hundred years when gambling was outlawed in England. Crockford's, one of the most famous modern casinos, is named after the famous Crockfords whose membership included the likes of Duke of Wellington, the Prince de Talleyrand, Disraeli, and Bulwer-Lytton. Casinos in London, for the most part, are privately owned clubs.

Because of this, you must be a member before being allowed to play. Joining is usually a simple matter of registering and paying a small registration fee of between 8 and 20 pounds, but this registration is for life. There is a government imposed waiting period of 48 hours between registering and actually playing.

Jacket and tie are required at London casinos, with evening wear (dinner jackets for men and gowns for women) mandatory at the more expensive clubs. The atmosphere of the London club is subdued, quiet, and dignified. Loud gamblers and complainers are not tolerated. Even around the Craps table (which is traditionally one of the loudest areas of a casino), the London gambler manages to maintain his air of dignity and good taste.

### About the Casino

Martinet's Casino is a renovated town house and it is located at 57 Cartwright Gardens, next to the Menton Hotel and Bentley's, a jewelry store. Martinet's Casino is part of a solid wall of hotels that make up the beautiful Georgian crescent called Cartwright Gardens (which is located in the village of Bloomsbury). There is a very small parking facility, so patrons must find spaces on the street for their vehicles or better yet, they should arrive in a limo or cab. There is also valet parking available.

The casino contains 3 roulette tables, 2 baccarat tables, a half-dozen blackjack tables, 2 craps tables, a small pub, and tables for private games (poker, bridge, chess, checkers. etc.). The casino is open from 2:00 P.M. to 4:00 A.M.

Within the 12 hours when the casino is open, Martinet is there 90% of the time. There are two shifts for the workers (2:00 – 9:00, 9:00 – 4:00). During busy times, Martinet employs approximately 20 to 25; however, all of the employees think the casino is just an ordinary casino. (There is one exception to his rule: there is a part-time dealer that Martinet uses on certain occasions to get "information" from a particular patron.) This is the case for Henry Bander. Bander is instructed to go to a particular roulette table where the dealer collects his "money" when he loses, which is really the exchange of the secret treasure computer codes.

As for the guards, they know exactly the aims and purposes of Martinet. He pays them well for them to protect him (in Martinet's business, you can't have too many friends, even if you have to pay for them). He has 4 guards (one in each gambling room and one in the security office) at all times when the casino is open for business. During off business hours, he has 1 guard controlling the video cameras in the security room and 2 other guards patrolling the area. For every 15 minutes in the casino during off-business hours, there is a 50% chance a guard will happen upon an agent (there is a 15% chance that the guard will surprise the agent). If the guard misses the 15% chance of surprising the character, the agent knows the guard is coming and has 5 seconds to hide (10 seconds if the agent makes a Sixth Sense roll-EF 5).

During off-business hours, both the front and back door are locked. They both have pretty sophisticated locks in place, so an agent must have a Lockpicking roll-EF 3 to enter. The back door is in the alley and in the middle of the south wall of the storage room.

## Lobby

Although the lobby seems too large for the casino, it becomes quite attractive after spending a few moments there. The lobby is decorated in late Victorian style, consisting of dark wood and lace curtains to create a very bugeous atmosphere, and a huge chandelier hangs from the ceiling. An initial glance at the walls reveals that there are very few paintings as compared to other London casinos, and the ones that appear on the walls are not of the best quality.

Straight ahead is a very wide set of steps leading up to the casino; it appears that the steps are more aesthetic than practical. To your right is the coat room where you can leave your coat during the rainy season or during the cold London nights. A sharply dressed woman is there to take your coat; a tip is appreciated when you get your coat after your night of gambling.

There are three windows where you can exchange your hard-earned cash and exchange them for gambling tokens. The tokens are in the shape of a 50 cent piece: tokens range from 5 pounds to 500 pounds piece. As shown by the tokens, the minimum bet at this casino is 5 pounds.

On a Perception roll-EF 6, the agent notices that the cashier window is bulletproof--it has a small seal denoting the fact.

There are usually 2 cashiers at the window; there is a video camera inside that points at the window. In the back room, 50,000 pounds can be found in the safe on a very busy night. To open the safe without the combination requires a Safecracking roll-EF 3. Only Martinet knows the safe's combination. Whenever 10,000 pounds is collected, he is called to move it to the safe.

## Security Office

The door has "Private" on it.

This office has a number of video monitors and more than a dozen lockers.

This is where the security guards change, watch the cameras, and guard the safe of money in the back room. Each guard keeps his personal belongings in a locker. If the agent successfully unlocks them (Lockpicking roll-EF 6), all he will find are extra clothes.

There are also 7 video monitors that display what the video cameras are "watching" throughout the casino. Since there are 14 video cameras, the video monitores are set on timer to switch between the two groups of video cameras every 20 seconds. There is always one guard here watching the video monitors.

