



INTRODUCTION

This quickplay scenario is an introduction to *The Troubleshooters* roleplaying game. We assume that you already know what a roleplaying game is, and are curious about *The Troubleshooters*.

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SETUP

This scenario supports up to six players plus a Director of Operations (the gamemaster). We think that 4 players is a good number, but it will be playable with as few as two players plus a Director (although not as fun).

- Ideally, the Director of Operations should be someone who is both familiar and comfortable with the rules.

- The players choose one character each. All the descriptions of abilities and complications are listed on each character's Passport.
- Hand out two startup handouts to two different players with corresponding **plot hooks**.
- Start the adventure.

WHAT YOU NEED

To play this quickplay scenario, you need:

- At least one set of dice (two ten-sided dice, preferably numbered 0–9 and 00–90, and half a dozen or more six-sided dice), though more than one set, or even one set per player, is a good idea
- This scenario
- [The quickstart rules \(separate file\)](#) or the core rules
- Pre-generated characters (from the quickstart rules)
- Printed handouts
- Pen and paper
- A printer (to print the pre-generated characters and handouts)

GETTING STARTED

If you are using the quickstart rules, start by printing the six pre-generated characters from the quickstart rules. If you use the the core book, transfer the pre-generated characters (page 8-11) to the “emergency passport”, or have the players make their own characters.

You should also print the handouts for the scenario (page 25). Print these single-sided.

Get acquainted with the scenario and the rules.

The scenario starts in Paris before taking the characters to Greece and the Greek archipelago, where they find trouble when their guide, who was supposed to take them to an archaeological dig site, goes missing. The characters can explore either the dig site or the local area in Athens to find clues to the guide’s disappearance. The adventure ends (usually) with a big fat fight in a warehouse where Minoan art is replicated.

GETTING THE PLAYERS STARTED

Have the players look at the pre-generated characters, and pick one each. Set the rest of the characters aside. You won’t be needing them unless you choose to replay the scenario later.

From the characters chosen, pick two as the startup characters. Then pick one startup handout for each character that fits your idea of how to start the adventure.

A special word about startup characters: they are supposed to help you get the adventure going and drag the other characters along. There is a note about that on the handouts, but make sure that the players notice it.

If the startup characters do help you, award them an extra experience tick during the debriefing session at the end. If the other characters make the startup characters feel like the main characters of the night, award them an extra experience tick during the debriefing session.

TEACHING THE PLAYERS

You will need to teach the players how to play the game. There is a cheat sheet provided on page 41, which you should print and distribute to your players. It is a handy reference which explains the basics of the game.

The most important thing for the players to understand is the basic task check:

- Roll percentile dice, usually abbreviated **d%**, and compare the result against a skill value.
- Equal to or lower than is a success, higher than is a failure. Try to fail forward, though; don’t let failure stop the action or bring the characters’ progress to a halt, but rather let the failure drive the story.
- In opposed checks, on top of succeeding, your roll must be higher than the opponent’s in order to win.
- If an action has a modifier, check the **Ones**. If the **Ones** are between 1 and a negative modifier (i.e. –1 or –2 for a modifier of **–2 pips**), the task check fails regardless of whether the roll is lower than the skill value. If the **Ones** are between 1 and a positive modifier (i.e. 1, 2, 3, 4 or 5 for a **+5 pips modifier**), the check succeeds even if the roll is higher than the skill value.
- If the **Ones** and **Tens** are equal, **Karma** happens. If the task check fails, it’s **Bad Karma** (something bad happens). If it succeeds, it’s **Good Karma** (something good happens).

Sometimes you want the players to participate in a challenge. You will list a number of skills, and the present characters must distribute the task checks among themselves as evenly as possible. The more checks that succeed, the better the challenge goes.

You also need to explain how Damage (**NdX**) and Recovery/Soak rolls (**NdP**) work.

- Roll N number of six sided dice.
- Each 4, 5 or 6 is one point of Damage, Soak or Recovery.
- Damage rolls (**dX**) explode. This means that for each result of 6, roll an additional die. Repeat until there are no more sixes.
- Soak and Recovery rolls (**dP**) do not explode.

Finally, **Story Points** allow the players to influence the story, activate abilities, and change rolls. The players get **Story Points** for **Karma** (good or bad), entertaining the table, activating complications, or being captured by the villains.

Each character starts the adventure with **4 Story Points**, and can have as many as **12 Story Points**.

There are a lot more details, of course, which you can find in the Rules section (page 23) of this scenario.



THE MINOAN AFFAIR

A Troubleshooters quickplay scenario

BACKGROUND

The history of the Mediterranean region is a long and rich one. This was the birthplace of European culture, and it has left its mark in legends of gods and lost islands. In many places, you will find old ruins, statues and other things.

A small archaeological expedition, led by professor Alexandros Giorgios, has found things that refer to the lost island of Atlantis as well as ancient pieces of art on the island Filakes. The finds are not enough to actually trace the location of the fabled island, but they do strongly suggest that the place actually existed! Some theories hold that the legend of Atlantis is based on the decline of the Minoans, and especially the volcanic eruption of the island of Thera (and that is the theory this adventure is based upon). The reason the archaeological team is so small, is that they are at the moment trying to determine if the site warrants a full expedition. It is a small island with lots of ruins on it. However, as the ruins are exposed and visible to the casual observer, they think that they have been looted.

Unfortunately, an unscrupulous gang of criminals has kidnapped the professor and his granddaughter, as well as the two assistants that were doing the manual

work at the dig site, and are now selling some of the finds on the black market while forcing the archaeologists to dig up more discoveries. The criminals also sell forgeries of some of the finds.

The criminals are not interested in the historical value of the finds, and will only care for statues and other things of immediate value that they can easily sell. Mundane items of less immediate value will be ignored, even if they might help archaeologists form a better picture of what life was like thousands of years ago, and understand the nature of what the ruins once were.

In the background, the Octopus is also trying to get its tentacles into the art market in an effort to raise money, and gain influence.

THE FLOW OF ADVENTURE

The adventure has four general parts:

- **Welcome to Athens!** starts when the characters arrive in Greece. There is a small farcical scene involving luggage problems at the airport, and then the things start to get serious with Waiting for Elena.

- **General investigations** covers potential avenues of investigation for the characters to pursue while waiting for Elena or after returning from the island Filakes.
- **The Aegean Sea** sees the characters venture out to sea and to the island Filakes, where the criminals are waiting.
- **Back in Piraeus** leads up to the conclusion of the adventure and the Big Fat Greek Bossfight.

After that, it's just the wrap up.

LOCATIONS

The main location of importance is the island Filakes where the professor has his dig site. The criminals have captured the dig team, along with the professor's granddaughter Elena. The island lies in the Aegean sea.

Other locations of note are the studio where the criminals create the fake artefacts, and the warehouse where they store both real and fake objects before shipping them off to places all around the world.

Other places where the characters might spend some time, are the airport, the museum where the professor works, and the restaurant where they are supposed to meet Elena. The museum will not be described in detail here. It is sufficient to say that it is large, and filled with historical artefacts. Lots of tourists will wander around inside.

