

A Savage Worlds Serenity Adventure For Origins 2012 By Jim Davenport

I would like to thank my Playtesters

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Balanced for Veteran Rank members of the *Serenity* Crew
Set 6 months after the events of the movie, *Serenity*.



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Summary

This adventure is designed as a change of pace for a *Serenity* game avoiding the usual tropes of a delivery gone bad, goons invading their ship, the hair-raising flight to freedom, and the revelation of unsettling secrets. Those are all fine but it's time to mix it up.

Recently the *Hangover* movie franchise has garnered a lot of attention and praise for its ribald humor. It also has a great set-up: our heroes awake to remember nothing about last night with a deadline coming fast they must find someone lost along the way. This creates an opportunity to lead the characters all over a sin city to reveal with confusion and embarrassment what exactly they DID do last night while piecing together an unpredictable mystery.

For our purposes, sin city is Lost Ways, Paquin. (Lost Ways... Las Vegas... let it sink in.) Paquin is already known as a gypsy planet "home to more carnivals and sideshows, galleries and theatres than you could shake a cruiser-sized stick at." By refining this slightly into a specific city on that planet, we've created a setting ideal for drunken acts of stupidity and debauchery as far as your gaming group is comfortable. (And maybe a step further for fun because the *Hangover*'s humor is mining that vein of when we feel very uncomfortable.)

The adventure was designed for the crew of the *Serenity*:

Captain Malcolm Reynolds, First Mate Zoe Washburne, Jayne Cobb, Inara Serra, Simon Tam, and River Tam. Kaylee Frye was not chosen as one of the six playable characters. Other PCs could run the same adventure with only minor tweaks where the history of the *Serenity* characters is brought into play.

The start of the adventure gives our characters a reason to be optimistic and look forward to a little time off in the City of Red Lights. One tainted toast later and they are waking up in the desert missing many things including a clear recollection.

They will face not only the mystery of their missing memories (revealed slowly during the game in cryptic snippets on cards) but also several groups who have reason to confront them: the Drugstore Cowboys, the Jade Dragon Tong, members of the 409th Company of Alliance Regulars, and Adelei Niska himself.

Through guile, quick-thinking, and luck, they have a chance of finding their missing passenger and lifting off in time to make the delivery and get the much-needed payoff.

The adventure starts with a set opening scene. Where they go from here is rather open. This adventure is designed as a sand-box instead of a railroad. The clues they have provide several different paths for them to find Lucas. They will not likely learn everything that happened last night along the way.



Just What Did Happen?

Since keeping all of this straight is a challenge for everyone, here is a complete listing of the events, in chronological order for GM Reference and as a Post-Game hand-out for the players. Which characters are in each scene are shown by their first initials: MISRJZKL.



Friday

Friday – 07:00 – Lucas Fehrwright stands at the Ulysses spaceport with his whole family waiting for *Serenity* to pick him up. Zachariah slips Flunitrazepam into the mild groomsbond wine. He intends the wedding to be so inebriated that the scandal will shame Lucas into returning to Ulysses and let Zacharias marry Sarah.

Friday - 08:00 – *Serenity* departs the moon of Ulysses with luxury foods and one passenger: Lucas Fehrwright, lots of luggage, and the case of mild Jeremite wine as his groomsbond gift. Lucas is headed to Whitehall where he is pledged to marry Sarah Goode. Both are members of the highly restrictive Jeremite religious communities and it is an arranged marriage.

Friday – 09:00 – In a poorly planned but remarkably successful heist, the Drugstore Cowboys rip off the Jade Dragon Tong of eight cases of the illegal narcotic, Night Train. The street value of the cache is 50,000 credits.

Friday – 10:00 – While in flight, Jayne gets his fun poking at the up-tight Lucas Fehrwright, egging him on with “What do you know if you haven’t tried it?”

Friday – 12:00 – The Drugstore Cowboys haul the stolen drugs out into the wastelands to the ghost town of Paradise. They break into the Ticket Office building, decide that is too exposed and then break into the Supply building. They hide the drugs under a tarp in with the abandoned supplies and put a new lock on the door. They leave.

Friday – 16:30 – *Serenity* lands at the Lost Ways commercial spaceport and settles the docking fees.

Friday - 17:00 – The male members of the crew deliver the luxury foods to the Naked Ladies Geese Juggling Theater. Jayne swears he’ll return now that he’s seen the women.

Friday - 17:55 – Jayne sneaks into Lucas’ Groomsbond gifts, pulls some wine, transfers it to an empty bottle he had, and brings it to the lounge.

Friday - 18:00 – Crew gathers in the lounge for a toast and then heads out into Lost Ways to have some fun. They have until Saturday Midnight to leave Lost Ways and make it to Whitehall in time to meet their contract to delivery Lucas.

Friday – 18:05 – The drugs kick in causing deep memory loss and profound drunkenness.

Friday - 19:00 – MISRJZKL: After walking around the town a bit, the crew ends up at the **Naked Ladies Geese Juggling Theater**. Our heroes wandered into the theater intending to check it out further. Even Inara admitted a bit of curiosity to see the geese-juggling she’d heard about. Zoe just started drinking while Jayne had a hard time keeping his pants on. Drinking commenced as well as watching the show and trying some of the pricy foods. Jayne spends a short while in a doxy’s room, coming out crowing about his “swingin’ cod” and without his shirt. Lucas is doted on by a doxy named Bianca to whom he falls in lust. Lucas hands Inara the wedding ring he has for his fiancé.

Friday - 19:45 – MISRJZL: Kaylee is upset at Simon for ogling all the dancers and doxies so she leaves to go back to the ship. She locks up the ship and falls deeply asleep.

