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MADMAN KIDNAPS MILLION- AIRE'S DAUGHTER!

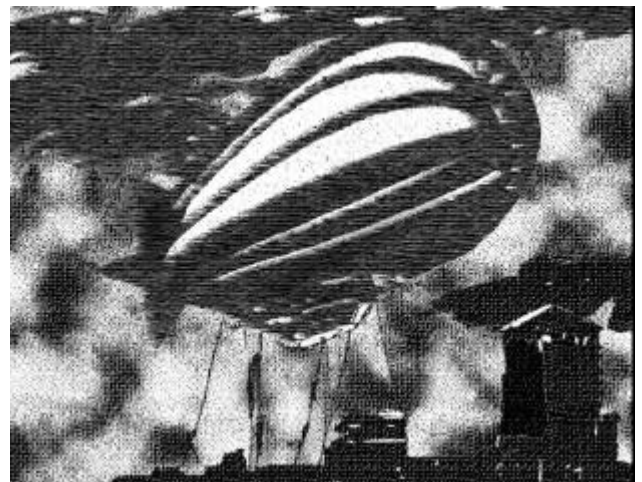
by John Boston, Global News Network
Staff Reporter

NEW YORK- In the early morning hours yesterday, June 11th, Chaos unfolded its arms and descended upon the household of wealthy industrialist Edward Farmington. The sound of the cock crowing acted as the harbinger for the fate of what was to come. According to eyewitnesses, the still-quiet Northern Manhattan manse erupted in turmoil as heavily armed, dark-clad brigands broke down the doors and assaulted the Farmington family. Gunfire broke the tranquility of morning as the scofflaws eliminated any who opposed them. Edward Farmington, in a desperate attempt to save his daughter from the clutches of these madmen, received a bullet in the stomach for his heroics. Thinking him dead, the gunsels captured the lovely Amelia Farmington and made off with her in, what can only be described by one man as, a "behemoth of an airship with a steam engine pouring smoke out of it's sides like a dragon."

The survivors of the assault, long-time employees of the Farmington household, recovered Edward Farmington and attempted to

staunch the grievous wound that he suffered. At present he is still in severe condition and his personal physician predicts that he may not survive the evening. As the constables arrived they were in awe of the massive dirigible, watching helplessly as it ascended. "Several attempts were made to bring it down", according to Chief Blumkroft, "but it seemed to shrug off the bullets fired upon it."

The whereabouts and well-being of Amelia Farmington are unknown at this time. One can only hope that someone who has the courage to face these murderous villains will step forward to rescue her.



MEANWHILE...

The team of Smythe and Jones has been on the trail of the nefarious Doctor Phobos for the last 6 months as he spread his reign of terror along the east coast. With his monolithic airship, *Malefactor Rex*, and his legion of loyal henchmen hell-bent on doing his bidding, this evil madman will stop at nothing short of world domination!

After tracking down Dr. Phobos, the team finally secured experimental transport from their contact, a Professor Mikhail Smirkitoff of the New York Academy of Science, and proceeded to board the zeppelin. The rocket packs, the professor explained hastily, will only work for short durations of time and should be used sparingly.

ABOARD THE MALEFACTOR REX

Almost immediately a fight will ensue as the heroes land in the hanger of the dirigible. A squad of Phobos' henchmen rushes Smythe and Jones just as the Dangerous Duo remove their rocket packs.

The pair has just enough time to catch their collective breath when

Rocket packs WS gadget: Allows user to lift/carry body plus (+) 150lbs. MR is 60 feet, with vertical movement costing 10 feet of movement for every 5 feet ascended or 5 feet for every 5 feet descended. Duration is one half hour of constant usage.

Quirk Stutter/Randomness: The pack and its wearer lose 1d10x5 of altitude, plus when ignited the rockets have a chance to fire randomly each round. Roll a d20, on a roll of 19-20 the rocket fires again sending the wearer off in a random direction. Roll a d4 for direction (N, S, E, W)

the steel door to the interior carriage flies off of its hinges, almost clipping the two men. A hole is created in the side of the zeppelin's hanger, and the *Malefactor Rex* rocks to one side from the force of the blow. Emerging from the murky doorway a gleaming clockwork creation bent on the duo's

Thugs (3), male human Sco3: CR 3; Size M (5 ft., 5 in. tall); WP 15; Init +2 (+2 Dex); Spd 30 ft.; Defense 14 (+2 Dex, +2 Class); Attack +2 melee, or +4 ranged; SV Fort +2, Ref +7, Will +2; Str 11 (+0), Dex 15 (+2), Con 12 (+1), Int 15 (+2), Wis 12 (+1), Cha 10 (+0).