STARTUP

The scenario takes place in May 1965 (or later). In the real world, there's a military coup d'état in Greece on April 21st, 1967, only weeks before a scheduled election. If you are adapting this adventure to your own campaign, you may want to play the scenario to happen before that, or adjust the timeline of your game. Running the scenario after the coup makes it much more complicated as the country would be in turmoil.

Pick two characters to be the **plot hook** characters, and hand them the appropriate startup handouts. Allow for the characters to meet and decide what to do.

The start date is May 10th, and the characters are expected to be picked up by Elena Giorgios at the

restaurant The Argonauts in Piraeus on Monday the 17th. Until then, the characters can spend the time leisurely in Athens, or investigate things on their own.

There is no way to contact the archaeological team by phone, as the dig site is on an uninhabited island.

If the characters go by plane, advise the players to not go too early. If they do, they will have to spend too many days in Athens on their own, making the adventure feel slow in the beginning. You can delay the arrival to Athens by having the characters apply for a visa to Greece.

If the characters are creative and inquisitive, an early arrival may not be a problem. There's also the possibility of the characters stumbling into the adventure without any prior knowledge. If this is the case, then it is recommended that they somehow end up on the island by boat, or they come across some art thieves as a crime is being committed.

ATHENS

Athens in a nutshell

Foundation: ~3000 BCE

Population: 867,023

Area: 412 km²

Elevation: 70-338 m

Climate: Mediterranean

Notable landmarks: Parthenon, Lykavitos, Plaka, Monastiraka flea market

Athens, the birthplace of democracy and cradle of European civilisation, is one of the oldest known cities in the world, at least 5,000 years old and inhabited for even longer. It was originally a mycenaean city, but later became a powerful city state of its own.

The city is located at the plain in the Attica basin, between the four mountains Mt Aigaleo, Mt Parnitha, Mt Pentelicus and Mt Hymettus. The location in the basin combined with the mediterranean climate locks in pollution, making Athens one of the most polluted cities in the world. The pollution has even etched away details of many classical statues and reliefs.

Athens has a hot Mediterranean climate, with hot summers and mild rainy winters. Most rain falls between October and May, leaving a hot dry summer. August is the hottest month, often reaching daytime temperatures in excess of 30° C and a daily mean of 27°. It could climb as high as 45°. Visitors are recommended to dress lightly.

Languages in Greece

Naturally, the dominant language in Greece is Greek. Many know English, and quite a lot also speak German.

Languages in Greece	Chance (%)
Greek	100
English	75
German	55
Classical greek	25
Italian	25
Serbo-croatian	25

Money in Greece

Greece use Greek drachma (GRD) as the currency. It's the third modern drachma, which was introduced in 1954 after a massive devaluation of the post-war second drachma, and is pegged to the US dollar at an exchange rate of 30 drachmae to 1 US dollar. You get 6.12 drachmae for one French franc.

Piraeus

Piraeus is the port city of Athens and is within the greater Athens urban area. about 12 km from the city centre. It is a bustling financial and shipping centre. The port is the largest passenger port in Europe, the second largest passenger port in the world, and one of the ten largest cargo ports in Europe.

HOW TO GET TO ATHENS

No visa is required to enter Greece, just a valid passport. However, you need an exit permit after two months' stay.

There are regular flights to Athens from the major airports in Europe, and even some direct flights from the United States. Air France, Air Majestique, and Olympic Airways have daily flights between Orly and Ellinikon airport.

International train services have to go through Eastern bloc countries, at which point train cars often are sealed until the train crosses the border to Austria, Arenwald, Italy or Greece. If not, there will be several paper checks from the moment they cross the border.

You can take the Orient express from either Paris Nord or Gare de Lyon, late in the evening on Mondays, Wednesdays, and Fridays. It will arrive at Athens Railway Station around lunch 3 days later.

The land route to Greece would go through Yugoslavia or Bulgaria, and requires a transit visa. Another option is to drive to Italy and take a ferry to Igoumenitsa or Patra in Greece from Venice or Brindisi. It is a three-day journey, but with fantastic food and view!

WHERE TO STAY

- **The Grande-Bretagne:** Originally built in 1842, the luxury hotel Grande Bretagne was used for diplomatic negotiations between Georgios Papandreou and the British delegation for the formation of post-war Greece.
- **Acropole Palace:** One of Athen's most popular night clubs is at the Acropole Palace, a seven-floor luxury hotel built in 1928 in art nouveau styles.
- **Olympic Palace:** Right at the edge of Plaka, the old city, and within walking distance of the shopping areas and Athen's night life, sits this first class hotell.



THINGS TO DO IN GREECE

- **Sailing:** The Greek archipelago in the Ionian sea and the Aegean sea are popular sailing destinations. Broadly there are three kinds of people using sailing vessels in these waters: fishermen in caiques, navy cadets on training ships, and leisure sailors on yachts.
- **Mountain climbing:** The Greek mountains are not quite as challenging as other places, but the view and the history is still worth it and makes it popular among amateur mountaineers.
- **Acropolis:** Acropolis is the name of the rocky hill overlooking Athens at which the Parthenon temple

is located. The temple was dedicated to the goddess Athena, but turned into a Christian church by the Byzans in the middle ages, and later into a mosque by the Ottomans. It was badly damaged in 1687 in the Venetian-Turkish war.

- **Old dusty things:** If you want antiquities from the dawn of European civilization, you go to Athens. You want to study art, or find someone who can decipher old religious texts in Koine Greek, like the oldest existing bibles, you go to Athens.
- **Beach life:** There are excellent beaches near Athens, for instance Palaion Faliron, Kalamaki, or Glyfadhia with its lovely sand beaches and bungalows.

WHY ATHENS IS IN YOUR (FUTURE) ADVENTURES

- **Democracy and other dangerous ideas:** Athens is the birthplace of democracy. It is also a turbulent place, where political groups might gather

to organize themselves to plan for the future. Brigadier Andros Loizou is one of them: a hard-line conservative anti-communist who is planning to stop the liberals in the government and save Greece from communism by instigating a coup and installing a true patriot as the leader – himself. He can't do it alone, but he has allies in the army and some backing from some “friends in purple”.

- **Sports:** Birthplace of the Olympics, and the original Marathon. Sports have now become big business, and some people will do anything to win – even if that means cheating. Words have reached the characters that the entire East German team in the summer athletics championship are doped with a new untraceable drug provided by the Soviet Union, but that has also put the characters on the target list of the KGB. Can the characters expose the plot to the authorities while avoiding the KGB's hitmen?

WELCOME TO ATHENS

If the characters are not already in Greece, then they need to get there somehow. Most likely they will travel by plane, although characters with cars may want to drive there or go by train. Flying takes a few hours, going by train or car takes a few days.

GETTING TO GREECE BY PLANE

The plane will land at Ellinikon International Airport at the coast some 7 km from the city, and will have to take a bus or taxi into Athens.