Friday – 20:15 – MISRJZL: Get caught up in a **St. Duncan’s Festival parade**. Mal is dragged up on a float by costumed dancers while River trades her shawl for a Fruity Oaty Girl mask in the crowd.

Friday – 21:00 – MISRJZL: They visit the **Singing Cat Tattoo Parlor**. Lucas insisted in getting a tattoo. Jayne thought it was a great laugh for a stuck-up Jeremite to get a tattoo. Lucas got “Bianca” across his chest in an attempt to win over her heart with his earnestness.

Friday – 21:45 – MISRJZL: They visit the **Jade Dragon** restaurant, eat heartily, talk loudly about cowboys in the desert, and make a major scene there, eventually being evicted. They were clearly seen by the Jade Dragon Tong.

Friday – 22:45 – MISRJZL: They stumble into the “**409 Bar**” filled with off-duty Alliance soldiers. (This is the ‘home bar’ for the garrisoned 409th Infantry Brigade.) They order drinks among the silent patrons staring at Mal’s brown coat. Colonel Taylor happened to be in the bar at the time and approached Mal. Mal took off his browncoat as if getting ready for a fight and then sucker-punched the Colonel, knocking him right out. Jayne grabbed Mal in a fireman’s carry and they fled the scene. They fled leaving Mal’s coat behind. [Lucas gets separated from the group in the escape.](#)

Friday – 23:00 – MISRJZ: Drink with a fellow dressed up as Saint Duncan down **Whisky Row**.

Friday – 23:10 – L: Lucas finds his way back to the **Naked Ladies Geese Juggling Theater** to find Bianca. He's deemed a stalker and turned over to the Constables to sleep it off.

Friday – 23:45 – MISRJZ: They stumble upon the **Iron Ring** fight club that they'd heard about from 'Saint Duncan'. Jayne was quickly urged by locals to take a turn in the Bare Knuckle Brawl ring which he gladly did. The first three bouts didn't take long as Jayne knocked out three other amateurs (Big Bald Frank, Tony the Hammer, and Jeffers the Geek.) The crowd took notice and started calling him "Clobberin' Cobb". Before his fourth bout, the owners of the Iron Ring (Jade Dragon Tong) took him aside and cut a deal with Jayne: throw the fourth fight and he'd get 500 credits. The Tong then took on the heavy betting putting their money against the pro-Cobb crowd. The fourth opponent (Tong favorite Sidewinder Chang) pissed Jayne off and Cobb knocked him out. The crowd went wild surging to shake hands with "the man". Cobb yelled for Mal to get him out of there, and the crew ran.

Saturday

Saturday – 00:50 – MISRJZ: They are almost caught by soldiers from the 409th. There is a brief brawl but they escape again from superior numbers.

Saturday – 01:00 – MISRJZ: They run into Rufus Thunderbird, an old friend of theirs from the war. Further drinking ensues

Saturday – 01:15 – MISRJZ: Rufus watches with the others while Simon, encouraged by performers dressed as clowns, successfully performs a tightrope walk across Fontaine de l'Amour plaza three stories in the air on a power line. Rufus wanders off.

Saturday – 02:00 – L: Lucas walks out of the **City Jail** while the Constables are trying to wrestle a crowd of drunken brawlers into the cages.

Saturday – 02:15 – MISRJZ: They are spotted by Jade Dragon Tong and chased through streets until they get away.

Saturday – 02:30 – L: Lucas returns to the **Naked Ladies Geese Juggling Theatre** to find Bianca and is told she is gone for the night. Forlorn, he goes to the Fontaine de l'Amour, hoping his true love will find him there. Unfortunately, members of the Jade Dragon Tong find him and drag him back to the Jade Dragon Restaurant. They sit on him, expecting the others to have to come back to get him and will divulge the location of the drugs in exchange.

Saturday – 02:45 – MISRJZ: They enter **Zolo's House of Chance**, a big glitzy casino. Inara spots the gangster lord Adelei Niska in the casino arriving with his entourage and an ugly young woman with an unfortunate resemblance to Niska (A raise reveals her to be his daughter, Bianca). They appeared ready to gamble, taking over a table for themselves and getting a lot of courteous attention from the staff. Asking around she learned Niska was here on holiday with his daughter. Jayne insists on trying to gamble though he won't

explain why. Fearing his own rotten luck with cards, he convinced Simon to do the gambling. River sat down next to Simon and 'helped'. Inara stood nearby as distracting eye candy.

Saturday – 03:00 – MISRJZ: Simon starts playing blackjack and River watches, eventually helping him win C1,200. The casino is starting to get suspicious that she might be a "Reader" so they stash the cash at the exchange window and take a Zolo's Lockbox Key to get it in the future. Once again, they hustle away from danger, but Simon grabs the wrong coat from the coat-room, ending up with one owned by Nathan Fellowes.

Saturday – 03:45 – MISRJZ: After escaping the casino before the casino security could question them, they found themselves behind the casino. There were a series of hover-trucks idling with quite a bit of what looked like personal luggage. Some goons were guarding the trucks but appeared more interested in getting a look at one of Zolo's reknown chorus dancers through a window. Zolo's staff was unloading the trucks. Mal wants revenge against Niska for torturing them. They grab one of the hover mules with a full trailer and drive off into the night. The alligator starts thrashing making the driving quite difficult.

Saturday – 04:30 – MISRJZ: Simon finds an invitation addressed to "Master Nathan Fellowes" in the pocket of the coat he took. They drive the hovermule to **Fellowes' home in the Emerald Arc district**. Once there, Simon looks at the tarped cargo they stole with the hover mule and discovers a ten foot Sihnon alligator in a cage. They dump the alligator into the pool in the behind the mansion and start hunting around the house for more drinks.