If an agent is on camera for a couple seconds during off-business hours, the guard must make a Perception roll-EF 5 to see him. The Ease Factor increases the longer agent is on camera. Also, the security guard in this room has both a Walther P-38 and an Ingram M11 Submachinegun.

## Martinet's Office

The door has "Private" on it,

This office has the regular office furniture, which includes a sofa sleeper, a desk, a 3-drawer file, and a painting of Queen Elizabeth.

If Martinet leaves his office, he locks the door (Lockpicking roll-EF 5). Martinet often takes a cat nap on the sofa sleeper, since he is there almost all the time. On off days (when there is only the casino to worry about) he entrusts the casino to the head security office; however, this is rare.

Martinet is very good about keeping the casino and the "other business" separate. Everything found in his desk (not locked) or in the 3-drawer file cabinet (Lockpicking roll-EF 6) is strictly information about the casino. In fact, if the agent has an EoF of Economics/Business, he can tell by the files that the casino Martinet runs is surprisingly very legal and it makes a sizable profit.

The desk contains office supplies, a half-empty bottle of antacid, and an extra clip and ammunition for a Luger. During business hours, he is away from his office 50% of the time. If an agent infiltrates the office while he is away, there is a 50% chance every 15 minutes that he will return. He and the head security guard at the time have a miniature walkie talkie to keep in constant contact about any situation that arises.

If the agent searches the room for a safe, the agent will find it behind a painting of the Queen of England. To open the safe, the agent must make a Safecracking roll-EF 4. Inside, there is information that can incriminate Martinet to various Black Market crimes, which include kidnapping, blackmail, and fraud. If the safe is searched before Saturday night (the night Oddjob comes to the Casino to get the computer code), the agent will find the Mr. Bander's "gambling token" and a gold-lined note from Goldfinger, which describes his happiness at Mr. Banders misfortune and the haunted house.

The gambling token is an actual token that has been hollowed out to store a small microfiche. The agent will notice that the token is slightly lighter than the regular tokens (if they have handled any of the regular tokens in the casino). The agent can figure out how to open the token on a Perception roll-EF 3 (it comes apart in two pieces) and retrieve the microfiche that contains the secret computer codes.

## B. Haunted House

If the note from Goldfinger is found in Martinet's safe, the agent will likely want to investigate the Worthington Estate for more clues. If the agent tries to find out about any Worthington Estates in the area, tell him the following:

Although there are a number of mansions and estates with the Worthington name, a couple hours of investigation back at headquarters leads your suspicions to a 30-acre estate located just north of London. Based on county records, the Victorian mansion has heavily wooded grounds surrounding it and it is owned by an American.

From M.I.5 reports, it has been abandoned for years and there are police reports that contain people's accounts that is haunted. However, there was never any evidence and nothing illegal done (except for the witnesses who actually trespassed on the estate), so the estate has been left alone by the local authorities. As one of the local authorities said, "who believes in haunted houses, goblins, and ghosts?"

The agent also finds the following history about the old Worthington Estate:

In 1888, Jonathan Worthington inherited the large Victorian mansion from his parents. His wife died when bearing their daughter, Judith. When the depression of the 1890's hit, Mr. Worthington lost his money and hanged himself. Judith, now eleven years old, found his body and had a nervous breakdown. She was sent to a sanitarium in London to recover.

In 1897, when she was 18 years old, Judith married a Mr. Carver, a Seaman, and the newlyweds moved into the mansion. A year later, her husband was killed at sea. Fourteen years later, Judith Carver married William Ward. This husband died in World War I. By now, Judith Ward was becoming a shunned woman. The whole town was shocked when Judith married an American, Charles Pointer in 1926. In 1929, Charles shot himself after being bankrupted in the Great Depression. After Charles suicide, Mrs. Pointer went insane, stabbed two servants, and then killed herself. Her young son went to live with an aunt.

Since that time, strange sounds and weird lights have been reported in the mansion.

Charles Pointer Jr. now lives in Florida and is retired. He had been trying to sell the estate for years, but it was virtually impossible considering its past.

However, the estate finally helped a Worthington heir within the last two years. Charles lost in a gambling game with Auric Goldfinger, and he asked Goldfinger if he would want the estate and consider them even. Goldfinger asked to use the estate and hold the title, but he still wanted Mr. Pointer to keep ownership of it. Goldfinger did not want to be associated to the estate, so it would keep its haunted mystique. And, there would be little chance of a connection to Goldfinger if his use of the estate was ever discovered.

## Manor Description

Provide this description when the agent arrives outside the Worthington Estate:

The Worthing Estate is located about 30 miles north of London and it comprises roughly 30 acres of prime forest land. The trees grow close together--close enough to provide good cover but not close enough to impede movement.