The flight to Athens is uneventful. The service on board is great and the view is spectacular. The airport itself is incredibly busy. After debarkation, the characters should pick up their luggage.

Raiders of the Lost Luggage

This section is optional. If you use it, make it a farce or comedy, and it must end successfully and perhaps with an added bonus, for instance compensation from the airport management.

Unfortunately, the luggage belonging to the characters as well as a number of other passengers on the plane does not arrive at the luggage carousel.

Presumably, the characters will join the other passengers, when they head over to the service-desk to complain. Have the players make an **Alertness check**: those who succeed will notice two luggage carts on the tarmac. The person who was supposed to unload them got distracted by a colleague wanting to talk to

him, and then ended his shift without telling anyone that there were two carts left. If the characters inform the staff at the service desk about this, they will get staff out there to finish the job. If nobody notices the carts, characters could convince the staff to look for the missing luggage with a successful **Red Tape task check**. It takes a bit longer, but will also have the characters being reunited with their belongings.

If nobody succeeds the **Alertness** or **Red Tape task check**, then the staff will be very apologetic, but will ask for where the characters will be staying. It will be found the next day and eventually delivered to their hotel, but might lead to some inconvenience as the characters have to get by without their luggage for an unknown time.

Once the characters have been reunited with their belongings, it is time to move on to the next stage unless the characters want to spend more time doing touristy stuff in the city.

If the Director wants the characters to suffer a bit, then some miscommunication between the staff at the airport and the staff at the hotel can occur, leading to all kinds of entanglements. For instance, the airport contacts the hotel when the characters are out on the town, and then the hotel staff will mishear the message or forget to deliver it, or once the characters get the message they go out to the airport again, but can't get hold of any staff who can find their belongings. The luggage might have been sent to the wrong address by taxi or so on.



I HAVE BEEN WAITING FOR YOU

To help the story get traction, one person will wait for the characters at the airport. Which one, and what they will do, depends on which startup handouts you used. Pick one fitting person from below:

- **“Interpol agent” Isabelle Grey:** Use Ms Grey if you chose the Arch-Enemy: The Octopus or Looking for a Case startup handouts. Ms Grey is there to find out what the characters know, lure them into a trap, and spy on them. She is using the cover as an Interpol agent.
- **Professor Cristos Lakatis:** Use Professor Lakatis if you chose Looking for an Adventure, Looking for the Past, or Secret Service startup handouts. Professor Lakatis is worried about the sudden flood of Minoan artefacts, and needs help from the characters.
- **Melina Giannis:** Use Melina if you chose the Media Darling startup handout. Melina is worried about her missing friends, and heard that Elena had managed to get help from abroad.

Agent Grey

For the Arch-Enemy: The Octopus or Looking for a Case plot hooks

“Agent Grey” will present an Interpol ID when she meets the characters outside customs. The story she tells the characters is that the local office has had a request to aid in an art smuggling ring, and was assigned to assist the characters. She explains that she has no mandate or jurisdiction to uphold the law in any way, but she has local contacts, and there is no law against investigating the matter privately.

- **The enemy within:** Grey will offer her assistance to the characters so that she can be present at their planning sessions, give them seemingly useful advice (which is harmless to the organisation), and of course listen in. She will then report what the characters are planning to do. It’s important that she doesn’t stop the characters, but rather informs her co-conspirators so that steps can be taken. It’s almost as if the villains know what the characters are planning...
- **Assistance:** Grey will suggest that they start their investigation by looking into the art dealers. If they agree, she will lead the characters to various art dealers, except anyone who is dealing or have dealt with Mr Richards (Lysander’s Art, Franopolous Auction House, and Petrakis Art Export).
- **It’s a trap:** Eventually, the characters has to be dealt with. If they plan to investigate Finley’s workshop, she will warn her co-conspirators so that they will set up a trap. If the characters decide to investigate Lysander’s Art, she will arrange for a bunch of mooks

to arrive at the location and beat them to pulp. The trap will consist of one mook per character.

Professor Lakatis

For the Looking for an Adventure, Looking for the Past, or Secret Service plot hooks

At the airport, a stout grey-haired man in an old suit waits for the characters and presents himself as Professor Cristos Lakatis from the University of Athens and National Museum. He will enthusiastically shake hands with the character he is waiting for and then hug that person, and then tip his hat to every other character – and then invite them to dinner. During the dinner, he explains that he has received news of the characters’ mission, and will do anything in his power to aid the characters.

- **Art lecture:** The morning after, Lakatis invites the characters to the National Museum, where he will tell them about the real Minoan art and the fakes that have surfaced on the market. **Basically**, the fakes are so well done that they are hard to distinguish from the real deal without an invasive laboratory examination. But one thing the fakes have in common is that they don’t have proper documentation. Also, they seem to come from the Athens area.
- **Shady Dealings:** There is a limited number of art dealers that operate in Athens, and professor Lakatis can provide a list for the characters to investigate. He can also arrange for a proper laboratory investigation of any suspicious art.
- **The expedition:** Professor Lakatis is of course aware of his colleague Alexandros Giorgios’ expedition to Filakes. According to Lakatis, Giorgios is the real expert on Minoan art, but as he is away on an expedition, he is not available at the moment. But Lakatis can tell them where he is. See The National Museum for additional details.

Melina Giannis

For the Media Darling plot hooks

Melina has heard that her friend Elena Giorgios has managed to contact a foreign friend. She has managed to find out who that foreign friend is, and has rushed to the airport and is now waiting at every flight from France for the friend to arrive. The bookish student is really worried for Elena, and wants to help Elena any way she can.

- **The man with the fez:** Melina will tell the characters that Elena, her best friend, has disappeared, which is strange since there are exams coming up. Elena has been seen briefly at art dealers in Athens and only in company of a suspicious Turkish guy with

a fez who seemed to force her. She can lead the characters to the art dealers' shops.

- Meeting Elena: Melina has not heard of the characters' upcoming meeting with Elena at the restaurant The Argonauts, but she knows where it is and she knows the proprietors. She would gladly accompany them there.
- Elena's apartment: Melina can also take the characters to Elena's apartment. She also has a spare key.

GOING BY CAR OR TRAIN

If the characters got to Athens by car or any other means, the person will contact the characters at their hotel instead.

WAITING FOR ELENA

The characters have been instructed to meet Elena at a local restaurant in the harbour of Piraeus, after which she will take them to the island where the professor and his team are digging.

The harbour is a bustling place, with lots of piers. On one side is the shipping harbour with container ships loading and unloading goods. On the other side are lots of small fishing boats and ferries. It is a noisy area, full of people and seagulls. The smell of fish and salt water is everywhere.

The Argonauts, traditional Greek seafood

Fortunately the characters have been given the name of a restaurant, The Argonauts, where they can wait for Elena to come and pick them up. The quay is almost 3 km long, so they would have their work cut out for them otherwise.