Skills and Feats: Appraise +8, Bluff +5, Climb +6, Charm +8, Forgery +8, Gather information +6, Hide +2, Intimidate +3, Move silently +7, Perform +5, Search +7, Seduction +7, Spot +8, Streetwise +5; Alertness, Lightning reflexes, Ballistic Weapon Proficiency, Extraordinary Luck, Toughness, Evasion, Uncanny Dodge, Dodge.

destruction catapults itself at the heroes!

During the ensuing battle, Dr. Phobos will manage to load Amelia Farmington into his ornithopter and will take off in 10 rounds (1 minute) It's up to the Daredevils of Danger to

Clockwork Assassin

Hit Dice: 5d10 (30 wound points)

Initiative: +4 (+4 Dex)

Speed: 40 ft.

Defense: 20 (+4 Dex, +6 Defense)

AC (flat-footed): 16

AC (vs. touch attacks): 14

Protection: 8 (natural armor)

Attacks: 3 axe +4 melee

Damage: Axe 2d6 +1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: shock.

Special Qualities: Construct immunities, dark-vision 60 ft., haste

Saves: Fort +2, Ref +6, Will +4

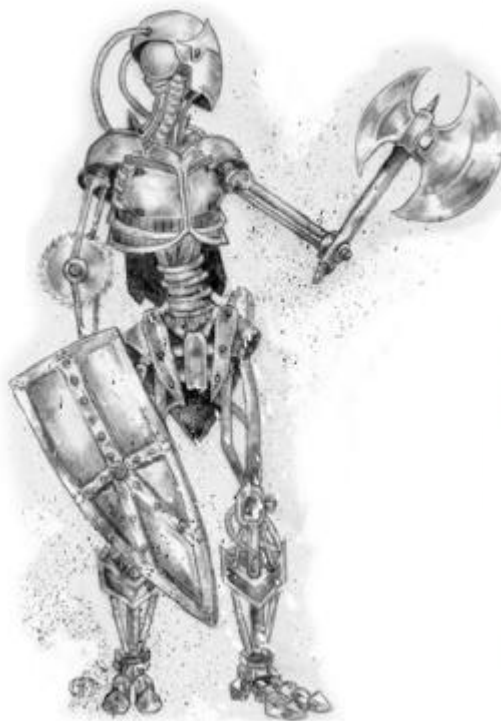
Abilities: Str 16, Dex 18, Con -, Int 17, Wis 14, Cha 1

Combat

A Clockwork Assassin attacks by walking forward and slashing with its razor sharp axe

Shock (Sp): shocking attack, touch attack or as part of a melee attack, every 1d4 rounds (but no more than five times per day); No save, 1d8 +10.

Haste (Su): After it has engaged in at least 1 round of combat, the Clockwork Assassin can haste itself once per day as a free action. The effects last 3 rounds and is otherwise the same as the spell.



stop Dr. Phobos from escaping with the girl. Can the heroes dispatch the mechanical menace in time to roar after the mad doctor? Will tragedy strike over the skies of Manhattan? Will Dr. Phobos rain Red Death down upon the hapless citizens of New York? Only YOU can decide their fate!

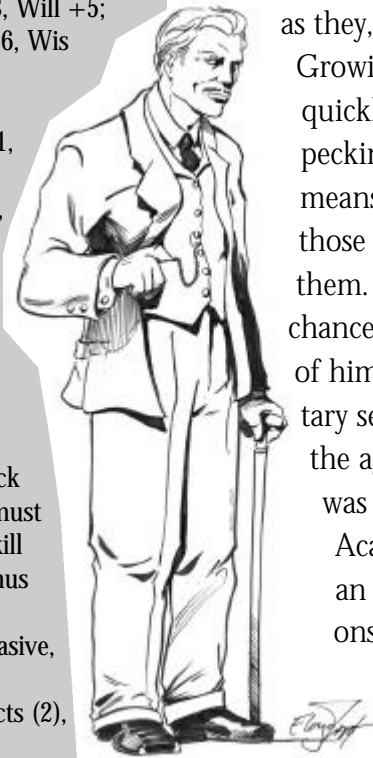
THE HEROES

Lord Percival Carrington-Smythe

Smythe - Male human

Sco1/SoF1/Aca3/Idl1: CR 6; Size M (5 ft., 9 in. tall); SP 28 WP 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; Defense 18 (+3 Dex, +5 Class); Attack +4 melee, or +6 ranged (+7 Colt 1911 .45); Damage: 1d6 melee (sword cane), 1d12 ranged (Colt 1911.45) SV Fort +5, Ref +8, Will +5; Str 12, Dex 16, Con 14, Int 16, Wis 13, Cha 18.