A 10 ft. wide dirt driveway runs almost straight north from an east-west access road bordering the south section of the property. The driveway curves enough that the manor is hidden from the road. A length of heavy chain, attached to posts on either side of the road, blocks the way.

The chain, with a rusty padlock on the right post, hangs about 3 feet off the ground. A sign mounted on the left post reads "No Trespassing."

No amount of searching in the forest will turn up any clues as to what is going on in the house. The chain is too heavy to be cut without special tools. The padlock requires a Lockpicking roll-EF 5. Observant agents may notice that the driveway is suspiciously clear of vegetation (Perception roll-EF 4).

If the agent does an extensive search (a couple hours) around the forest, he may happen upon a camouflaged Ducati Monster M750 motorcycle (Perception roll-EF 3). The motorcycle is very well hidden into a slight hillside close to the driveway.

Provide this description once the agent reaches the mansion.

The driveway leads north for about an eighth of a mile and suddenly opens into a clearing. The clearing is a square measurement of about 300 ft. on each side. The mansion, which is a two story wood-frame house, stands in the center of the clearing. A stone well is visible 20 ft. southwest of the west corner of the house. (It is 50 ft. deep and is now dry.)

Depending on where the agent is in location to the house, provide the following information about the house.

**South-side description:** Windows are located every 10 ft. on the first floor and there is a set of main double doors in the center. The second floor has windows above every first floor window and one over the front door.

**North and West-side description:** Windows are located every 10 ft. on the first floor and the second floor has windows above every first floor window. There is a backdoor on the north side 30 ft. from the northeast corner.

**East-side description:** There are no windows on the first floor of the east wall, but it does contain a set of root cellar doors in the middle of the wall. The east wall also has two chimneys, each located 10 ft. in from the corners. And, on the second floor, there are three windows located every 10 ft. between the chimneys.

None of the windows in the mansion are broken. The main double doors require a Lockpicking roll–EF 4 and the back door requires a Lockpicking roll–EF 5.

The roof of the house is slanted, but there is no sign of an attic visible from the outside. There is a 10 ft. x 10 ft. porch made of stone and mortar at the front door. Several stones are missing from the porch, but you think it will support the weight of approximately three people.

If the agent examines the porch (Perception roll–EF 3), the agent will notice that part of the porch has actually been fixed recently. If the agent examines the inside of the porch (they need a light source), they will notice a ventilation grill leading down into the ground. It is not large enough for a human.

If the agent searches the outside of the house, an agent with a Perception roll–EF 2 will notice that several window panes have been replaced recently.

## Alarm Reactions

Chou is in charge of the control room at all times. He will leave only in an extreme emergency or an attack.

- If the front door or back door alarms sound, Chou will use a radio to notify Chang.
- If the hologram glass is destroyed, the shotgun goes off, or the alarm in either of the upstairs rooms sound, Chou will give Chang the submachinegun and send him outside to watch.
- If the gas bomb goes off, Chou will send Chang to investigate.
- If any of the lower level alarms sound, Chou will prepare an ambush.

Chang will kill anyone leaving the house who he considers a danger to the mission. Any agent captured will be locked up for termination later.

## Special Notes

- There is no electricity or heat in the house.
- There is no indoor plumbing.
- All rooms, except the kitchen, are wallpapered with faded gray paper. The paper is ripped in many places and the plaster shows through.
- All windows are locked (Lockpicking roll–EF 5).
- Most doors are sturdy oak and somewhat hard to open.
- In most room walls, there are hooks to hang lamps on.

## First Floor

### 1A

This is the main entry way. The walls extend two stories to the ceiling. Along the north wall, stairs extend 30 ft. up to a second floor landing. Excluding the front door, there are four sets of double oaken doors here. The floor, stairs, walls and door are dust covered. The dust is undisturbed.

The front door has an alarm built into it. When the door is opened, a radio signal is sent to 6C. The transmitter is built into the left door. The alarm is impossible to see or disarm from the outside. Once

the alarm is spotted (from the inside, Perception roll–EF 6/Electronics roll–EF 6), a piece of tape over the pressure plate will shut off the signal. Shutting the door will have the same effect.

Five seconds after the alarm is sounded, Chou (in 6C) will switch on a tape recording of a low moaning sound. The sound comes over a speaker located upstairs in 12B. The moaning can be heard throughout the house. The sound cannot be easily traced from downstairs. The purpose of this noise is twofold: it scares people away and it masks the noise from 5C. When anyone moves halfway up the stairs, go to Stairs.

## 2A

This was at one time a parlor or sitting room. The furniture is ripped and faded and there is dust everywhere. A large fireplace is situated in the center of the east wall.

The fireplace is empty; careful examination and a Perception roll–EF 5, the agent will find a 1 1/2 in. rubber hose leading from underneath the floor up into the chimney. This hose directs the exhaust fumes of the generator. When the door is closed, the moaning can no longer be heard.