Saturday – 05:00 – MISRJZ: Nathan Fellowes returns home with his wife, complaining that his coat seems snug. Our heroes hide until the couple heads upstairs to bed. Inara and Mal end up in a closet together and they kiss. When the coast is clear, they flee the house without the alligator.

Saturday – 05:15 – MISRJZ: They visit the **Temple of Sunlight** where Inara knows one of the monks, Pawel Steneslaus, to lick their wounds. Though the monks are sworn to silence, they provide food and ointment for bumps and bruises. Zoe weeps for Wash and is comforted by the monks, lifting at least some of the burden of her grief. The monks write memory ribbons for her: "We are all leaves on the wind." Meanwhile, Simon and Mal steal a small, golden Buddha, wanting to 'take him out and get him to let his hair down.' They leave the Zolo's key in exchange to be fair.

Saturday – 06:30 – MISRJZ: Pre-dawn, they spot the Jade Dragon looking for them and they escape into the town railway station. They hop a sheep car headed out of town.

Saturday – 07:30 – MISRJZ: Dawn. They are discovered in the sheep car and tossed off the train as it rolled through the ghost town of Paradise. They stumbled into the Ticket Office before passing out.

Saturday – 12:00 – MISRJZ: They wake up with no memory of what happened after the toast on Serenity.

Mystery and Clue Tree

1. Where is Lucas? Jade Dragon Tong has him held at their restaurant/headquarters.
 - a. Passive: Got "Bianca" tattoo at Singing Cat
 - b. Active: Learn Naked Ladies had him arrested
 - c. Active: Learn Constables gave him a 'time-out' but he was, uh, released during the craziness last night.
 - d. Passive: Jade Dragon Tong contacts them with offer. Trade Jayne for Lucas.
2. Why Don't We Remember Anything? Drugged
 - a. Passive: Jayne remembers the boxes of wine had already been opened
 - b. Passive: River remembers wondering why Jayne was pouring tampered wine.
 - c. Active: Simon could test the wine.
3. Who is Brutus? The Alligator.
 - a. Passive: Remember Stealing an alligator
 - b. Passive: Confronted by Niska's men demanding they return Brutus alive and unharmed or he'll take them to the Pig Factory.
 - c. Active: Returning to the Fellowes house and seeing the name chain on the alligator.
4. Why is the Jade Dragon Tong after us? (Jayne lost them money, They think the crew stole their drugs)
 - a. Passive: Jayne remembers forgetting to take a dive.
 - b. Passive: They remember running out of the Iron Ring.
 - c. Passive: Tong chases Jayne in streets
 - d. Passive: Fans remind him he ran from the Tong at the Iron Ring
5. Why is Niska after us? He thinks you had something to do with the disappearance of Brutus.
 - a. Passive: Memories of stealing an Alligator
 - b. Active: Ask people at Zolo's
6. Why are off-duty Alliance soldiers after us? Mal sucker-punched their colonel in the 409 Bar.
7. Why are the Drugstore Cowboys after us? Our heroes know about the drug stash or disrupted it somehow (depending on the first scene). The Cowboys need to the drugs to give back to the Tong and try to beg for their lives.
 - a. Active: Events of the Opening Scene
 - b. Passive: Memory of Jade Dragon restaurant with the green dragon logo.
 - c. Active: Street Encounter – Drugstore Cowboys
8. Where are our guns/possessions? Left in the weapon check at Zolo's
 - a. Passive: Prompted when enter Zolo's.
9. Why is Simon wearing the wrong coat? Got mixed up at Zolo's.
 - a. Passive: Invitation to a Surprise Party at Zolo's in the pocket, addressed to the Fellowes Estate
 - b. Passive: Coat has a crest on the breast (Fellowes)
 - c. Passive: Someone on the street greets him as "Master Fellowes"
 - d. Active: Seek out Master Fellowes
10. What did Jayne do to the Tong? Jayne fought in the Iron Ring and screwed the Tong by not taking an agreed-upon dive.
 - a. Passive: Jayne remembers knocking out another man in a boxing ring but feeling like he'd just done something wrong.
 - b. Passive: Tong chase them in the streets
11. Why were they on a train? They tried to get out of town on a train to escape various people after them.
 - a. Passive: Jayne remembers trying to punch a guy in a uniform but instead getting thrown off a moving train.
 - b. Passive: Rufus remembers them heading to the train to escape.

The Characters

The 409th Infantry Brigade: The local garrison of Alliance soldiers to keep Paquin in line. Seen by many as a resort posting, the 409th has taken advantage of their duty by becoming a major contraband smuggling gang for the city. Commanded by **Colonel Taylor**.

Adelei Niska: Psychopathic criminal boss who tortured Mal and Wash for crossing him.

Bianca Niska: Adelei Niska's ugly daughter.

Bianca Smith: A dancer at the Naked Ladies Geese Juggling Theatre.

Brutus: Ten foot long Sihnon alligator

Drugstore Cowboys: An amateur criminal gang led by "Top Hat".

Jade Dragon Tong: A ruthless criminal organization in the city with control of the narcotics trade and amateur fighting rings. Led by **Johnny Lo**.

Lucas Fehrwright: A young man of the restrictive Jeremite community, pledged to wed Sarah Goode on Whitehall in an arranged marriage. Lucas doesn't want to do it but is too cowed by his parents to resist.

Rufus Thunderbird: A Browncoat veteran ally of Zoe and Mal's. He is now crew on the *Mighty Eagle* freighter.

Zacariah Fehrwright: Lucas' younger brother who is actually in love with Sarah Goode, or thinks he is.

Starting the Adventure

Thanks for the Memories

Part of the adventure are the periodic moments when a character remembers a little about the night before. Putting these snippets together may get them most of a picture of what all happened, but not everything. The memories help them by providing clues to follow. Memories should be distributed several times during the game. (Use timer as reminder?)