Skills and Feats Appraise +11, Bluff +10, Bureaucracy +7, Charm +8, Criminology +15, gather Information +14, Hide +7, Investigation +9, Knowledge (Parapsychology) +9, Pistol +11 (8 ranks), Rifle +6 (3 ranks), Search +4, Spot +3, Streetwise +7; Improved Initiative, Discerning Eye (Pick an NPC, name 3 skills. GM must tell you which of the three skill the target has the highest bonus in. and which has the lowest bonus. Useable 1/day), Persuasive, Simple, Ballistic, and Martial Weapon Proficiencies, Contacts (2), Extraordinary Luck (1 re-roll d3/day), Arcane Awareness, Toughness, Light Armor Proficiency, Dodge (=1 AC vs. Target), Skill Focus: Criminology, Information Font, Weapon Focus: Colt 1911 .45, Targeted Skill Focus: Criminology, Entourage (2 followers), Filthy Rich.



It all started years ago in a small, rural town in England. It was so small in fact that it barely had a name, but be that as it may, Percy Smith, as he was known back then, had a penchant for dreaming big. He told his parents that he had no intentions of being poor and would do whatever necessary to ensure that he, as well

as they, would live in comfort. Growing up as he did, Percy quickly learned the social pecking order: those that had means made the rules and those that didn't, follow them. Seeing that his only chance at making something of himself was to enter military service, he did so upon the age of consent. Once he was in the Military Academy he proved to be an apt soldier. With the onset of the Boer War his heroics during the crisis elevated his position in the Army

to an officer's standing.

It was during his time in South Africa that he met his future partner in the war against Evil, Johannes "Hemlock" Jones. Jones was a Dutchman on the opposing side

and the two played a cat and mouse game for 6 days before nearly eliminating each other in a foolhardy attempt to kill each other. As Smith aimed his Lee Enfield .303 at Jones a sense of foreboding came over him and he knew that something stayed his hand from killing the large Boer. Later that evening, Fate would throw them together in a signifying event that would cement the duo's lifelong friendship. To this day neither man will talk about what occurred outside of Ladysmith, suffice to say it is then that their crusade truly began.

As the years wore on, Carrington-Smythe (Percy's newly adopted and more prestigious sounding name) became a fixture at Oxford. He developed into an outstanding academic and turned his focus of study onto things paranormal. He entered into the fledging field of Parapsychology, as well as Criminology, and provided the investigative arm of the partnership. His keen intellect and deductive genius make him a top-notch resource in the war against crime.

Through various means he has managed to secure a small fortune and even managed to get knight-

ed, but he always made sure to make good his promise to his parents by supporting them. The partnership between the unlikely pair has proven to be of a substantial benefice to both men, but Smythe doesn't do it for the money. He does it because he knows it's the right thing to do and besides, a good adventure is hard to come by.

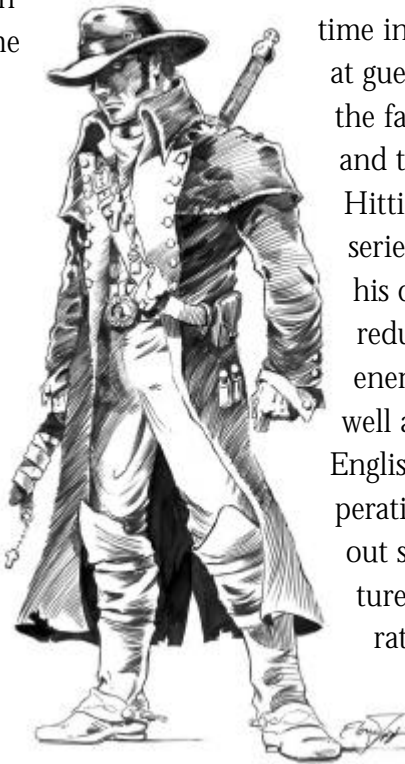
Johannes "Hemlock" Jones

Jones - Male human Cle1, SoF2, Martial Mystic 3: CR 6; Size M (6 ft., 2 in. tall); SP 36 WP 15; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; Defense 18 (+3 Dex, +5 Class); Attack +8/+5 melee, or +8/+5 ranged (+9/+6 pistol/rifle); Damage: 1d6melee (kukri), 1d12 ranged (Colt 1911.45) SV Fort +10, Ref +6, Will +10; Str 16, Dex 16, Con 15, Int 13, Wis 14, Cha 10.

