

**DON'T LOSE
YOUR HEAD**



An adventure seed
for use with

CONTAGION

DON'T LOSE YOUR HEAD



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Don't Lose Your Head is an introductory adventure for the Contagion Revised Edition Role Playing Game. The world of **Contagion** is a dark and terrifying place. On the surface it is no different than the world you and I live in. Most people go on about their lives never realizing the terrors that walk among them.

Despite humanity's vast ignorance, the horrors are there. Monsters walk the night. Some of them are human: psychopaths and twisted, evil people much like those in the real world. Some of them are Hellspawn, monsters in service to demons. But even the Hellspawn have their servants....

Don't Lose Your Head is an excellent introduction to the darker side of the **Contagion** setting. In this adventure, characters in league with demons are summoned on an errand to dispatch a rogue Hellspawn. The characters are given a task by a local demon and left to their own devices. *Don't Lose Your Head* deals with the seedy underbelly of any given city in the setting. This is a chance for players to cut loose, dwell among the filthy and the downtrodden, kick a little butt, and possibly come out of the ordeal with a bit of demonic favor.

Don't Lose Your Head is designed for 4-6 players of 1st or 2nd level. People familiar with other role playing games will find something unusual in the design concept of *Don't Lose Your Head*. Rather than being a linear module with events that go from point A to point B, this adventure offers a story seed. Basic events are illustrated, along with character snapshots. The ending is left open and ambiguous, for the Gamemaster to decide.

DON'T LOSE YOUR HEAD

Premise

Gusoyin (Gus), a local Barbas has become the victim of a Harriken attack. His head was stolen to replace the headsnatcher's previous head. This would not matter much to the demons of the city, as Gus was a low ranking Barbas, and not much good for anything, but he did have some valuable information. Dominga, a high-ranked Mastim, asks the characters to track down the Harriken and retrieve Gus's head, bringing it to her intact.

Behind the Scenes

Gus was kind of a useless wallflower in life. He did, however, pay attention to the demonic goings on in the city, and was likely the most knowledgeable demon in the area regarding supernatural affairs. As a bum, Gus was often overlooked, which helped him gather information rather effectively. He had been something of

an information broker, having dirt on everyone from the angels and demons of the city to the weakest Bystander who was aware of the War. Clearly, Dominga wants this information for her own use.

Objectives

Find the Headsnatcher Fiend. Remove its head (intact) and bring it to Dominga.

Setting

Skid Row is the decrepit and run down section of the city. Gangbangers, drug dealers, prostitutes and squatters call these filth-strewn streets home. Skid Row tends to attract those who are down on their luck, forgotten by society, or lost in despair. Police typically ignore the barren streets of Skid Row, unless someone is murdered. Often these John and Jane Does are processed hastily and nonchalantly tossed into cold case files, regardless of evidence at the scene of the crime. The police simply don't care about losers from the Skids.

The occasional idealistic social worker who has not yet been disillusioned can be found among the human wreckage of Skid Row, trying to carry out some idealistic crusade and save some of the poor souls that have made their way to this seedy neighborhood. Typically these crusaders become rapidly disillusioned, finding that most of the slummers are unable or unwilling to be saved.

Getting the Ball Rolling

The characters are going about their daily lives when they are called to Dominga's lair. Use whatever methods the Gamemaster deems dramatically appropriate (cell phone calls, telegrams, messenger demons, etc.) to deliver the message that Dominga would greatly appreciate their presence as soon as possible. As Dominga is an important figure in local demonic politics, the characters should have no problem finding her lair, which is located in a subterranean chamber beneath the city subway line. Upon arriving at Dominga's lair, the characters are ushered in by human servants and led to a small alcove. The alcove is decorated with trophies from defeated rivals and enemies, such as the stuffed head of a local Clergy, the weapon of a local Slayer, the fangs of an upstart vampire, and the like. Once all the characters have arrived and had a few moments to look through the various artifacts, Dominga will enter the room with Jeb in tow.

After introductions and pleasantries are exchanged, Dominga will begin to explain to the PC's that a local Barbas named Gus was unfortunately murdered by a Harriken (Knowledge: Arcana DC 20 to know that a Harriken is and identify its capabilities. If no one in the party succeeds at this check, Dominga will simply explain

that the creature is a Hellspawn that steals the heads of its victims, replacing its own head with the victim's head and assuming the victim's identity.) Dominga respectfully requests that the characters do everything in their power to recover Gus's head, intact and bring it to him. If any characters refuse to assist, Dominga will grow irritated and simply order them to comply. It should become very apparent to the characters that they don't really have a choice in the matter.