There is the same number of memories for each character. Each time memories are given out, have each player make a Smarts check. With Success they get a memory card from their pile. They can also spend a Benny to get a memory card if they failed. Snake-Eyes means no memory.

Setting Up the Game

1. Pass around the sign-up sheet (clear name and email if they want listed in the adventure as a playtester when I release it for free on Dragonlaird Gaming)
2. Distribute Pre-generated Character Sheets: Jayne, Mal, Zoe, Inara, Simon, and River.
3. Once chosen, distribute Equipment Cards
4. Pass out the Bennies
5. House Rules
 - a. Snake Eyes earn you a benny, can't be rerolled and something bad happens.

- b. Raise on notice at start of combat means you start on hold?

Setting the Scene

"The events of Miranda were six months ago. Six months is a long time. Long enough for bellies to get hungry. Long enough for new ways to feel a little more comfortable. Not long enough to ease the pain of loved ones lost, but that's a part of living.

"The news of Miranda, as horrific as it was, has been lost behind denials, propaganda, and flash-fire rumors of a second rebellion. For the folks on *Serenity*, life has been hard enough just making ends meet in a world where the Operative killed all your friends and contacts.

"After months of living on the edge, your luck has finally changed. First you got a passenger paying top coin to get to Whitehall on time and then a cargo with a delivery on the way there. Oft-delayed repairs on the ship and stocking good food and ammo await you at the end of the line and you've got enough time to unwind a little when you deliver the cargo on Paquin, the gypsy planet.

"The passenger is Lucas Fehrwright, a member of the reclusive Jeremite community. Lucas is headed to Whitehall into an arranged marriage. He's got his worldly goods and crates of 'groomsbond gifts' for his new in-laws. You couldn't rightly call him eager for his new life, but Mal knows they need the payoff or they'll be out of gas and out of options. Jayne has spent the flight poking at Lucas' stiff religious beliefs, unable to wrap his head around their abstemious ways.



"The touchdown in the city of Lost Ways, Paquin went smoothly Friday afternoon. River is no Wash but she'd gotten a fair hand at coaxing *Serenity* around. The boys load up the cargo: luxury foods including foie gras, rare marinated meats, expensive cheeses, and rock candies. The delivery to the Naked Ladies Geese Juggling Theatre goes as planned although Simon and Jayne's eyes seem a bit wider on their return.

"Lost Ways is in the heart of the Saint Duncan's Festival: a city-wide Mardi Gras celebration that brings thousands of gamblers and roustabouts in from across the Border worlds.

"Mal declares it's time to 'paint the devil' and passes out everyone's cut from the food delivery. They have plenty of time. As long as the ship lifts by midnight Saturday night, they can make Whitehall in time and get the big payoff.

"Uncharacteristically, Jayne offers up a toast: 'To cheap whores, cheap liquor, cheap eats, and cheap whores!' He cajoles even Lucas to down the shot of firewater before the crew locks up the ship and heads into the joyous and lurid streets of Lost Ways to find themselves some fun."

Lost Ways. The City of Red Lights

Born from a barroom story, Lost Ways has a thousand histories depending on which bar you wash into. By far the favorite tale is a settler named Duncan who conjured up beer and pork pasties when the crops failed and kept the settlement alive until help arrived. Now known as Saint Duncan, the city uses his miracle as an excuse for a week long carnival in the streets. The local constables turn the blind eye more often during the St. Duncan's Festival and the city is teeming with tourists and roustabouts.

Beyond the infamous "red lights" of the Dance Hall District, the city is also home to the Golden Dome Opera house, many fine horse-racing tracks, and a thriving trade as the nexus for commerce for 500 kilometers in every direction. Only an unfortunate position in the orbits of the 'Verse keep it from rivaling its famous sibling, Persephone.

Paradise, Another Forgotten Boomtown

Paquin has had countless boom periods which generate interest in building more settlements but the dreams almost invariably turn to dust. There are more ghost towns and patches of desert with an abandoned claim marker than one can count.

Paradise is one such town. It had been planned as a railroad town that used a local river to grow crops and power a little economy. When the river went dry and didn't recover, investors dried up too and the whole project went into bankruptcy.



Today only the train depot and a few nearby buildings are standing in a sea of plots marked off by stakes.

Waking Up in Paradise (The Opening Scene)

[Set-up the Paradise Depot map (railroad tracks and dominoes). Place the figurines prone on the map with Fatigue markers by each one.]

"The glare of the sun wakes you up followed quickly by throbbing heads and countless other aches and bruises. You are all lying on a hard floor with sunlight pouring straight down from a broken skylight above you. You're in a room that is over a hundred degrees."

Our heroes are in an abandoned railroad ticket office in the ghost town of Paradise at high noon. Lucas and Kaylee are missing though it may take them some time to make a headcount. Most of their equipment is gone.

[Take back the Equipment Cards and distribute the new Cards per character. Roll a d6 and have them wake up in random order with a little extra information.]

Mal: "You wake up with your body and head aching. You're down to your shirt and pants but your Browncoat is missing. Inara is resting her head on your stomach." **OBJ11:** A coupon for the Singing Cat Tattoo Parlor. **OBJ12:** A small gold Buddha.

Zoe: "You wake up sitting with your back against the ticket-taker's desk. Your head is spinning and you're really thirsty." **OBJ10:** A silk ribbon tied around her wrist inked with a contemplative verse in Chinese. "We are all leaves on the wind."

Inara: "You wake up with your head resting on Mal's stomach. Your elegant dress is probably not salvageable. There is something on your finger." **OBJ08:** A simple silver Wedding Ring.