The restaurant is small and specialises in traditional Greek cuisine. It is a plain white building, with some tables and chairs placed outside. Inside, there are more tables in a rustic style. The walls are decorated with seascape paintings. The owners, Jason and his wife Medea, are very friendly to the visitors, and serve excellent food. There are a few other patrons here eating lunch. Most of them are fishermen and other workers.

The wait for Elena will take quite some time, as she does not show up when she should. If the characters ask Jason or Medea if they know how to get in touch with her, they do not know. They will ask around though, and want the characters' contact information. They do not know exactly which island the dig was on, but they will get the information to the characters two days later.

Chatting with the locals

With a successful **Charm task check** at +2 pips, the characters can get the locals to open up. They will gladly talk about any old ruins that they know of (they can definitively point out a large number of islands with ruins on them). No one has seen anything they think of as suspicious, but they have all heard rumours about smugglers operating in the Myrtoan sea.

With a successful **Contacts task check** (requires that the characters have previously gotten the fishermen to open up; otherwise it is at -2 pips), the characters can learn that one of the fishermen has some ideas about the smugglers' whereabouts. He has seen activity at a warehouse in Piraeus at odd hours, and can point out where it is. See Outside the warehouse.

Elena's apartment

If the characters decide to explore Elena's apartment, they will find a mess. The place is ransacked, but it doesn't seem as if it was a robbery. The place is just turned upside down as if someone was looking for something.

And that's exactly what happened. Mehmet got suspicious that Elena tried to contact someone and tried to find clues to whom. And since he didn't find it, he eventually let it be.

A successful **Search task check** will find Elena's diary where she writes about her grandfather's excitement about the new site at Filakes. She is not quite as excited, but it will prove a great topic for her major thesis and work for the summer.

Finding out which island

Somehow, the characters must discover that the excavation site is on the island Filakes, or they won't be able to get there. Here are some suggestions on how the island can be identified:

- When asking about Elena, the characters may learn that a beautiful lady has rented boats to go to the island Filakes in the Myrtoan Sea.
- Fishermen have been warned to stay away from Filakes. Not that they go there anyway – the water is not that rich.
- Professor Cristos Lakatis at the National Archaeological Museum knows where the excavation is.
- A successful **Red Tape task check** shows that professor Alexandros Giorgios has permission for an archaeological excavation on the island Filakes.
- Rent a plane and look for which island has an archaeological dig on it.

If the players are absolutely clueless, remind them that they can **spend Story Points** to get a clue.

GENERAL INVESTIGATIONS

If the characters start looking into things, either when they return from the island or when waiting for Elena, there are a few different paths they can take.

LOOKING FOR ART

If the characters start looking around to see what kind of art objects are being sold, they will find that the Greek authorities take a dim view of real artefacts leaving the country. There are legitimate channels to go through when exporting artefacts, but it requires government approval and special licenses.

Successful task checks for **Contacts**, **Investigation** or **Red Tape** will allow the characters to get their hands on a list of approved sellers in Athens.

Approved antiquities dealers in Athens

Franopolous Auction House: High end auction house, with expertise rivalling that of the National Museum. **Investigation** or **Status:** A Mr Richards used to use them for selling parts of his collection, but he stopped when their art experts revealed that – despite certificates of authenticity – one of his pieces was a modern forgery.

Hasapis Antiquities: Owned by an eccentric little man, who really doesn't want to sell the antiquities he has in his shop. **Charm** or **Subterfuge task check.** Has liberated a few pieces from Adam Finley, a shifty little Irishman in Piraeus.

Karras & Ariti: Skilled dealers. **Charm** or **Subterfuge** skill check: They know that some shenanigans with antiquities is going on in Piraeus.

Lysander's Art: Legitimate, but not exactly legal. They don't ask questions if the price is right. **Humanities task check:** Lysander's was in trouble in the antiquities circles in England a few years ago. **Subterfuge** or **Investigation task check:** Sometimes they deal with Adam Finley in Piraeus.

Matsouka: Tourist shop: they sell overpriced replicas of small artefacts to tourists, and even more

expensive originals. **Investigation task check:** They buy their replicas from small family businesses all over Athens.

Onassis' Antiquities: Connected to the powerful Onassis family, famous for their shipping, but Andros Onassis is really a bit of a black sheep of the family for his love of antiquities.

Petrakis Art Export: Specialises in the export of antiquities, mostly to the United States. **Investigation** or **Charm task check:** One of their former customers was a Mr Richards, but he stopped buying from them a few years ago.

Savas: Savas deals not just in Hellenic antiquities, but also those of Macedonian, Hittite, Egyptian, Roman, Babylonian and even Persian origin.

Tsauoussis: Small auction house, not very high end. They have had it rough these last years because of some foreigners.

Xiphias: Well-connected with European collectors. They keep a low profile because of their customers.

The National Museum

A successful **Humanities** or **Contacts task check** will let the characters know that Professor Alexandros is one of the topmost experts on old Minoan and ancient Greek artefacts. He works at the National Archaeological Museum of Athens.

If they decide to pay him a visit at the museum, they will learn that he is out on an archaeological expedition. With a successful **Charm** or **Status task check**, the characters can get in touch with Giorgios' colleague Professor Cristos Lakatis. It is possible that they already know about Cristos Lakatis from the arrival at the airport. Either way, Professor Lakatis can reveal that the dig is on an island called Filakes south of Athens in the Myrtoan sea, which is a part of the Aegean sea. Professor Lakatis can also confirm the importance of the artifacts that his colleague professor Giorgios has discovered, possibly linking the Minoan culture to the early Hellenic culture.

LOOKING FOR SMUGGLERS

If the characters start asking around for more unconventional sources of artefacts, they will for the most part be met with blank stares. It is a challenge to get any clues about smugglers.

Challenge: The trail of smugglers

Contacts, to know someone who knows someone.

Investigation, to follow the trail.

Red Tape, to know where in the bureaucracy there may be “footprints”.

Subterfuge, to avoid drawing any unwanted attention.

Charm, to get on their good side.

Modifications

–2 **pips** on task checks by characters not from Greece.

–2 **pips** on task checks by law enforcement characters.

Outcome

Great outcome: After a two or three day investigation, the characters hear about a warehouse outside the Piraeus harbour, from which statues are seen being shipped out by a small boat from the pier at odd hours. Also, there’s a mafia organisation called Chtapódi behind it.

Good outcome: After two or three days of investigation, the characters hear about a warehouse outside the Piraeus harbour, from which statues supposedly are shipped. People work there at odd hours.

Limited outcome: After three or four days of investigation, the characters hear about a smuggling operation in Piraeus harbour, but they don’t learn where, only that it happens by boat.

Bad outcome: The characters can’t find anything.

Abysmal outcome: The characters are found out and lured into a trap, where Boris, Mehmet and other thugs beat the crap out of the characters to encourage them to stay away. Let the players choose between being **Out Cold**, or being **Out Cold** and **Wounded** but getting a clue. Then pick a clue:

- A box of matchsticks from Lysander’s art
- A scrap piece of paper with the name of Mr Richard’s yacht, “Artemis”
- A scrap piece of paper with a phone number to the warehouse
- A sea chart marking the route to the island

If the characters talk to the police about smugglers, they will learn that Inspector Basil Dimopoulous is in charge of that investigation. You can get on his good side with a bottle of good ouzo and a successful **Charm task check** (**Subterfuge** won’t work – Dimopoulous is clever as a fox). He and his colleagues are not that fond of civilians trying to do police work, but will look into any tips they can get.