Skills and Feats: Concentration +6, Conversation +4, Heal +6, Knowledge: Religion +5, Perform: Writing +5, Pistol +8 (5 ranks), Rifle +8 (5 ranks), Sense Motive +6, Speak Language (Afrikaans 5, English 3, Dutch 1), Self healing +9 (DC 20 = d4 +2 Stamina Points 2/day), Physical Enhancement +9 (DC 20 = +4 to Str, Dex, Con 2/day for 2d6 +2 rounds), Mental Enhancement +9 (DC 20 = +4 to Int, Wis, Cha, 2/day for 2d6 +2 rounds), Psionic Talent, Improved Initiative, Conviction (+1 to 2 people 1/day), Divine Intervention (Auto 20 1/week), Investment (Indomitable Will - +3 Will Save), Simple, Martial,

Ballistic Weapon Proficiencies, Light Armor Proficiency, Point Blank Shot, Precise Shot, Initiation into the Way, Martial Arts Weapon (Colt .45, Kukri, Katana, Wakizashi), Unarmed Combat Expertise, Improved Iterative Attacks, Nerve Strike - Stun (Stun opponent for 1 round, Saving Throw = Fortitude, DC 15), Gun-Fu, See without Sight (Cannot be Blinded, 30' radius).

The beginnings of the man that would one day become known as Hemlock Jones are shrouded in mystery. The few facts that are known are that he comes from a deeply religious background and at one time performed missionary work. It is rumored that his parents came to South Africa as part of a larger missionary effort to convert the 'heathens' to the ways of Christian beliefs and that at an early age he was orphaned when they failed to return from their ventures into the darkest heart of Africa. Whatever the case may be, Johannes grew up in the Jesuit mission and dedicated his early life to the service of God.



Then War came and along with it, British oppression. Jones grew tired of seeing his countrymen fall beneath the yoke of the English and joined in the fight to rebuke their advances. Forsaking his teachings of peace, he took up arms to defend his country against British invasion. And defend it he did. During his time in the war he excelled at guerrilla tactics, using the familiar terrain to his, and the Boers, advantage. Hitting the British in a series of lightning strikes his company managed to reduce the number of enemy opposing them as well as deplete the English supply line. In desperation, the British sent out small squads to recapture some of their lost rations and ammunition, and that is how Jones and Smythe first met.

In a macabre parody of hide and seek, the two men hunted each other for days. Johannes steadied his German Mauser rifle and caught Smythe in his sights, but an inner voice told him not to fire. To this day

he doesn't know who or what it was that made him stop, only that when the darkness fell outside of Ladysmith he was glad to have Smythe at his side. From that moment on, both men vowed to track down and defeat Evil in all its forms.

As Smythe attended Oxford, Jones headed east into the wild lands of Nepal to study more about the 'mysteries of the world unseen'. With his knack for sniffing out danger and his ability to avoid it whenever necessary, he came upon a stone temple in the midst of the Tibetan forests. He has never spoken of the time he spent there, but when he emerged years later, he was a changed man. His martial abilities had increased dramatically and his senses were more acute than ever. He was now ready to continue his crusade!

Over the years the two men have made a name for themselves as premiere investigators and monster hunters, matching their wits against the forces of the unknown. Jones remains stoic, letting Smythe do all the talking, but when it comes to actions speaking louder than words, Hemlock Jones voices volumes.

THE VILLAIN

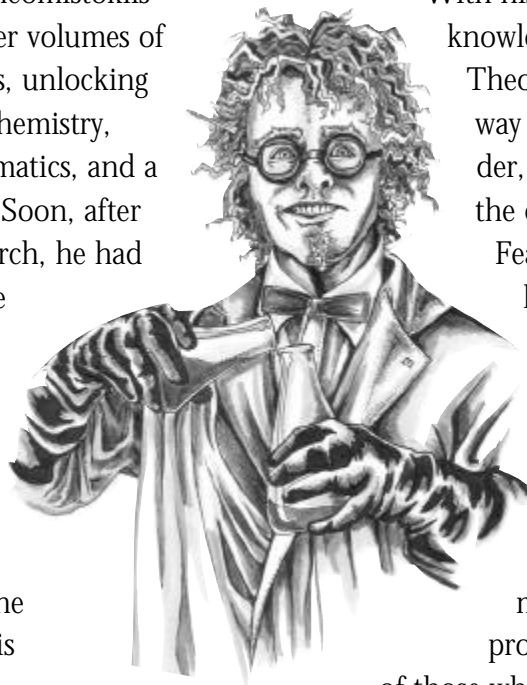
Doctor Phobos, Master of Terror!