Jayne: "You wake up naked from the waist up, still wearing your army pants and boots. You feel bruised

all over your torso and face. Your head aches and there is something in your pocket.” **OBJ06:** Several goose feathers.

Simon: “You wake up face down under a bench. Rising, you realize that your dress coat feels very tight.”

OBJ03: A worse-for-wear but highly stylish Core World dinner jacket. **OBJ07:** A security key card and an invitation to a party for Niska’s daughter Bianca Friday night at Zolo’s house of chance. (Addressed to Master Nathan Fellowes, Emerald Arc address)

River: “You wake from one of your more lucid nightmares into the bright glare of the sun and wakefulness. For now, you have found respite. You also find that you have a mask on.” **OBJ09:** Fruity Oaty Girl Mask.

As they begin to walk around, have them make a Smarts check. Success means they get a Memory Card. They can also spend a Benny to get one.

[Hand out Memory Cards]

The Ticket Office

Stripped of anything valuable, the office contains some wooden benches, a ticket taker’s desk and two small rooms (offices). There are double doors on the train and town sides. It appeared to be locked up but the train side doors have been kicked in.

NOTICE CHECK: There is a rusty padlock on the ground. There is a map on the wall of what Paradise was supposed to be. [Hand-out map]

The Supply Shed

This building has some high, small windows and one set of solid double-doors as its only entrance. There is a padlock on a chain securing the doors and it looks new. The shed looks half-full with barrels, crates, tools, and a pile under a tarp.

NOTICE CHECK: Spot barrels marked as potable water.

Complications and Opportunities (optional)

Busting down the door. It has a parry of 2 and a toughness of 10 so they have to do 10 points of damage in one attack (no raises, no aces). Cooperative rolls can add one or two damage points with success/raise on the Strength check.

[If they get inside, hand them the Supply List.]

There are six, black, hard-shell cases under the tarp, each 3’ by 2’ deep and 1’ tall. They have handles on two sides and are branded with a green dragon logo. Each case is locked (-1 difficulty penalty) but could be pried open with one of the tools in the supply shed. Inside are 25 kilos of carefully sealed clear bags of a black powder. (Common knowledge check: Raise = they recognize it as Night Train, an expensive contraband narcotic.)



NOTICE CHECK: There is a torn bankruptcy notice on the shed door claiming it was locked by the Paquin Civil Courts.

Problems

Dust on the horizon gives warning of people coming (horses or wheeled vehicles)

These are the **Drugstore Cowboys**, a group of amateurs who ripped off the Jade Dragon Tong and hid the crates of “Night Train” here in the ghost town. They tend to squabble among themselves. “Top Hat” claims to be the leader but this appears to be something of a dispute. Inclined to kill all of our heroes unless dissuaded or prevented.

The cowboys are leading a beat-up flat-bed hover-sled to get the drugs and haul it back to the city. Their buyer spooked at the last minute when she realized the drugs had been stolen from the Jade Dragon Tong so now they have nowhere to fence the crates.

Complications and Opportunities (optional)

One of the cowboys will shout “Clobberin’ Cobb!” upon first sighting Jayne and he loses his turn.

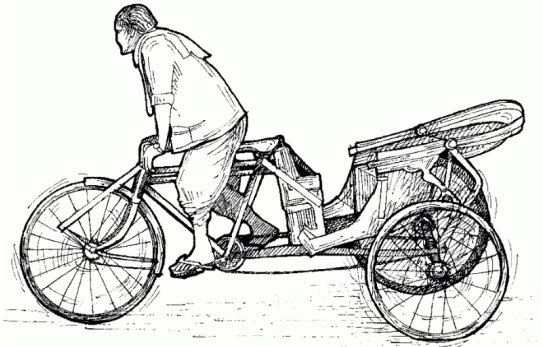
Handling the cowboys can take many different turns. If the crew busted into the supply shed, the cowboys will be on alert and likely search the area to see if anyone is still around. Different partially completed buildings will provide ambush points.

Talking it through will take some fancy arguments but maybe Top Hat can be convinced to not kill the crew.

If the crew seizes the Cowboys’ horses they could ride back to Lost Ways by 13:00. If they have to walk, it will take them until 16:00.

Locations

The bulk of the information for this adventure is organized by districts of the city of Lost Ways. Travel from contiguous districts takes about 10-30 minutes while travel between more distant districts takes up to an hour using the ubiquitous pedishaws.



The City of Lost Ways

Think of it as a Wild West Las Vegas.

Feast Days of Saint Duncan

Moving around the City: 10-15min between contiguous districts; 30-60min between non-contiguous districts.

Challenges and Opportunities (Random Encounters): The following encounters can be introduced at any time in the game to speed things up or provide more clues.

C1 – All Hail Clobberin’ Cobb!

A crowd of half-drunk men comes upon our heroes and recognize Jayne as “Clobberin’ Cobb” from the Iron Ring. They chant his name and show what’s left of their winnings for betting on him in the fourth fight. They’ll eagerly buy Clobberin’ Cobb and his friends a drink. If allowed, they’ll tell blow-by-blow accounts of how Jayne beat Big Bald Frank, Sidewinder Chang, and Tony the Hammer.

Clues and Objects: They can learn the basics of



what happened at the Iron Ring if they schmooze up the fans.

Challenges and Opportunities: If they stick with these boozers too long, it will attract one of the parties seeking them out:

1d4: 1 = Tong, 2 = Niska, 3 = Cowboys, 4 = 409.

C2 –All Praise Saint Duncan!

They stumble upon a street preacher who is espousing the legend of Saint Duncan: the early settlers on Paquin faced starvation due to the winter and failures in supply deliveries. A man named Duncan conjured up wine and bread for everyone until the supplies arrived. This was taken as a sign that the people of Paquin should eat, drink, and be merry.