Non-native police officers will of course have a problem with jurisdiction, but they will have more leeway, and can get more info regarding the current investigations.

Basil Dimopoulous can tell the characters that there has been a big increase in the smuggling of artefacts and forgeries over the past two years or so. It seems as if it is well organised.

With a successful **Investigation task check** or a **Contacts task check**, both at –2, the characters will learn that there is a mafia ring called “Chtapódi” involved (Greek for “Octopus”).

THE AEGEAN SEA

Once the characters know which island Professor Giorgios is working on, then they can try to arrange for a boat to take them there. The island Filakes is uninhabited, so there are no ferry services to that island.

It will take a few hours of looking around before they find someone who will let them rent a boat. In the end, the characters can make a deal with a young man named Stefanos who rents out smaller boats for tourists.

The price is a bit on the high side though. For the characters to afford it, they have to make a successful **Credit task check**. They can also try to negotiate a

better price (so that they don’t have to make a **Credit task check**) by making a successful **Charm task check**.

Unless the characters opt for something out of the ordinary (which will take about a day and cost the characters two **Story Points**), the boat is a small motor boat, with few luxuries.

The trip to the island is expected to take slightly less than half a day and have them arrive in the early afternoon. The sun is shining, and the sea is calm. The characters will see dolphins playing, and a large number of ships of various sizes; ferries to other islands, fishing boats, and large cargo ships. The trip itself is

FILAKES



relatively uneventful, unless the characters manage to do something to mess the situation up.

Challenge: Sailing the Aegean

Vehicles, to operate the boat and navigate the sea.

Alertness, to notice any problems.

Endurance, to not get seasick.

Machinery, to handle the engine and rigging.

Modifications

Using a sail boat: **-2 pips** on **Vehicles**

Outcome

Great outcome: The characters get to the island in the early afternoon, and spot not only a pier with a man waiting on it, but also a cove where they can anchor.

Good outcome: It takes until the afternoon to find the right island and the pier. They may spot the lookout on the pier.

Limited outcome: It's not until nightfall that the characters find the island, and they don't spot the lookout.

Bad outcome: The characters don't find the island and have to return to Piraeus.

Abysmal outcome: The characters run aground and have to be rescued. They will lose two days and the deposit on the boat for damaging it (**-2 pips** on the next **Credit check**).

Challenge: Searching for the island from the air

Vehicles, to fly the plane.

Search, to scan the sea.

Investigation, to keep track of areas searched.

Willpower, to not give up.

Outcome

Great outcome: The characters spot an archaeological dig on the island Filakes. There is a boat by an old stone pier, tents, and ruins. They see a young man dashing towards the boat, pursued by two other men. He's tackled to the ground and carried back to the dig.

Good outcome: The characters spot an archaeological dig on the island Filakes. There's a boat by an old stone pier, tents, and ruins.

Limited outcome: The characters spot ruins on the island Filakes as they are returning home to refuel. Either the characters land knowing they don't have enough fuel to leave, or they come back tomorrow.

Bad outcome: The characters can't find anything and have to return empty-handed, but at least they know which islands are free from anything suspicious looking. That leaves just four islands left to search the next time: Brantada, Filakes, Loutza and Lazarakia.

Abysmal outcome: There is an engine problem and they are forced to land. It takes some time to be towed back to Piraeus and have the plane repaired.

ALTERNATIVE MEANS OF TRAVEL

Landlubbers: If the characters are landlubbers, they don't have to despair. With a successful **Charm task check** and either a successful **Credit task check** or one **Story Point**, the characters can persuade a fisherman to take them to the island, but it will be uncomfortable and costly, as they will have to compensate the fisherman for missing one day's worth of fishing. The fisherman is an old man, who has spent all his life at sea. His English is quite lacking though, so he will not be very talkative unless someone knows Greek.

By air: A pilot character, such as Frida, may opt to rent a plane instead, preferably a sea plane. It is more expensive than renting a boat, but the trip is much quicker and they can search a wider area if they don't know which island the excavation is on. One character must have the Pilot ability, and one character must succeed with a **Credit task check** or pay two **Story Points** to afford the rent. Note that sea planes have four or six seats, so they will not be able to get many passengers back home using the plane.

GETTING TO FILAKES

As the characters approach the island, they see that it is covered by rocks, and lots of olive trees. Amongst the trees they can see a few old ruins. There are a number of beaches and coves. At one of them, there is a large stone pier, and a motor boat is docked there.

If the characters dock at the pier, a sleazy-looking man will come down and in broken English inform them that the island is private property and that they must leave. The man is one of the criminals. If any of the characters succeed on an **Alertness task check** at **+2 pips** (he is not exactly subtle about it), they will see that he has a pistol underneath his jacket.

When talking to him, have one character make an **Alertness task check**. If successful, that character will realize that he is lying, and that something is very wrong.

If the characters start to argue and cause any trouble, then the criminal will call out to his companions to take care of the intruders, and 5 more show up (there

are 7 of them on the island. These are the underlings in the gang).

Alternative ways

If the characters instead choose to go to one of the coves, they can get ashore undetected with a successful **Sneak task check**. If they do this at night, a successful **Vehicles task check** is required to get ashore safely. It is not necessary during the day.

If the characters decide to back off and leave the island, they do have the chance of returning later.

Should they for some reason decide that they do not want to do anything at all regarding the island, you'll need to get them on track again, for instance with an encounter with the smugglers near the warehouse (See *Outside the warehouse* or *Looking for art*, depending on which makes more sense and what the characters do).

If captured

If the characters get caught on the island, the criminals will take any obvious weapons and valuables for themselves. The criminals will then force the characters to help dig out more finds.

Other equipment will be tossed aside and placed in a heap in one of the tents, if the criminals find it. At night time, the characters will be tied up together with the archaeologists.

If a character has seriously hurt or even killed any of the criminals, the criminals won't take it well. The character will be beaten as punishment and treated quite badly. Of course, the archaeologists will be rather shocked as well if there are dead criminals. Especially Elena will react badly.

It's not impossible to escape, but they will have to free themselves from their ropes, overpower the guard, free the others, and sneak away. It's a bit like Rescuing the professor, with the added bonus of knowing where the others are and the disadvantage of being tied up.

If the players use **Story Points** to get a clue, the criminals will brag about their cunning scheme of digging up antiquities (see *Interrogating the smugglers*).

Investigating the island

The island is relatively rocky, and covered with olive trees. Old remnants of roads and buildings litter the landscape. A successful **Humanities task check** at **-2 pips** will identify the style of the oldest ruins as Minoan. Dotted around the island are more recent cottages for shepherds and farmers, but it appears the island has been uninhabited for some time. Wild goats roam the landscape.