If an agent is standing in the northwest corner of the room and the door is closed, a strange humming can be heard coming from the floor. The noise is from the power room, 8C. Any agent with a EoF of Mechanical Engineering will recognize the noise as some type of generator.

## 3A

This appears to have been a drawing room. Everything is dust-covered and the wallpaper near the west wall appears wet and water-stained.

The glass in the west window seems to have been recently replaced. This will be evident only upon close inspection and a Perception roll–EF 4, since the frame itself is covered with dust.

## 4A

This was a dining room. As with all the rooms, it is dusty and looks long abandoned. A large crystal chandelier hangs from the middle of the ceiling. Hanging from the chandelier is a man's body.

The body is actually a mannequin. This will not be apparent until it is examined closely. The mannequin is dressed in 1890s–style clothing, stained with blood. There is a large blood stain on the floor under him. Once the clothing is examined, the agent will see the pant legs also have patches of dried mud on them.

The blood is animal blood. An agent with a EoF of Biology, Forensics, or Medicine/Physiology can positively identify the blood is from an animal.

The dirt is from 1C, near the secret door. If a agent makes a Perception roll–EF 5, with a QR of 1 or 2, he will be able to identify where the dirt came from later (after seeing area 1C). It is mixed with tiny bits of rock and limestone. The soil got on the dummy's pants when the lower level was being cleaned out.

If any agent is in the southeast corner of this room and is being fairly quiet, roll percentile dice. There is a 40% chance the agent will hear an unidentified noise coming from below the floor

## 5A

The door is locked.

This was at one time a storage room. Shelves run the entire length of the room at heights of 2 ft., 4 ft., and 6 ft.. The room is dusty. A ceramic jug of some type sits on the bottom shelf in the southwest corner. There are four boxes on the floor.

The locked door requires a Lockpicking roll—EF 5. The jug is a sleep gas trap (Perception roll EF—2/Lockpicking roll EF—2). It will explode if it is moved, causing a stun to any agent within 2 ft..

If the stun is successful, the agent is stunned for 1D6 rounds and takes the full effects of the gas—15 minutes unconscious from gas (30 minutes if door is closed).

If the stun doesn't knock the agent out, the gas might. The agent must make a (Dexterity+Perception+Willpower/3) roll—EF 3 to get out of the room in time (only if the door is open, unless a QR of 1 is rolled). If the agent makes the roll, no harm is done and the room will be cleared of the gas in 15 minutes. The boxes contain various furnishings and household items, now aged and worthless.

## 6A

This room is empty except for a chandelier hanging from the center of the ceiling.

## 7A

This room was once a playroom for children, but it is now empty.

## 8A

This room at first appears empty. Upon close examination, you see footprints and a trail of dried blood that appears to come out of the middle the south wall, cross the room, and disappear into the northwest part of the wall. There is a large blood stain at the base of the north wall where the tracks disappear.

The blood is animal blood. An agent with a FoE of Biology, Forensics, or Medicine/Physiology can positively identify the blood is from an animal. If an agent has a FoE of Forensics, he can distinguish that the footprints were made by riding boots. There are no secret doors in this room.

## 9A

This room was an art gallery. There are 10 dark spots on the wallpaper with paintings hung. The room is now empty.

## 10A

This was a music room Sheet music is scattered on the floor. In the center of the room is a grand piano. There is a large tarp on the floor next to the piano. All the furnishings are covered in dust.

If examined closely, vandalism is apparent.

## 11A

This room is empty, but there is an old stain in the northwest corner.

## 12A

This room is empty and dusty.

## 13A

This room appears to have been the kitchen. The only fixture left is a large stone fireplace. It is located in the east wall, 10 ft. from the northeast corner of the room.

If the room is examined and the agent makes a Perception roll EF-5, the agent sees scuff marks on the floor in a trail from the back door to the southeast door. The door frame of the southeast door is scratched about waist high and at the bottom.

The back door is trapped the same as the front door—refer to 1A. The moaning will also begin when this door is opened.

### 14A

This hallway is dusty.
------------------------

If the door to the kitchen is closed, the hallway is completely dark.

### 15A

This room was once a library and has shelves along the north, west, and south walls. On the shelves are tattered books and magazines dating from the 1920s. The north shelf has the largest stack of magazines.

If the agent looks at the magazines on the north shelf and makes a Perception roll—EF 5, he will find Jonathan Worthington's diary, marked II-1889. The first entry, dated June 5, reads:

"Today, workmen in the root cellar discovered a natural passage leading to a cavern beyond. I must decide whether or not to take advantage of this. A comfortably furnished cavern cellar would make this estate the envy of countryside. However, it may be that the cost of remodeling would be too great to be worthwhile."
--

No other entries in the diary deal with this topic.