Phobos - Male human Aca8, Ws5, Master Mind 2: CR 15; Size M (5 ft., 9 in. tall); SP 43 WP 18; Init +4 (+4 Improved Initiative); Spd 30 ft.; Defense 14 (+4 Class); Attack +7/+2 melee, or +7/+2; Damage: Special (Terrorizer), SV Fort +5, Ref +3, Will +16; Str 10, Dex 10, Con 15, Int 20, Wis 16, Cha 15.

Skills and Feats: Alchemy +16, Appraise +9, Construct Device +19, Craft (Weird Science Device) +27, Decipher Script +16, Electronics +16, Gather Information +13, Investigation +9, Knowledge (Chemistry) +21, Knowledge (Biology) +19, Knowledge (Psychology) +19, Mechanic (Weird Science Device) +30, Perform (Writing) +16, Pilot (Ornithopter) +11, Search +7; Simple Weapon Proficiency, Skill Focus: Chemistry, Information Font (DC -5), Skill Focus: Biology, Toughness, Jaded, Targeted Skill Focus: Chemistry, Skill Focus: Psychology, Jury Rig +6, Weird Science Creation, Academic Mastery: Construct Device, Academic Mastery: Mechanic (Weird Science Device), Weird Science Weapon Creation, Improved Initiative, Blackmail (Smythe - Can force him to do 1 thing, not involving killing Jones), Network (Money x20), Knowledge (Info Font DC -5), Bonus Language: French

From the beginning, Theomistoklis Adrealestos knew he was different. Growing up in a strict Greek household under his father's heavy hand, he knew that the only way he could get out and be somebody was to utilize the gift God gave him: his intellect. At night while his family slept, Theomistoklis would pour over volumes of scientific tomes, unlocking the secrets of chemistry, botany, mathematics, and a host of others. Soon, after laborious research, he had constructed the first prototype of his now infamous *Terrorizer*, a gun with the capability to cause Fear in the hearts of all it is aimed at!

After a particular horrifying accident, when the *Terrorizer* was used on himself during a misfiring, Theomistoklis found a way to make himself immune to its effects. Once that was mastered, he began his reign of terror on all who stood in his way.



He was 8 at the time his Quest began. His father begged for mercy, but found none in those cold hollow eyes. Instead he heard insidious peals of laughter as his son took delight in tormenting the elder Adrealestos. Theomistoklis soon graduated to crime after that.

With his vast intellect, and knowledge of the esoteric, Theomistoklis made his way up the academic ladder, publishing papers on the cause and effect of Fear and Terror on the human body and how paranoia played a large part in the everyday panic that most people felt. Always seeking to capitalize on others' misfortune, the young professor took advantage of those who succumbed to their fears and soon his criminal empire began to grow. Theomistoklis, now calling himself Dr. Phobos in homage to the Greek god of Terror, built a network of extortion against high-ranking public officials. Once they fell to his Mastery of their Fears they

were like putty in his hands. He robbed from them, discredited his peers with their laughable notions of Science and continued to amass great wealth. But wealth was not enough for the diabolic genius of horror! He wanted Fame! The whole world should tremble at his name and would soon know Fear like no other! The Red Death would rain down upon them from the sky, as he alone would sit above, like the gods of old on Mt. Olympus, and dictate his wishes to the world below! And so it begins...

The Terrorizer: WS Gadget; Causes Fear as per Spell effect, 5/day. Range is equal to the spell.

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 10 rounds

Saving Throw: Will negates

An invisible cone of terror causes living creatures to become panicked. They suffer a -2 morale penalty on saving throws, and they flee from the character. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

The Gun: The gun itself is just a storage unit for a crushed botanical mixture that has been ground into a fine powder. Pneumatic pistons shoot the powder out in a gaseous format, which then envelops the target. Effects are those of the Spell.

CREDITS

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