On top of a hill are the remnants of a small city, with wondrous ruins and lots of statues. As they come closer to the centre of the city, you can hear human voices. A successful **Sneak task check** task will allow them to sneak up on the whomever is talking.

The dig site

At what appears to be the town square the characters can see lots of tents, and telltale signs of an archaeological excavation. There are tables with finds, washing bins, and large sieves standing to one side.

If the characters approach by day (and the **Sneak task check** succeeded), then the characters will see four people digging, while a fifth is standing guard. The diggers are the professor, his granddaughter, and their two assistants. One of the armed goons is there to make sure that they don't run away.

A couple of other people, who are also armed with pistols, are moving some of the statues, and two others are having a break smoking. They are the ones talking about what they are going to do with their money.

At night, the diggers are tied up in their tents so that they can't escape. Only one criminal will be standing guard.

Discovered

If the **Sneak task check** failed, then the two people on the smoke-break start searching for the source of whatever sound the characters made. The others will continue with their current activities, unless the criminals that are searching find the characters.

RESCUING THE PROFESSOR

It would be most beneficial if the characters could rescue the archaeologists without combat. It can be done, if it is done at night. However, that will require some planning and a lot of luck.

Challenge: Night-time rescue

Sneak, to not be heard.

Alertness, to avoid guards and not bump into things.

Security, to figure out the guards' schedule.

Search, to find the correct tents.

Outcome

Great outcome: The characters free the archaeologists and can also get the Professor's notes.

Good outcome: The characters free the archaeologists and sneak away.

Limited outcome: The characters free the archaeologists but are discovered as they leave the site.

Bad outcome: The characters are forced to fight their way in.

Abysmal outcome: The characters are captured before they even start.

Should the characters manage to rescue the archaeologists without the criminals noticing,

then come next morning the criminals will start looking all over the island for the escapees (after making sure their own boat is still around).

If the criminals can't find the escapees or the characters during the day, they will then pack up everything and leave the island during the late afternoon, as they do not want to risk the police finding them there, and they think that the escapees have gone to the police.

Fight!

If combat ensues, the criminals will try to shoot the characters, and if nothing else works, threaten to shoot the archaeologists. If at least half of the criminals are **Out Cold**, the remaining criminals will try to run away and escape by boat to come back later with reinforcements. They will try to disable the characters' boat if they can find it.

INTERROGATING THE SMUGGLERS

If the criminals on the island are captured, they can be questioned, and the characters may learn more about what is going on.

The criminals can be persuaded to talk, but they speak very bad English, and no French at all. A successful **Subterfuge task check** at **-2 pips** will have them admit to being part of a gang, and that they have been targeting the art scene recently, stealing antiquities that they sell off. It is usually a low-risk endeavour.

They sell the stolen artefacts through an Irishman (Adam Finley) in Athens, who also makes forgeries of the artefacts, so the same object can be sold many times. They don't know who is buying the forgeries, but they have had much more backing recently, as someone with lots of money to spend has found them.

They have no knowledge of what the objects they sell are, but they know that jewellery is always worth lots of money, and statues and other similar artefacts can be copied.

They are reluctant to talk, because that would label them as snitches, and as the saying goes, "snitches get stitches".

BACK IN PIRAEUS

Some scenes in this chapter may appear even before sailing out to the island, depending on what the characters do.

OUTSIDE THE WAREHOUSE

The warehouse is located at the edge of Piraeus harbour, along with lots of other warehouses. There is an old stone pier, where small boats can anchor. The warehouse itself is rather nondescript and doesn't stand out.

Nighttime shenanigans

If the characters visit the warehouse during the night, the door is locked and no one seems to be there, unless the characters have previously managed to free the archaeologists on the island, without drawing attention to themselves. In that case, the whole gang is there to remove all traces of their activities.

Should the characters wait around on a normal night, they will see a guard patrolling the area. Later at night, two men come to the warehouse by boat and unload cases. They are Mehmet and Boris, transporting new artefacts for Adam Finley to copy. They will also load their boat with finished copies to sell.

Boris and Mehmet are watchful and careful as they don't want to be discovered. If the players want to get close to get a look at the goods, use the following challenge:

Challenge: Sneak up on Boris and Mehmet

Sneak, to move silently.

Alertness, to move at the right time.

Subterfuge, for diversions and smart moves.

Agility, for quick, silent dashes.

Outcome

Great outcome: The characters find three exactly identical Minoan bronze statuettes, all appearing to be thousands of years old. They hear Boris and Mehmet talking Russian (bad Russian from Mehmet).

Good outcome: The characters get a good look at the artefacts, and see that they are indeed Minoan. They hear Boris and Mehmet talking in a foreign language. If any character speaks Russian, that character can identify the language as Russian (bad Russian from Mehmet).

Limited outcome: Let the players choose between identifying the goods and being discovered, or having to abort and not be discovered.

Bad outcome: The characters are discovered. Boris and Mehmet try to escape.

Abysmal outcome: The characters don't notice Boris and Mehmet sneaking up behind them until it is too late. The next time they wake up, they are hogtied in the warehouse.

In broad daylight

If the characters visit during the day, then Mehmet, Boris, and Adam will be there, making a deal with Mr Richards, who is accompanied by his secretary. Outside the warehouse will be a fast motor boat at the pier. The motor boat will have a driver in it. Should the characters do something to get the criminals' attention go to Scene: Getting caught (outside the warehouse).

GETTING CAUGHT

Depending on who catches the characters, the result will be quite differently.

By police or security guards

If they are caught by the local police for trying to break in they will be taken into custody, and questioned. Successful **Charm task checks** at -2 or **Status task checks** at -5 will let the characters go with a minimum of questioning, and the admonishment that they should behave. The police will be keeping their eyes on them from now on. Failed task checks will mean that they are held for a much longer time (how long is up to the Director) before being let go. When they are free again, the characters can return to whatever they were breaking into, hopefully a bit more carefully this time.

If they are caught with lots of valuables that look as if they might be stolen, or they have weapons on them, then they will have to answer to the court and their possessions will be confiscated pending investigation.

By the criminals

If they are caught by the criminals instead, the criminals will try to drive the characters away. If it is during the day, police might get involved to remove the "trespassers", even though the criminals prefer to not draw attention to themselves. If it is during the night, the criminals will tie the characters up, and then ship them out to the island or plan some other method of making the characters disappear without leaving any trace.

If the characters are just left at the warehouse, there will not be much information to find once the criminals have moved out and the characters escape.

INVESTIGATING THE WAREHOUSE

The warehouse is divided into two large rooms, and a smaller area that serves as an office. One of the rooms is semi-open to the public, and is the official room that any person will see. It contains row upon row of statues and urns that are obviously modern replicas.

The back room however is more interesting. This is where fake artefacts are created (both the obvious replicas of plaster stored in the front room, and the better copies sold as real ones).

