

Independence Night



An adventure
seed for use with

CONTAGION

Independence Night



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Independence Night 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. Demons walk the night. They plot the demise of Heaven's army, but even they are not a wholly united front. Sometimes the struggle is within their own ranks...

Independence Night is an excellent introduction to the **Contagion** setting. In this adventure, vampires and dhampirs in Wisconsin Dells are played as pawns in the struggles of demons. Whether the characters will play nice with others remains to be seen...

Independence Night is designed for 4-6 players of 1st to 3rd level. People familiar with other role playing games will find something unusual in the design concept of *Independence Night*. 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.

INDEPENDENCE NIGHT

Premise

It is the 4th of July weekend in Wisconsin Dells. A mysterious woman approaches the characters to enlist their aid in dispatching a foul demon. If the characters are noble, she will appeal to their sense of good. If they are selfish or evil she will attempt to buy their services. Amid this conundrum there is a mysterious figure that seems to be following the characters.

Behind the Scenes

A rogue Chammadi is trying to coerce local vampires and dhampirs into service. He wishes to lead an assault on a rival demon, using the vampires as his fall guys. The Chammadi's herald, a powerful witch named Corinne Keller, approaches the characters. Corinne hopes to talk the characters into servitude and manipulate them to do her dirty work without the vampires having any knowledge of her true employer.

Objectives

Discover the political maneuvering within the local demonic factions. Avoid becoming a casualty in someone else's war. Give the demons their comeuppance.

Setting

Wisconsin Dells, Wisconsin is a bustling tourist attraction in the summer months. Home to some of the largest water parks in the world, people come from all over North America for fun and sun between Memorial Day and Labor Day.

The constant influx of tourists makes Wisconsin Dells an excellent feeding ground for vampires during these summer months. Tourists can be fed upon with very little risk of future contact with the vampire. The occasional tourist going missing is not unheard of, making feeding indiscretions easy to cover up.

In the winter months the tourism slows greatly, though there are some indoor water parks and a few casinos that bring a fairly steady supply of new blood to the area.

Wise vampires cultivate small feeding stocks from the locals. There are no small number of bored teenagers who can be molded into little cults by a wily vampire. Bored housewives and lonely young men make simple seduction a viable option for feeding as well.

There are also several vampires who migrate to the Dells during tourist season, then head south to Florida or Louisiana in the colder months, keeping themselves as mobile and anonymous as the humans they hunt.

Getting the Ball Rolling

The characters begin their evening in whatever fashion they see fit. Each of them will receive a handwritten note delivered to their home (See the in character hand-out provided at the end of this adventure seed.)

The characters may make a Knowledge (Streetwise) check at DC 15 to recognize that Corinne Keller is tied to the local gang scene. Her name is more of a rumor than a certainty, and it is said that she is a witch who curses rival gangers. She has a reputation among the criminal element as being very frightening and very powerful.

A Knowledge (Arcana) check at DC 25 will reveal that some of the local gangers are under various levels of demonic influence; perhaps leading the PCs to believe that Corinne is an Infernalist.

If the PCs decide to go to the meeting, they will go to the House of Horrors and purchase a ticket for entry. Feel free to describe the haunted house in any way you see fit, though you should include a dark maze at some point, as Corinne prefers to meet somewhere shadowy and inconspicuous. Once inside the blackened maze, the characters will be approached by Keller.

Keller will open the dialogue by saying that they do not have much time to talk. The next group of visitors will arrive at the maze in about three minutes. She will then

go into her sales pitch. Keller is extremely resourceful and smart, and has researched the characters extensively before approaching them. She will tailor her approach accordingly (see Premise above). If the characters accept, she passes them a dossier regarding Kerberos and leaves. If not, she bids them a good evening and fades into the shadows. They can attempt to pursue her (Spot or Listen check DC 20 to track her). Otherwise she leaves the characters to their own devices.

As the characters leave the House of Horrors, they can make a Spot check (DC 14) to notice that a tourist dressed in Bermuda shorts, sunglasses, and a Hawaiian shirt seems to be watching them. In fact, this is Jordan Owens. He is simply keeping an eye out for the supernatural, and such a large group of inhuman entities has caught his eye. He will attempt to shadow the characters as they leave for a few minutes, though if they do not engage in any violence, he will not act.

If for some reason the characters decide not to attend the meet, Corinne will track them down individually to make the pitch. They can also encounter Owens anywhere in town.

Upon opening the dossier of Kerberos, they will learn that he is a powerful demon. He commands infernal as well as mundane resources, and is skilled in necromancy. It is noted in the dossier that Kerberos will be working at the Dells cemetery for the next several nights, and should be fairly easy to find.