Clues and Objects: None, just flavor.

C3 – Reminiscing with Rufus Thunderbird

In the street, they are hailed by a big, bearded man: Rufus Thunderbird, a fellow Browncoat veteran. Mal and Zoe saved his life at the Battle of White Horse. He looks like he is in a hurry. “Got to get back to my ship or they’ll lift without me. Gotta be on Persephone in three days and it’ll be tight.”

Clues and Objects: He is laughing and still talking about how Simon did the tightrope walk over the Love Fountain. Last night they said the Purplebellies were after them and they were gonna jump a rail outta town. This was near dawn.

Challenges and Opportunities: Learn a little more about the night before.

C4 – It’s Tong Time!

Several times, they’ll spot young Chinese men tailing them. Eventually they will be confronted by Tong fighters looking to snatch Jayne/find out what the group knows about the missing crates of drugs. They will beat them up in the process, but not kill them (at least until the debt is repaid and the drugs returned). Heck, the Tong might do best by selling them into slavery.

Challenges and Opportunities: Non-lethal street fight!

C5 – Who Doesn’t Love a Parade?

They spot a bar full of people in costume including several women with Fruity Oaty Girl masks pushed back on their heads. If asked, some do remember our heroes joining the parade somewhat unexpectedly for awhile and then running off.



Clues and Objects: This might explain how River woke up in a Fruity Oaty Girl mask.

C6 – Drugstore Cowboy Round-up!

If the Drugstore Cowboys weren't left dyin' in the dust in the Opening Scene, they could very well track down our heroes in an attempt to silence them or get the drugs back (depending on what happens).

Clues and Objects: The cowboys can explain about the Jade Dragon Tong and the drugs, if they have a mind to.

Challenges and Opportunities: Lethal or Non-lethal street fight!

Second Chances District

Home to the most casinos and gambling parlors of the city, Second Chances is as wild as Dance Hall, but there is more money here. Richer people play in Second Chances where they can get any of their desires met in high fashion. There is a Companion Guildhouse here.

L1 - Zolo's House of Chance

One of the larger casinos, Zolo's was made famous by a Cortex drama set there before the war. It has a glorious, ornate interiors that many compare to churches or temples. Over a hundred tables of gambling can be found there for every taste and all but the poorest wallets.

The upper floors of Zolo's are exclusive hotel suites for the big rollers.

Clues and Objects: If the Zolo's Key is presented, the crew will be given their winnings: 1,200 credits.

Challenges and Opportunities: There is a chance they will be spotted by Niska's men who will try to capture them to confront them about Brutus. Or the security of the casino who want Simon and River for being Readers in a gambling establishment.

Red Light District

Based on what the Cortex shows, this is what Paquin is all about. The district is home to hundreds of theaters, dance halls, low-end theatres, sideshows, and more lovely "Ladies of Negotiable Virtue" than likely anywhere else in the 'Verse. It is lively at all hours, day and night, though night is more festive with their garish light displays.

L2 –The 409 Bar

This Alliance patron-dedicated eating and drinking establishment lies near the border with the High Spaceport District. It got its name from the unit of Alliance military stationed at the Spaceport to protect Alliance interests. Colonel Baranabus Taylor commands the garrison and runs a sizeable smuggling operation which utilizes undocumented cargo areas on Alliance military ships.

The 409 Bar is decorated with pro-Alliance banners and a few hunting trophies when the soldiers would head out into Paquin's wildlands to find big game. The interior is dark wood, hunting lodge-style, with comfortable tables and chairs. There is a holo-billiards table in the back. Cigar smoke hangs heavy in the air. Uriah Vasquez is the owner as well as a one-legged Alliance veteran.

Clues and Objects: Mal's browncoat has been hung above the door to the bar, out of easy reach and to lure them back there. Locals will know what happened and secretly enjoyed the arrogant soldier's getting bested.

Challenges and Opportunities: Alliance soldiers are waiting for them to get the Browncoat and will approach from all sides. (FIST FIGHT)

L3 –Naked Ladies Geese Juggling Theater

The front of this theater is designed like a great swan with carved feathers and its entrance between the swan's feet in a not-so-subtle clue to what might be going on inside. Every theater needs a gimmick and isn't the swan façade that makes the name here. Every hour the stage is graced by tired, terrified, and trussed geese along with the lady dancers. The geese are tossed during the burlesque act where the ladies remove everything but their boots.

Between performances, the hall is good for drinking and chatting with the dancers. The dancers each have rooms at the top of the staircase that winds around the large open theater room to a balcony. One platinum per ten minutes and you can buy your way to bare-heeled heaven.

Clues and Objects: Veronica, one of the dancers from last night, is still around, drinking after her shift ended. She knows that Lucas came back to find Bianca, was scary loud and insistent and when he

showed off his tattoo, they called the Constables who hauled him off to jail.

Challenges and Opportunities: Veronica is friendly enough and doesn't pose a challenge to give up information.

Emerald Arc

Away from the crowds and bustle of the entertainment districts, there is a section of prime real estate along the coast where luxurious homes can be found hidden behind high walls and good security systems. The avenues have broad, mature trees leading to shady lanes. Parks and ponds abound in an attempt to rival the garden areas of Core World cities.

L4 –The Fellowes Estate

One of the hundreds of small estates in the Emerald Arc, the Fellowes family has been on Paquin for twenty years. Nathan Fellowes has a well-paid government job and spends his time going to social events with his wife, Margitte.

The estate (195 Pleasant Retreat) is dominated by a central mansion with some small outer buildings, gardens, a large outside pool, and a masking barrier of trees. The front gate is secured but opens to the right keycard.