Hidden at the back are genuine artefacts that will be smuggled out and sold to the highest bidders. These artefacts have all been stolen from various archaeological sites, and include statues, jewellery and other finds; some of which have not even been catalogued. Adam Finley uses these as models to create fakes that are sold as genuine stuff.

In a safe in the backroom is a ledger where Adam has chronicled who has bought what piece of art, how much they paid and whether or not the piece was genuine or not. A number of museums and private collectors would be quite embarrassed if this information came out. Here is also a list of contacts selling shady things. In the ledger is evidence that Finley has been bankrolled by Mr Richards for the last two years, and that it was Miss Grey who brokered the deal.

If the characters enter the warehouse during the day through the front door, they will find Adam working there. He will then try to sell the obvious replicas things in the front room. Under no circumstance will he allow any one he does not know to enter the back room. They could sneak past him, but that requires a successful **Stealth task check** at -5 pips.

My Big Fat Greek Bossfight

If the characters start a fight with any of the criminals at the warehouse, then the situation might become problematic. But it is probably the only way that they can bring them to justice.

Boris and Mehmet: If only Boris and Mehmet are present, they will defend themselves with lethal force if necessary, but they prefer to wound or scare off the characters. They think the characters are either affiliated with another gang or members of the police. None of that is good for them, but having to dispose of dead bodies is worse.

Mehmet's gang: If the gang is not captured and handed over to the police, they will be here too. They follow Mehmet's order until four of them are **Out Cold**. Then the rest run away.

Adam Finley: Adam will defend himself, but he really cannot fight. The only weapon he has at his disposal is a hammer. He is willing to knock the characters unconscious to prevent them from snooping around, but will not try to actually kill them.

Mr Richards: Mr Richards is a bit of a braggart, and will gladly engage the characters in hand-to-hand combat. If pushed he will try to bribe them. He will not attack first.

If Mr Richards can leave the warehouse, he will not be pleased. He has lost lots of money because of the characters' meddling, but he will not take further actions against the characters unless they continue to investigate him. He will then hire goons to scare them off.

Ms Grey: If "agent Grey" from Interpol accompanied the characters, this is a perfect opportunity for

her to betray the characters. She points her gun at the characters and tell them to hand over their weapons and surrender before anyone gets hurt.

If this is the first encounter with Ms Grey, she will play the role of a woman in distress for one or two rounds, and then go on the offensive. She will then prove to be the deadliest foe present.

If things start to go badly for her and Mr Richards, then Isabelle Grey will try to escape using the fast motor boat. Should they try to follow her, she will do her best to shake them off. She does not wish to fight.

If she gets away, and Mr Richards are defeated, she will then proceed to plunder his companies, transfer all money to the Octopus and destroy any evidence of their involvement. She will then arrange for a new identity and start again somewhere else.

Miss Grey on her part will have the Octopus look into the background of the characters, and they will come back later to haunt the characters.

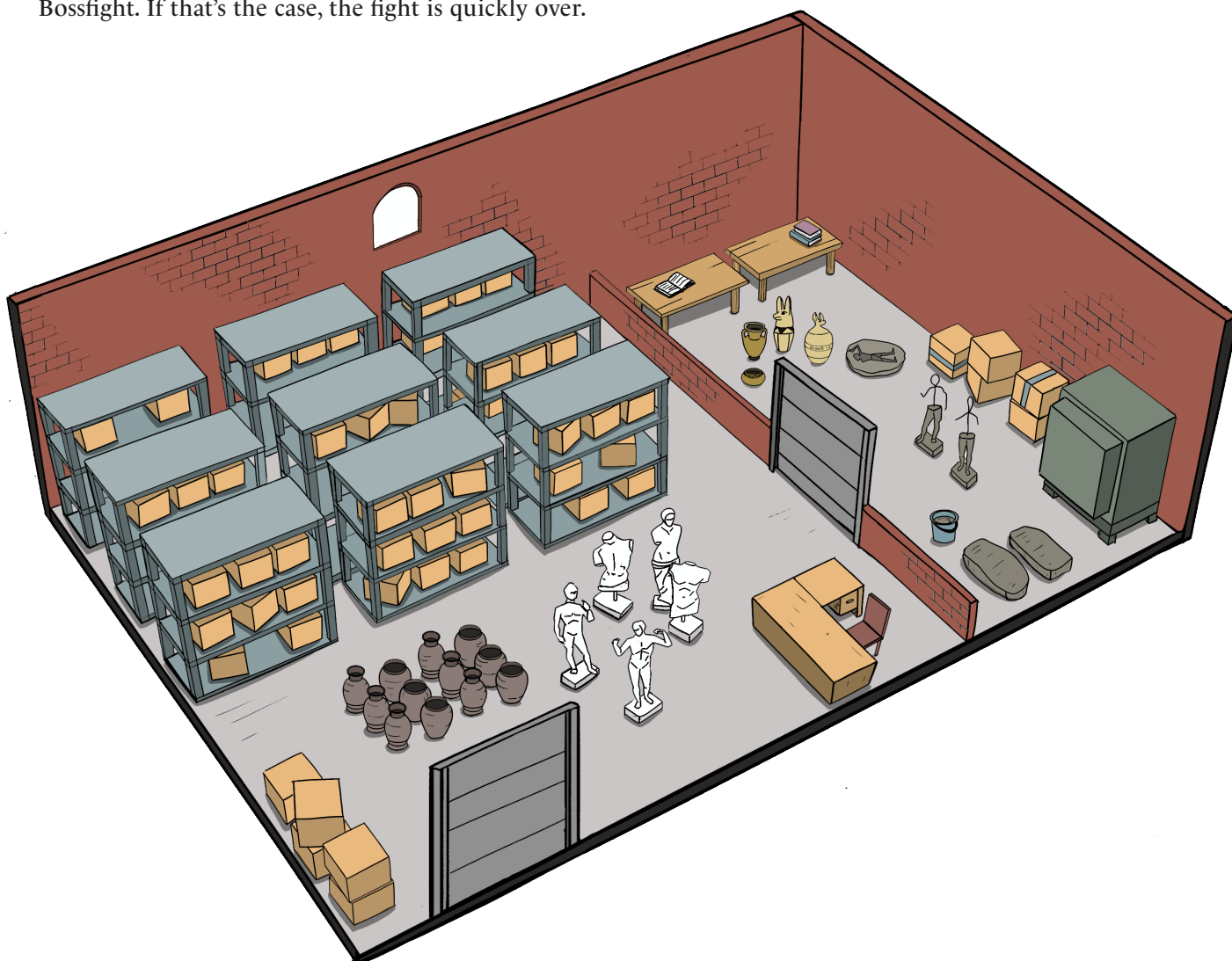
The police: It is possible that cunning characters will go to the police before raiding the warehouse. If they have evidence of foul play – for instance because they visited the island and rescued the Professor – they may have police backing during the Big Fat Greek Bossfight. If that's the case, the fight is quickly over.

Handing over the villains and evidence to the police after the fight eventually leads to a prosecution for them. The characters may be held by the police for a day or two until their story is corroborated.