Should the characters take the straightforward approach, they can go to the Dells cemetery with little trouble. They may notice Owens tailing them there (see above). It is possible that some of the vampires may wish to feed before going, which could lead to a confrontation with Owens. The characters may attempt other methods of pursuing their goals. They may ask around about Kerberos or Keller. A Gather Information check (DC 25) and appropriate bribes (Minimum three hundred dollars) will reveal that a rival demon in the area has been seeking to make a move against Kerberos. By succeeding this check by 5 or more, or tripling the minimum bribe, the characters will discover that the rival is a Chammadi named Shax who is the head of a local gang called the Lemonwier Posse. A separate Gather Information check (DC 25) will reveal that Keller has been selling her services to the Lemonwier Posse in recent weeks. Botching any of these checks will reveal the fact that the PCs are asking questions to any interested parties (such as Keller and Kerberos.)

A Knowledge (Streetwise) check will lead the characters to the Chalet. The Chalet is an old west themed saloon set within a strip mall. The saloon is the typical hangout for

the Lemonwier Posse. There the characters may confront Shax and his minions, be it in discussion or combat.

Corinne will be here as well.

If the characters proceed directly to the cemetery, they will find Kerberos deep in the process of robbing graves. He has four cultists with him (use stats for typical tourist. The cultists are armed with knives.) He will not instigate a combat, and is, in fact, polite, if unpleasant to speak to. If he or his minions are attacked, however, he becomes astonishingly violent and aggressive. He will attempt to see the characters subdued so they might be interrogated. If the characters succeed at dispatching Kerberos, Keller will appear out of the shadows to congratulate (and, if necessary, pay) them. Should they fail, or enter a lengthy and revealing discussion with Kerberos, she will run back to Shax and warn him of the possible backlash.

Characters of Note

Typical Tourist (Medium Human, 1 st level Bystander)					
CR	1/4	DEF	9	BAB	+0
			(-1 DEX)		
STR	9	Touch	9	Grapple	+0
DEX	9	Flat Footed	10	Reach	5'
CON	9	HD	1d6-1	FS	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 Good

Equipment: Camera, comfortable clothing, wallet

Feats: *Windfall*

Occupation: Any

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

Wealth: 7



Corinne Keller

Corinne is a mysterious woman who approaches the characters with a job offer. She has a very businesslike manner in discussing the assassination, and appears to have no emotional interest in seeing the demon killed. She is simply arranging the job. Astute characters may recognize her vampiric heritage, as she is a dhampir. Dangerous, attractive, and mysterious, Corinne is used to getting what she wants. She is extremely persuasive, and quite resourceful. While Corinne is certainly loyal to her employer, she could be persuaded to reveal his identity if she felt that her life was in danger, or if the price was right.

Resistance 10, Fast Healing 1, Light Sensitive, Long Lived

Skills: Bluff +12, Concentration +1, Diplomacy +5, Disguise +7, Drive +2, Gather Information +5, Hide +8, Knowledge (Streetwise) +2, Listen +9, Move Silently +7, Profession +3, Search +6, Sense Motive +7, Spellcraft +2, Spot +9

Spells: 0-level: *cure minor wounds, detect magic, resistance, strangled steel*; 1st level: *cure light wounds, chameleon skin* (May cast 7 0-level spells and 5 1st level spells per day.)

Wealth: 7

Notes:

Corinne Keller (Medium Dhampir, 1 st level Casanova, 1 st level Pagan)					
CR	2	DEF	16 (+1 DEX, +1 equipment, +1 class, +3 racial)	BAB	+0
STR	12	<i>Touch</i>	15	<i>Grapple</i>	+0
DEX	12	<i>Flat Footed</i>	11	Reach	5'
CON	11	HD	2d10	FS	5' by 5'
INT	11	HP	12	Saves	
WIS	15	MAS	11	FORT	+2
CHA	19	INIT	+1	REF	+3
CP	10	SPD	30'	WILL	+5
Attack	+1 melee, +1 ranged				

Alignment: Chaotic Neutral

Equipment: Leather Duster (+1 impromptu armor), Rapier (1d6+1 damage), Walther PPK (2d4 damage)

Feats: *Alertness, Archaic Weapons Proficiency, Deceptive, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy*

Occupation: Criminal

Class/ Racial Abilities: Bloodthirsty, Charm, Cold Resistance 10, Darkvision (60'), DR 5/wood, Electricity





Jordan Owens

Jordan is a Slayer. He has come to the Dells following rumors of the increased vampiric activity. He will notice the characters and follow them, keeping an eye on their behavior. He dresses every bit like an obnoxious tourist. His main goal at this point is surveillance. He will not act unless he witnesses the characters attack someone human, or the characters attack him.