At this point, Dominga introduces Jeb, a homeless man who had been in Gus's service. Jeb witnessed the Harriken attack, and ran to inform Dominga right away. Because of the extremely low police presence, Dominga asserts that the scene of the crime is likely still unmolested (as the murder happened mere hours ago) and that Jeb can take the characters there to investigate. Dominga then informs the characters that they have two days to retrieve the head before it begins to rot and grow useless. With that, Dominga leaves and Jeb offers to escort the characters to Skid Row.

The trek to Skid Row should be uninterrupted, but colorfully described. As the characters approach the alley, they will pass many of the horrid elements of this run down neighborhood clearly illustrating the side of town they have come to. Upon arriving in the alley, the characters may begin their investigation.

Once in the alley, the characters will find Gus's headless body. Looting the remains will reveal a dollar and fifty cents in cash, some used tissues, and a jacket pocket full of bottle caps. An Investigate or Knowledge: Earth and Life Sciences check at DC 10 will reveal that the head was removed slowly with a dull blade. A check result of 15 or higher will reveal that the victim struggled while being decapitated, while a result of 20 or above will reveal that the weapon was a hand saw of some sort (it was actually a hacksaw).

Beyond the body, the characters may search the alley. By making a Search check at DC 18, the characters will discover an empty matchbook among the trash in the alley that has a bloody fingerprint on it. The matchbook bears the logo of an area strip club called Enrique's. A Knowledge: Streetwise check at DC 15 will reveal that Enrique's doubles as a brothel.

If the characters fail to locate the matchbook, they must begin asking around to try and see if anyone has seen or heard from Gus. A Gather Information check at DC 20 will reveal that Gus has been spotted at Enrique's. If this check takes 4 or more hours to complete, word will make it back to Gus that the characters are asking around about him. Should this occur he will enlist the service of

1d8 Skid Row residents to accost the characters. These mercenaries are gang members and will be armed with pistols (2d6 damage), and knives (1d4-1 damage) and are proficient with their carried weapons. It is important to mention that Jeb will not assist in this or any other combat situation (he's gun-shy).

If the characters figure out that Gus is at Enrique's they will likely go there to get him. Enrique's is a dive bar. Its clients are primarily gang members. Once inside the characters must attempt to get Gus outside (using means ranging from Bluff and Diplomacy checks to physically dragging him from the bar). If Gus is aware that he is being pursued he is considered Hostile, and he receives a +10 modifier on Sense Motive to resist Bluff. If he is unaware, he is considered Unfriendly and receives a +5 on Sense Motive to resist Bluff. If the characters assault him inside the bar they must contend with 1d8 Skid Row residents, a mixture of bouncers (unarmed) and the aforementioned gang members.

It is also possible that Gus will flee Enrique's should he discover the characters' presence. This is likely to be the case if the characters have any sort of reputation among the local Hellspawn, or if they have been dropping Dominga's name at any point during the adventure. The story then becomes a chase through the bad side of town. Feel free to play up the hazards of the terrain by having the characters come across gang members, doped-up vagabonds, crooked cops, and whatever else you may like to toss in their way. The characters are dealing with bad people in their home element in *Don't Lose Your Head*, and an extended hunt through the worst neighborhood in town may be just the ticket to drive that point home.

If the party encounters Gus outside, the characters can freely assault him, though they must take care not to injure his head (-1 penalty to attack rolls). The safest method of removing the head is to incapacitate the Harriken (which is quite difficult) and slowly saw the head off. A Decapitation combat maneuver can be attempted (-7 to hit and not wound the head, then the Harriken makes a DC 15 Fort save. If it fails, the head comes off) if the characters have an edged weapon of sufficient size. The characters may also elect to subdue the Headsnatcher and bring it to Dominga. If the characters return to Dominga's lair with the head, she thanks them for their service and beckons Jeb to join her in an antechamber. The characters are then excused. If the characters should fail in their task and the Harriken escapes with Gus's head, they will be harshly scolded by Dominga, who warns the characters to watch their step just before having them bodily removed from her home. If they bring the head back damaged they will also be

reprimanded, though not nearly as harshly. If they manage to bring the entire Headsnatcher to Dominga, she will praise their prowess and ingenuity, rewarding them with the right to keep a portion of the creature as a trophy. Bringing the Headsnatcher to Dominga intact will also result in a reward of 5 additional experience points.