### 16A

This room is empty and dusty.
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### 17A

These 5 ft. wide, 20 ft. long stairs appear to lead down into a root cellar.
--

## Second Floor

The moaning seems louder upstairs; see 12B. All the halls are dusty.

### Stairs

Carpeted stairs with a handrail lead to a second story landing. The second floor has a long corridor balcony with a railing.
--

All the steps on the stairs are solid. The middle step has a pressure pad under it (Perception roll—EF 5/Electronics roll—EF 3). When sprung, this pad sends a radio signal to equipment located in 1B. This equipment starts a tape recording of a woman's scream that lasts for about 5 seconds and then activates a holographic projector. The beam comes through a hole in the wall (Perception roll—EF 4) and shines into a 10 ft. x 10 ft. x 10 ft. cube of special clear glass reflectors set on the upstairs landing.

If the pressure pad is activated, the figure of a woman in clothes from the 1930s appears in ghostly form on the landing. She screams, "They are all dead, as I soon shall be. I shall not rest till all who enter my house are dead." She will wave a huge butcher knife and then disappears. The equipment takes five seconds to rewind and play again if the plate is reactivated. Special notice must be given to the holographic mirrors on the upstairs landing. Their size makes it impossible to get by without



breaking them.

An agent charging through the glass will take a LW. It is possible, however, to climb over the handrail that stretches along the second floor hallway (Dexterity roll-EF 8). Running the tape or breaking the glass will alert Chou in 6C.



### 1B

The door to this room is locked.

The room is filled with dust. In the corner is a tarp that seems to be covering a pile of crates 6 ft. tall.

The door requires a Lockpicking roll-EF 4. When uncovered, a large holographic projector, a tape recorder, and a radio receiver will be seen. A agent must make a Photography roll-EF 5 to be able to run or dismantle the holographic projector. Once the glass is broken, the hologram cannot be viewed. The tape recorder can be run and the tape for the hologram can be salvaged.

### 2B

There are old bloodstains on the door frame, door knob, and furnishings of this room. Broken personal effects are scattered about

This was the servant quarters. The blood and broken items belong to the servants Mrs. Pointer wounded before her suicide.

### 3B

This room appears to be empty and dusty.

The door is wired with an alarm exactly like that on the front door (1A). Closing it will cut the signal, but anyone in 6C will be alerted.

### 4B

This was a trophy room. The walls are decorated with the mounted heads of big-game animals as well as framed photos of hunters in late 19th Century garb. The stuffed heads look moth eaten and are covered with dust.

### 5B

This was a bedroom. All the furnishings are covered with dust.

### 6B

The moaning seems louder in this bedroom. The noise seems to be coming from the south wall.

### 7B

This room was the master bedroom The moaning seems to be coming the west wall.

## 8B

This was the guest room. It is as dusty as all the rest of the rooms; however drops of what appear to be blood lead to the fireplace. Above the mantelpiece is a picture of a distinguished dark-haired man in a First World War uniform. The picture has a bullet hole in the forehead and there is a track of dried blood from the hole in the forehead to the floor.

The painting is securely nailed to the wall.

The blood is animal blood. An agent with a FoE of Biology, Forensics, or Medicine/Physiology can positively identify the blood is from an animal.

## 9B

This was a game room. There is a large billiard table in the center of the room. The walls of the room are paneled in walnut. The carpeting and table fabric are slashed and stained, and broken pool cues litter the floor.

## 10B

This room is decorated as a child's nursery. In a crib in the southwest corner is a knife with dried blood on it.

### 11B

The moaning seems very loud behind the door.

This is a 10 ft. by 20 ft. closet and it is a deadly trap (Perception roll-EF 4 /Electronics roll-EF 4). When the door is opened or someone fails in an attempt to deactivate the trap, a 12 gauge shotgun (Benelli Model 121 M1 Shotgun) fires through the door. The upper panel is thin wood and offers no protection. The following will happen to the unfortunate character (Roll 1D6):

- 1-2 = QR 1 = IN
- 3-4 = QR 2 = HW
- 5-6 = QR 3 = LW

The blast can be heard by anyone in 6C or on the first floor. The gun is bolted to a table in the closet. It can be unbolted in about two minutes with a screwdriver, but there is no ammunition left. The moaning seems to be coming from the east door (Lockpicking roll-EF 4).

## 12B

There is a loudspeaker here with a small black box attached to it.

The black box is a radio receiver. The moaning sound is transmitted to it from 6C. If the speaker or black box is moved, a light will flash on in 6C.

## Lower Level

All walls, ceilings, and floors of this complex are made of stone. All ceilings are 10 ft. high.

## 1C

This room was a root cellar. It appears empty. There are two entrances. The first is a 20 ft. long set of steps that lead down from the first floor. The second is a 10 ft. long set of steps leading from the root cellar doors. This door has a 5 in. thick beam across the inside.