Clues and Objects: The Fellowes are home now but haven't looked in their pool yet. They realized that someone broke into their house last night and are just now assessing if anything was stolen beyond some liquor. Brutus the alligator is in the pool. Simon is wearing Nathan's coat.

Challenges and Opportunities: Interacting with the Fellowes will be a challenge since they won't take kindly to people who broke into their house.

Getting Brutus out of the pool and back into the cage on the hover mule will be a Dramatic Task.

L5 –Temple of Sunlight

Sitting on a hill near the edge of the Harmony District, the Temple of Sunlight is dedicated to Eastern philosophies and is occupied by a cadre of celibate and silent male monks.

The structure is small stone buildings surrounded by gardens, ponds, and fountains. There is an arched entryway but no gate. It is generally accepted as bad luck to mess with the monks, so it exists as a sort of sanctuary.

Clues and Objects: Dialogue is quite difficult with the monks so they cannot provide details about what happened the night before.

Challenges and Opportunities: If Mal or Simon return the **Gold Buddha**, the monks will thank their honesty and give them the **Zolo Key**.

Silver River Shopping District

High end and low end merchants fill out the Silver River



District with markets of stalls, storefronts, and guarded palaces of luxury goods. Constables are a heavy presence here to discourage theft and vandalism and maintain the cheery Lost Ways party atmosphere.

L6 –The Jade Dragon Restaurant

The Jade Dragon is a large traditional Sihnonese restaurant though it is never very busy. It dominates the crossing of two main streets in the Silver River District. Observant people may notice that there are Chinese thugs loitering in the area. The place seems familiar to the group. They will be approached and asked in Chinese what their business is.

Clues and Objects: The Tong may let things slip thinking our group has their memories which in turn may fill in some memory gaps.

Challenges and Opportunities: If close to the end of the session, they will be confronted by Johnny Lo about how Jayne lost them a lot of money. The Tong has Lucas bound in a room on the second story of the restaurant and they want Jayne in return. There is also the matter of their drugs (which the Drugstore Cowboys said our heroes stole and have).

SOCIAL CONFLICT or GOOD OLD FASHIONED BRAWL

Wait! They figured it out and there are two hours left in the game!! If you need to stretch the adventure, add this wrinkle : Johnny Lo actually sold Lucas to Niska. Is he being held in the Zolo's casino suite or the Pig Factory?

Flying Hooves District

This part of the city is less congested and the buildings aren't built quite so on top of each other. There are seven race tracks here as well as dozens of stables, warehouses for feed, and a wide variety of horse-oriented clubs from the rich elite to worker's bars.

The District is busy during the day and evening, but gets pretty quiet at night.

L7 –The Iron Ring

Tucked back in among the stables is a fight club where amateurs face off. Guests can spectate, participate, or speculate. There are bleachers on each side of the 20ft square 'ring' but the rest of the space is just open-floored warehouse with a few crates piled here and there.

The Jade Dragon Tong owns the place and handles all the betting. They have a couple enforcers at the place when it is open to keep things orderly and watch out for thieves.

Challenges and Opportunities: When they appear they'll find fans of Clobberin' Cobb but also irate Tong members. If day-time, a runner is sent to get more Tong men. If night-time, there is a good bunch of Tong fighters ready to get their money out of Jayne's hide.

Warehouse District

This district surrounds the commercial spaceport and is usually only populated by workers hauling goods or refuse to keep the city somewhat clean and livable. Here and there around the district are cheap tenement housing or small shops.

L8 –The Lost Ways Train Depot

This station is primarily used for transporting goods from the spaceport out to the smaller towns around Paquin. Some trains have a passenger car to take workers out to mining camps or settlers out to new towns.

There are three tracks that leave the station.

1. Northern Loop: Connects to seventeen small towns north of Lost Ways
2. Southern Loop: Connects to the coast and eleven small towns southwest of Lost Ways.
3. Western Loop: Out into the desert due west of Lost Ways and the mining camps. A couple towns were planned out that way but never got built. This is the least used route.

L9 –The Pig Factory

This animal processing plant is one of Niska's ventures here on Paquin. It makes a tidy profit selling to the local eateries and also provides him an excellent way to get rid of superfluous bodies. The plant is fairly large with freezers, a butchering floor, livestock pens, packaging machines, and a shipping dock. There are plenty of quiet Chinese workers here any time of day or night processing beef and ignoring anything unusual.

Clues and Objects: Maybe they can find out who Brutus is, if they are brave enough to speak.

Challenges and Opportunities: If the characters arrive here, they were captured by Niska. He intends to scare them into bringing Brutus back. They are brought to the butchering room by Niska's men where they are confronted by Niska who makes a show of expertly cleaving meat.

"Did you know dat I vorked as a butcher ven I vas a yunk man? I vorked ze slaughter houses and zen ze shops ven I proved I could cheat ze customers a little bit each time viss dzhust ze right cut. Zere are so many problems zat a good chop vill take care of.

"Now, I'm not here in ze capital of Sin on business. No, I am here to enjoy some of my hard-von reward. Zat is vy you are not dead already. You have one chance to make how you've ronked me right again. Bring back Brutus, alive and unharmed, and ve vill consider it a... yoosful indiscretion. If he is hurt or..., vell (CHOP) I zink you understand ze situation."

L10 –Singing Cat Tattoo Parlor

Wedged in between an industrial-sized bakery and a hover-mule repair shop sits the Singing Cat Tattoo Parlor. The long, narrow room is decorated with photos of all manner of tattoos including several notable Browncoat designs. There are two chairs for the artists and a curtain which separates the public and private areas. Chicken soup can be smelled from the private area. The operation is run by three Russian grandmothers (Valentina, Svetlana, and Ludmila – sisters). They handle all the business and do the tattooing. They have no qualms about doing whatever the client wants.