Jordan Owens (Medium Human, 2 nd level Slayer)					
CR	2	DEF	15 (+3 DEX, +2 class)	BAB	+2
STR	18	Touch	12	Grapple	+6
DEX	16	Flat Footed	10	Reach	5'
CON	18	HD	2d12	FS	5' by 5'
INT	15	HP	5	Saves	
WIS	16	MAS	18	FORT	+7
CHA	13	INIT	+7	REF	+3
CP	3	SPD	30'	WILL	+3
Attack	Melee +6, Ranged +5				

Alignment: Chaotic Good

Equipment: Camera, comfortable clothing, wallet

Feats: Alertness, Attribute Training (STR), Combat Martial Arts, Improved Initiative, SimpleWeapons Proficiency, Supernatural Strike

Occupation: Law Enforcement

Class Abilities: Detect Supernatural, Supernatural Resistance 4

Skills: Balance +5, Climb +6, Concentration +6, Gather Information +4, Intimidate +3, Jump +6, Knowledge (Arcana +5, History +5, Pop Culture +5, Streetwise +6), Listen +7, Sense Motive +5, Spot +9

Wealth: 6

Notes:

Kerberos

Kerberos is the highest ranking Chammadi in the area. He is a scholarly demon, and tends to spend much of his time consorting with the dead or pursuing occult lore. He is particularly interested in the spiritual beliefs of the local Native American tribe, the Ho-Chunk.

As the head of the local Chammadi, Kerberos chafes at some of the younger demons. He tends to expect those under his watch to adhere to the same academic pursuits and seriousness that he holds as ideals. In his mind there is a War going on and the Chammadi have no time for fun and games. There will be plenty of time for debauchery and revelry once Heaven is defeated.

Kerberos (Medium Demon, 3 rd level Arcane Student)					
CR	3	DEF	12 (+1 DEX, +1 class)	BAB	+1
STR	13	Touch	10	Grapple	+2
DEX	13	Flat Footed	10	Reach	5'
CON	13	HD	3d10	FS	5' by 5'
INT	18	HP	21	Saves	
WIS	18	MAS	13	FORT	+2
CHA	18	INIT	+1	REF	+2
CP	15	SPD	30'	WILL	+7
Attack	+2 melee, +2 ranged				

Alignment: Lawful Evil

Equipment: None

Feats: Creative, Educated (Arcana, History, Streetwise, Theology and Philosophy), SimpleWeapons Proficiency, Studious

Occupation: Hellspawn Scholar

Class/ Racial Abilities: Antimagic Circle, Antimagic Glyph, Babel Effect, Caste: Chammadi, Damage Reduction 10/good/magic, Hellshape, Imperfect Creation, Spell Resistance 6

Skills: Computer Use +6, Concentration +6, Craft



(Chemical +6, Visual Arts +8, Writing +8), Decipher Script +8, Disable Device +3, Drive +3, Escape Artist +6, Forgery +8, Investigate +6, Knowledge (Arcana +9, History +9, Pop Culture +6, Streetwise +8, Theology and Philosophy +8), Profession +6, Research +7, Sleight of Hand +3

Spells: *inflict light wounds* (costs 1 Contagion Point)

Wealth: 9

Notes:

Shax

Shax is the ideological opposite of Kerberos. Recently released from Hell, Shax is reveling in his newfound freedom, pursuing decadence and corruption at every opportunity. Shax is still very loyal to the hierarchy of Hell and the ideals of the war. He sees his actions as serving Lucifer's goals just as well as Kerberos's studies. In Shax's opinion, if Kerberos can't be made to share his point of view, then he needs to be sent back to Hell and out of Shax's way.

Shax is well connected with the criminal element in town, and fancies himself a sort of gang leader. He runs with a group known as the Lemonwier Posse. He thinks that he can use these criminal contacts to remove Kerberos and claim control of the local demons. Little does he know that Kerberos keeps tabs on all of the local demons, and is well aware of nearly every move that Shax makes.

Shax (Medium Demon, 1 st level Bruiser)					
CR	1	DEF	13 (+2 DEX, +1 class)	BAB	+1
STR	13	<i>Touch</i>	10	<i>Grapple</i>	+2
DEX	14	<i>Flat Footed</i>	10	Reach	5'
CON	9	HD	1d10	FS	5' by 5'
INT	18	HP	9	Saves	
WIS	14	MAS	9	FORT	+0
CHA	15	INIT	+2	REF	+2
CP	5	SPD	30'	WILL	+2
Attack	+2 melee, +3 ranged				

Alignment: Lawful Evil

Equipment: None

Feats: *Anything Goes Combat, Brawl, Dodge, Simple Weapons Proficiency*

Occupation: Criminal

Class/ Racial Abilities: Caste: Chammadi, Damage Reduction 10/good/magic, Hellshape, Imperfect Creation, Pushing the Limit

Skills: Climb +3, Handle Animal +4, Hide +3, Jump +3, Knowledge (Arcana +5, Current Events +6, Popular Culture +6, Streetwise +8, Tactics +6), Profession +4, Repair +6 and Swim +3

Spells: *ray of fatigue* (costs 1 Contagion Point)

Wealth: 7

Notes:



Greetings,

I am seeking someone of your unique talents and abilities to assist me with a problem. I would like the opportunity to discuss the matter with you in person. Please meet me at the House of Horrors at 11 pm.

Sincerely,
Corinne Keller

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