The root cellar doors can be opened wide enough from the outside to allow a knife blade or crowbar to be slipped through the crack. From the outside, any agent (with a physical strength of 10 or more) can move the beam out of the way in order to gain access to this level.

The room has a secret door (Perception roll–EF 2/Lockpicking roll–EF 3) located in the north corner of the west wall. It looks exactly like the rest of the wall.

The secret door opens into a downward–sloping 25 ft. long corridor, running west, and a corridor quickly leading south, which emits a humming sound.

On the north wall of the corridor, propped up on its side, is a 15 ft. loading ramp. The surface of the ramp is made of rows of rollers, to allow easier movement of goods along its surface. The corridor itself is dark, but there is a light at the end of it

## 2C

This room is lit by a lantern hanging from the center of the ceiling. In the southwest corner of the room is a set of scuba tanks with a hose curled around the base.

There is a 5 ft. x 5 ft. pressure plate (Perception roll–EF 5/Electronics roll–EF 3) in the floor under the lamp. It is wired to the control panel in 6C.

The scuba tanks, if examined, are actually compressed air dust throwers. It is used by the inhabitants to cover their tracks upstairs. The stream of dust can be regulated by a small knob on the right side of the hose nozzle. It can be set as a fine mist, almost a smoke screen, or a steady stream, like tear gas. The weapon's PM is +1 as a steady stream and 0 as a mist. There are three gas masks behind the tanks.

A round of a steady stream in a 10 ft. x 10 ft. room stings the eyes (blinds) and people without masks must save as stunned each round caught in the air or lose consciousness (starting at EF 10 – 1 per each round in the dust). A couple rounds of fine mist just makes it uncomfortable and very hard to see; however, the fine mist, without ventilation, will become like the steady stream.

The mist dissipates as follows:

- Closed, unventilated area – 30 minutes
- Ventilated room – 15 minutes
- Open area – 5 minutes
- Windy, open area – 1 minute

Note that down the west hallway (at the north intersection to 4C) is a secret door (Perception roll EF–2/Lockpicking roll EF–2).

## 3C

This lit room (only if Chang is there) is a 5 ft. x 10 ft. table in the center. There are four chairs placed around it, with a lantern on the table.

If he has not been summoned, Chang will be sitting here (50% of the time he is helping Simon Tiu). His back is to the south entrance as he plays solitaire. His gun and radio are on the table.

## 4C

This is an dark bedroom with five cots against the north wall. Each cot has a crate table next to it. There is a lantern on the center table.

A quick search of this room will net 32 pounds, miscellaneous clothes, and a switchblade. Upon examination, it appears that only 3 cots are presently being used.

## 5C

This is a darkened room; however, there is a light switch in the room that turns on the bulbs. When light is present, the following is revealed. In the middle of the room is a large table with 5 chairs around it. There is a large wastebasket with paper plates and plastic silverware in it sitting along the south wall. In the northwest corner of the room is a small refrigerator, a microwave, and a cardboard box.

The frig contains beverages, water, and frozen food. The box contains more plates and silverware.

## 6C

This room is the control room. There is a bulb hanging from the center of the ceiling. Several crates are set against the west wall. In the center of the room, facing east, a man with a gun in a shoulder holster is sitting at a control panel. He is studying the panel. [assuming Chang did not take the MP5 earlier] There is a Heckler and Koch MP5 Submachinegun propped up on the south side of the console .

If the agent has tripped any alarms or traps on the lower level, Chou will be waiting for them. He will be armed with the MP5 (if Chang has not taken it) and will take up a covered position near the north entrance, where he can fire down the hall at anyone approaching the control room.

Chou or Chang will not surrender; they are fanatically loyal to Goldfinger and will gladly die protecting the lab. They recognize no law save his, and therefore they cannot be threatened.

The nearby crates are empty. The control panel is easy to operate. There are lights marked as follows: FRONT DOOR, BACK DOOR, UPSTAIRS ROOM, SOUND EQUIPMENT, LOWER ROOM, and POWER ROOM. There is a built-in radio and a tape player with a two hour cassette of moaning sounds on it. In addition, there is a scanner used to monitor police and citizens band communications.

Anyone with an Electronics roll-EF 9 can operate the panel.

## 7C

This room is lit and provides the electricity for the underground complex. It contains a medium-sized generator, a pantry, and a portable toilet. Ten, five-gallon drums are lined up against the north wall. A power cable leads from the generator into the top of the west-south corner of the wall, and a hose attached to the exhaust pipe hugs the ceiling and disappears through the ceiling in the southeast corner. Also, another hose connects to the exhaust hose, which is attached to a small fan that blows air into it.

There is a pressure plate (Perception roll-EF 6/Electronics roll-FE 3) on the floor of the doorway leading into this room. It rings an alarm in 6C. Three of the drums are filled with gasoline.