Characters of Note

Dominga

Dominga is the highest-ranking Demon in the area. She commands a sizable cult as well as a reasonably large army of Hellspawn. Her primary motivation in seeking Gus's head is to ensure that the information contained therein does not escape into the hands of any of Heaven's soldiers (or any Hellspawn with political ambition). It is well within Dominga's power to retrieve the information within Gus's head, and she could certainly benefit from the wealth of knowledge. Dominga is more of a plot device in this adventure than any sort of threat to the PC's. Stats are not provided for her, as the characters should have no quarrel with the Mastim. Should it become an issue, the GM should feel free to assign Dominga any capabilities he deems necessary.



GM Notes:

Gus (what's left of him anyway)

Gus was waylaid by a random Harriken. The fiend didn't even realize that it was attacking a demon, and is still unaware of Gus's true nature. Fortunately, Gus's one servant, a bum named Jeb, came to Dominga and told her about the attack. Now the Harriken wanders the streets, seeking its next victim.



<i>Gus the Harriken</i> (Medium Outsider)					
CR	4	DEF	19	BAB	+4
			(+9 natural)		
STR	13	<i>Touch</i>	10	<i>Grapple</i>	+5
DEX	11	<i>Flat Footed</i>	19	<i>Reach</i>	5'
CON	13	HP	4d8+4	ES	5' by 5'
INT	16	HP	22	Saves	
WIS	15	MAS	13	FORT	+5
CHA	16	INTI	+0	REF	+4
CP	4	SPD	30'	WILL	+6
Attack	+5 melee (1d6+1, slam)				
Full	+5 melee (1d6+1, slam) or +4 ranged				
Attack					

Alignment: Lawful Evil

Equipment: None.

Feats: Heroic Surge (1/day)

Occupation: None.

Special Abilities: The special abilities of a headsnatcher fiend are detailed on page 196 of **Contagion Revised Edition**.

Skills: Bluff +10, Disguise +10 (+20 when using disguise self ability), Hide +6, Intimidate +9, Listen +6, Move Silently +6, Read/Write Enochian, Sense Motive +6, Speak Enochian, Spot +6

Wealth: 6

GM Notes:

Jeb

Jeb was an investment banker. Five years ago he had a high paying job, a beautiful wife, a two-story home in suburbia, and a wonderful two year old son. One day he lost his job due to allegations of sexual harassment brought forth by his secretary. Within a week, his wife and child were out of his life, and he was out of the house. Falling into a bout of depression, Jeb turned to the bottle and adopted the street life.

For three years, Jeb allowed his misery to consume him. Fueled by alcohol, his depression grew so strong that he was simply waiting to die. Then he met another street bum named Gus. Gus was warm and welcoming, and above all sympathetic to Jeb's plight. Gus showed Jeb that the world was a much more complicated place than Jeb could have ever imagined. Revealing himself as a fallen angel, Gus offered Jeb power and worth if he would only consent to serve. Gus gave Jeb's life purpose once again, and Jeb considered Gus to be a true friend, even if he was evil.



Knowledge (Business +5, Streetwise +7), Handle Animal +5, Move Silently +5, Search +5, Spot +7, Listen +6.

Wealth: 0

GM Notes:

Typical Skid Row Resident

This represents the average thug/lowlife that lives on Skid Row.

Skid Row resident (Medium Human, 1st Level Bystander)					
CR	1/4	DEF	9	BAB	+0
			(-1 DEX)		
STR	9	<i>Touch</i>	9	<i>Grapple</i>	+0
DEX	9	<i>Flat Footed</i>	10	<i>Reach</i>	5'
CON	9	HD	1d6-1	ES	5' by 5'
INT	9	HP	5	Saves	
WIS	9	MAS	9	FORT	+1
CHA	9	INIT	-1	REF	-1
CP	3	SPD	30'	WILL	+0
Attack	Melee-1, Ranged -1				

Alignment: Neutral Evil.

Equipment: Clothes.

Feats: Any one.

Occupation: Any (though usually Criminal).

Skills: Any 5 at +1, any 3 at +2.

Wealth: 1

Jeb (Medium Human, 1st Level Vagrant)					
CR	1	DEF		BAB	+0
			(DEX)		
STR	9	<i>Touch</i>		<i>Grapple</i>	+0
DEX	9	<i>Flat Footed</i>	10	<i>Reach</i>	5'
CON	16	HD	1d6	ES	5' by 5'
INT	18	HP	9	Saves	
WIS	17	MAS	16	FORT	+3
CHA	17	INIT	-1	REF	-1
CP	2	SPD	30'	WILL	+3
Attack	Melee -1, Ranged -1				

Alignment: Neutral Evil.

Class/ Racial Abilities: Panhandle

Equipment: Filthy clothes, B.O.

Feats: Run, Simple Weapons Proficiency

Occupation: White Collar.

Skills: Bluff +6, Diplomacy +5, Forgery +6, Hide +3,

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