The parlor is open for business. They have a photo of Lucas with his Bianca tattoo on his chest. "Some of my best work," grins Valentina. "He said he was going to prove his love for her with hit."

The grandmothers dote on Simon because he's a "Docter". They offer tea and soup. They want him to look at an unending list of ailments they have.

Clues and Objects: The picture of Lucas gives them a clue about where he might have gone (back to the Naked Ladies Geese Juggling Theatre)

Challenges and Opportunities: Challenge is not losing too much time there.

L11 –Lost Ways Old Train Depot

This station is primarily used for transporting goods from the spaceport out to the smaller towns around Paquin. Some trains have a passenger car to take workers out to mining camps or settlers out to new towns.

There are three tracks that leave the station.

1. Northern Loop: Connects to seventeen small towns north of Lost Ways
2. Southern Loop: Connects to the coast and eleven small towns southwest of Lost Ways.
3. Western Loop: Out into the desert due west of Lost Ways and the mining camps. A couple towns were planned out that way but never got built. This is the least used route.

Day time is busy for the trains and the teamsters moving goods to and from the trains. There are a lot of people around, mostly workers.

Clues and Objects: Some off-duty train guards recognize the group as freeloaders they pitched off the train by Paradise. They might let slip what happened last night.

Challenges and Opportunities: Challenge is not losing too much time there.

craziness, they just don't seem to care that he escaped since they figured he'd "slept it off."

Challenges and Opportunities: If the crew is in trouble for anything, they might get detained by the Constables.

City District

Someone needs to run the wildness of Lost Ways. This District houses the police...

L12 –The Lost Ways Jail

Housed in a building in need of repairs, the Lost Ways Jail is not a high security installation. It is much more like a country jail with solid wood walls, iron-barred cells, a front room for the public, a couple offices, lavatories, small kitchen, bunk room for officers on duty overnight, and a secure storeroom.

During Saint Duncan's Festival, the Jail is sort of a mad house. All the Constables are working extra hours trying to keep the chaos and revelry from turning sour and seriously hurting anyone. Folks who get fingered as trouble are pulled in, pushed into a cell, and then let out some time later.

Clues and Objects: Cellmates remember the 'Bianca Fella'. He walked out during a time when the Constables were bringing in a whole string of rugby players who were hostile drunk. Lucas said something about looking for his friends at a Sihnonese restaurant. The Constables show Lucas as being registered in custody but no other notes. With

Objects

Much of the mystery depends on the discovery of objects or the unraveling of what they mean. The crew starts with a

few objects in the beginning and collect others along the way. Here is a summary of the key objects.

ID	Name	Starting Place	Association
1	Mal's Browncoat Duster	Hanging above the 409 Bar entrance.	Beloved to Mal and used to lure him back to the 409 Bar.
2	Zolo's Key	Temple of Sunlight in possession of the monks	The key is computer chipped as a lock-box key. Presentation at Zolo's will get them 1,200 credits.
3	Nathan Fellowes' Overcoat	On Simon	Held Object 7.
4	Brutus the Alligator	Emerald Arc house in pool	Pet of Niska's daughter, Bianca
5	Brutus' Cage on flatbed hoversled	Emerald Arc House by pool	Transport for Brutus.
6	Goose Feathers	On Jayne	Leads them back to the Naked Ladies Geese Juggling Theatre.
7	Fancy Invitation and Security Key Card	On Simon	Fellowes was at Zolo's. Gets them into the house.
8	Simple Silver Wedding Ring	On Inara	Holding it for Lucas.
9	Fruity Oatey Girl mask	On River	Given to her in a parade.
10	Meditation Ribbon	On Zoe	Leads to the Temple of Sunlight
11	Singing Cat Tattoo Parlor coupon	On Mal	Leads to Singing Cat Tattoo Parlor
12	Small gold Buddha statuette	On Mal	Give to monks, get the Zolo Key

The Jeremites

Like Noah's Ark, the exodus from Earth-That-Was brought a great diversity of peoples and beliefs. Few of them remain entirely unchanged in the new reality of the 'Verse but the Jeremite Community comes close.

As legend tells it was founded by Helmut Jerem on Earth That Was who spoke to God and wrote down an extensive book of new laws, aka the Jeremite Commandments. He proselytized these laws and his contact with the Divine Creator, gathering to him a small but fiercely loyal group of believers. To the rest of the world they seemed like another brand of quaint, technology-shunning, harmless sect.

In the Dark Days before the Exodus, Jerem ordered the hundreds in the various Jeremite Communities to join the departure from Earth to God's Promised Land. Today, the Jeremites have Communities set up on most planets though they tend to prefer the Rim worlds or Border worlds so they have less interference from the Deluded Heathens (everyone else) and there are fewer temptations away from their rigid lifestyle.

The Jeremite Commandments address literally hundreds of thou shalts and thou shalt nots (far more of the latter,

truth be told). The ones covered here are the best known to outsiders and the ones that directly apply to this adventure.

Jeremites live "as our Shepherd did", eschewing much of modern technology when at all possible. They use and fashion hunting guns, breed and use horses and other livestock, and plant only grains and plants that were never modified genetically. They are supposed to act with an open heart, respecting their elders, protecting the innocent and the children.

Virtually all marriages occur between existing members of Jeremite Communities. By tradition, the groom brings gifts to the family of the bride including wine, sweets made with rice and honey, cloth or clothing, and at least one tool.

To the Jeremites the body is a temple and they are forbidden from consuming drugs or smoking or using alcohol in anything but the rarest of occasions.

A Jeremite is never supposed to act or dress in a way to bring attention to themselves, considering it aggrandizement and distracting from their focus on the Shepherd and the Good Book. They wear black clothes with no-brim hats and leather shoes/belts.