## 8C

A glass door opens into a very sophisticated lab. Inside, there is computer equipment, including a microfiche machine, workstations, and large mainframes.

If Simon Tiu feels that Chang and Chou is losing the fight, he will begin the 10-minute timer on a bomb (hidden in one of the mainframe hardware), load his backup tapes and notes into a backpack, try to exit the lab through the secret door, and escape by using the motorcycle in the woods. Simon doesn't care if either Chang or Chou may be killed by the blast; he has been instructed that the computer information is more important.

Once Simon leaves, the agent has 10 minutes before the lab explodes. The explosion will inflict the following damage depending on location, as follows:

- Lower Level – KL

- First Level – IN
- Second Level – HW
- Within 30 feet outside of house – MW
- Within 50 feet outside of house – LW

If the agent reaches the lab before the bomb explodes, give him a Perception roll–EF 3 to hear a very quiet ticking. Once they hear the ticking, give him a Perception roll–EF 2 to find the bomb.

If the bomb is found, the agent can disarm it with a Demolitions roll–EF 1 or an Electronics roll–EF 2.

If the agent has time, he will be able to find an open terminal window on one of the computers (Perception roll–EF 3) and find out what Tiu was doing within 2 minutes. In 3 more minutes, if the agent has a FoE in Computer Science and an INT roll–EF 3, he will also conclude that Tiu only needed one more code (the code that Henry recently gave in the casino) to crack the Treasury Department's computers.

## Part IV: Adventure Information

### A. Timetable

Day	Time	Description
Day 1 (Thursday)	Morning	Tanner briefs the agent.
Day 2 (Friday)	Evening, 11:00	<p>Banner makes his exchange of microfiche gambling token at the roulette table. He actually goes to the Cashier to get the other 5 pound chips, but he already has the microfiche gambling token with him.</p> <p>He will bet three, 5 pound tokens at the Roulette table on the Straight Up bet (35 to 1 odds – 3% chance). Of course he always usually loses. Once he "loses" the bet, he goes home to his family and tries to forget the trouble he's in.</p> <p>If the agent is specifically watching the Bander make the exchange, he will notice (Perception roll–EF 3) that the Roulette Dealer but puts Bander's chips in a different location, and Martinet stops by 15 minutes later to pick them up.</p>
Day 3 (Saturday)	Early Evening	Oddjob retrieves microfiche from Martinet at the casino, and takes it to the Worthington Estate.
Day 4 (Sunday)	Evening	Simon Tiu finally cracks the Treasury Department's computer and contacts Goldfinger's middle man for further instructions.

### B. Resolution

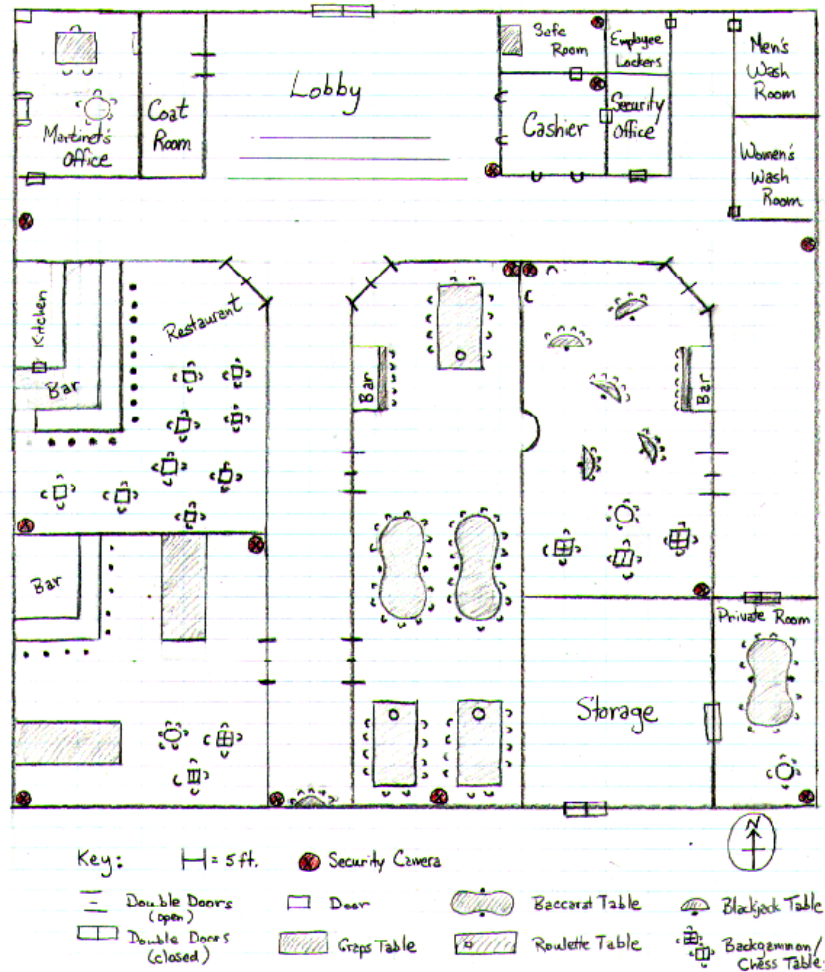
The player character should get the following experience points based on his success:

- Henry Banner is found guilty of giving secret computer codes from the Treasury Department. (250 xps)
- Martinet's Casino is discovered as a front for collecting information for an unknown source (Auric Goldfinger). (250 xps)

- The treasury information (microfiche disk disguised as a gambling token) is recovered. (250 xps)
- The "Haunted House" (Goldfinger's safe house) is discovered and infiltrated. (500 xps)
- Simon Tiu is captured alive. (250 xps)
- Simon Tiu's backup tapes and notes are confiscated to reveal the plot to crack into the Treasury Department's computers. (500 xps)

## Part V: Maps

### Martinet's Casino



### Goldfinger's Note

"The Martinet"

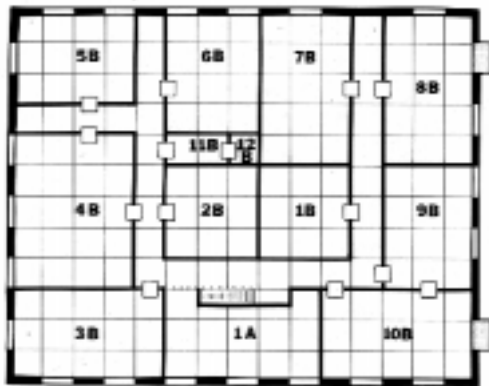
The next dropoff should be all I need from Mr. Banner; however, let's still keep him available. If he doesn't keep cooperating, take him to the Worthington Estate.

It has been a pleasure doing business with you so far.

Audigit

# Worthington Estate

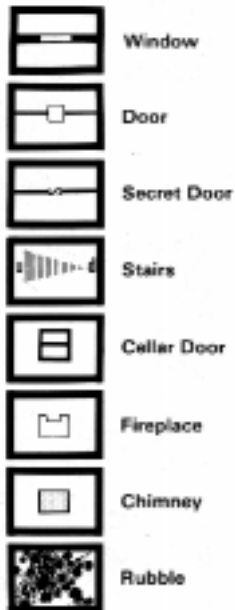
Second Floor



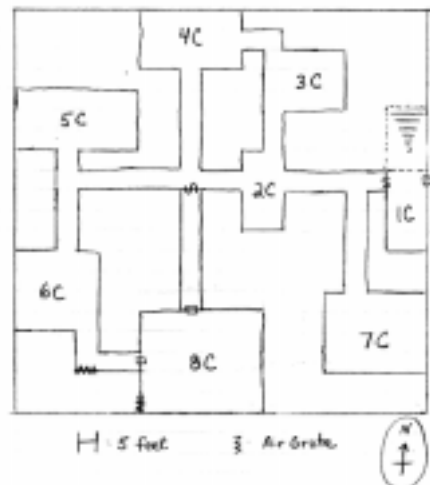
1 square = 10 feet



First Floor



Lower Level





## Mission Sheet



TO: M.I.6  
FROM: Treasury Department

We at the Treasury Department are under the suspicion that Henry Bander, Assistant to the Treasury, may be leaking treasury secrets to the outside. It is with great disappointment that this might be true, because Mr. Bander has been a very loyal and humble servant to Her Majesty's government for many years.

As stated before, we are not sure that Mr. Bander is involved in this leak, so we are not at liberty to formally charge him. And, any move to stop him would ruin the chance to find out who is behind this.

So, we need M.I.6 to help in two ways: 1) Confirm that Henry Bander is indeed leaking secret treasury information, and if so, 2) Find out who is receiving the information and for what purpose.

As stated previously, Mr. Bander has an impeccable work record and has worked for the government for 20 years. He has been married for 15 years and has two children. His wife's name is Carol and his two children are Robert (age 12) and Mary (age 9). Since Mr. Bander has not been formally charged or accused, no contact should be made with Mr. Bander unless absolutely necessary.

Mr. Bander has a clean criminal record, and his only real vice that we know of is gambling; however, our checks have found no unpaid gambling debts or known large losses. He has been a member of Martinet's Casino for three years.

It is with great importance that we find what is really going on with Mr. Bander, and more importantly, what information, if any, is actually being leaked to the outside. As you know, gaining inside access to Her Majesty's treasury information could be very damaging to our locale and global economic stability.

## Part VI: Credits

Much of this module (Haunted House) was taken from an old Top Secret mini-module called Operation Executive One. The character drawings of Henry Bander and Simon Tiu were done by Holly Hembach. The rest of the module was created by me, Paul Kasper.