If the characters have not yet visited the island, the police will send someone to investigate the place after questioning the criminals. Adam Finley will gladly spill the beans when he hears about the kidnapping of the Professor – he wants no part of it.

If captured

If the characters lose a fight with the criminals (or they surrender peacefully), then they will be tied up and transported to the island, unless the gang's activities there have been disturbed and they have instead come to erase any evidence of their presence. If that is the case, then the characters will be tied up and simply left in the warehouse. However, it is in this case quite likely that the characters will try to find the criminals, and that might be quite another adventure.



END OF THE ADVENTURE

Hopefully the characters have rescued the Professor and his team, and then defeated the criminals and handed them over to the police. The police will question the characters and the professor to verify their stories, but unless something serious has happened, they will eventually be released.

- The scenario will be a partial success if the characters manage to free the professor and his granddaughter, but fail to stop the smuggling of the artefacts.
- If they also either bring the criminals to justice or stop the smuggling of artefacts, both real and fake, it is a major success.
- If they succeed with all three parts it will be a complete success.

Captured criminals will get harsh penalties. The Greek police don't like people who smuggle artefacts, and they like kidnapping even less.

Adam Finley will be charged with making and selling fake art, and dealing in stolen artefacts. He will get a somewhat light sentence as he will cooperate

with the prosecution to identify the others and testify against them.

If Mr Richards and Miss Grey are arrested, Mr Richards will try to bribe the police and have them be freed. Otherwise Miss Grey will escape on her own. She will then report back to the Octopus, and the characters might get a new enemy out of this.

REWARDS

If they save the kidnapped archaeologists, the characters will get a bit of fame, as well as making a couple of friends if they were not already on friendly terms with the professor. Give the players a Reward check on **Status**.

They will also get some fame if they manage to stop the smugglers at the warehouse. Give the players a Reward check on **Status** for this as well.

In addition, their employer or the Greek authorities may give them a monetary reward for stopping the smuggling ring. Give the players a Reward check on **Credit**.

THREAT FILES

TAGS

Boss: The character can take the **Wounded** condition once instead of **Vitality** loss. The character may also take the **Mortal Peril** condition once instead of **Vitality** loss. The character is dead if **Vitality** runs out and they have the **Mortal Peril** condition; otherwise they're just **Out Cold**.

Brittle: The weapon breaks and is unusable after an attack or defence check with **Karma** (good or bad). If it was an attack check, apply damage first.

Concealable: Hiding the weapon is at **+2 pips**.

Flips (X): The adversary can flip X task checks in a fight scene.

Lieutenant: The character can take the **Wounded** condition once instead of **Vitality** loss.

Mook: If an attack against a Director character with the Mook tag has **Good Karma**, the Mook is **Out Cold**.

Multiple Attacks (X): The character may perform X attacks as their main action. Unless an attack has the Multiple Strike tag, each attack can be used once.

The number of times each attack can be used during a turn is in parentheses after the name.

Paralytic: The target cannot take the **Wounded** or **Mortal Peril** conditions. The target can take the **Stunned** condition instead of **Wounded**, and **Paralysed** instead of **Mortal Peril**.

Precise: A hit with **Good Karma** adds **+2dX** to damage.

Reload (X): If the **Ones** of an Attack check is within the range X, the weapon is empty after the attack and the user has to spend one main action to reload it. If you have **Bad Karma** and the **Ones** fall within the range X, then the weapon is jammed and has to be fixed in a later scene.

Short Range: You can attack targets in your zone or one adjacent to it. You can attack targets one zone beyond an adjacent zone at -2 pips. Beyond that, the target is out of practical range.

Single Shot: After an attack, the weapon needs to be reloaded.

THE GOOD GUYS

**PROFESSOR ALEXANDROS GIORGIOS**

Professor Giorgios is a man in his late 60's/early 70's. A thin man with grey hair and thick glasses. He is very passionate about history, and takes it as a personal affront whenever someone destroys historical artefacts. He is very protective of Elena.

Alexandros Giorgios

Initiative: 4 **Vitality:** 4

Skills: Basic 45%, Specialist (archeology) 85%, Humanities 75%, Languages 65%

**ELENA GIORGIOS**

A young attractive woman in her early twenties. She lives with her grandfather after her parents died a few years ago. She helps him with his expedition, but intends to continue with her art studies at the university later on. She is not afraid to speak her mind, which sometimes gets her in trouble.

Elena Giorgios

Initiative: 4 **Vitality:** 4

Skills: Basic 45%, Humanities 65%, Languages 65%



CHRISTOS PAPANDREOS

A young archaeology student. He is helping professor Giorgios with his excavation. He has an unrequited crush on Elena.

Christos Papandreos

Initiative: 5 **Vitality:** 5

Attacks:

Improvised weapon: 35%, 3dX, Brittle

Unarmed: 35%, 2dX

Defence: 35%

Skills: Basic 35%, Humanities 45%



THOMASSO CONSTANTINOU

Another young archaeology student. He is two years older than Christos.

Thomasso Constantinou

Initiative: 5 **Vitality:** 6

Attacks:

Improvised weapon: 35%, 3dX, Brittle

Unarmed: 35%, 2dX

Defence: 35%

Skills: Basic 45%, Vehicles 35%

THE CRIMINALS

**MEHMET ELOGEN**

The leader of the criminal gang. He is a revolutionary from Turkey who hides from the Turkish authorities as he caused a bit of unrest back home with his political speeches earlier. He is greedy and lusts after power, and has a personality of a sleazy car-salesman. There is something about how he looks and behaves, that makes people around him uncomfortable. He might not be entirely mentally stable.

Mehmet is short and stocky man in his thirties with pronounced double chin. He is impeccably dressed in a two-piece suit and a fez.

Mehmet Elogen

Tags: Lieutenant, Flips (2)

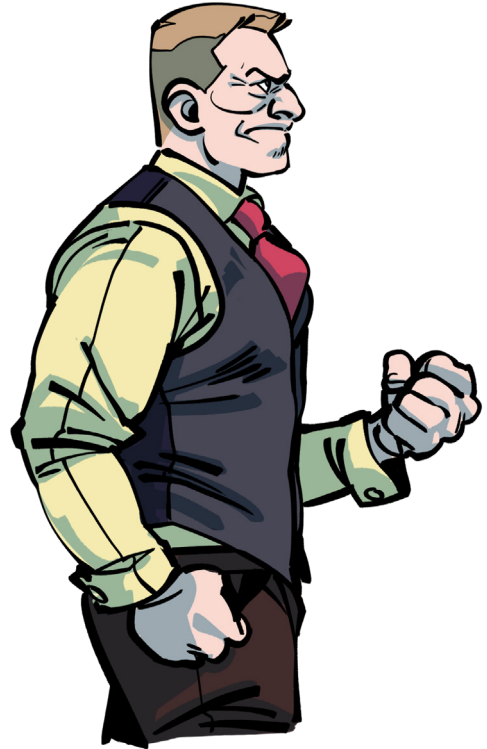
Initiative: 7 **Vitality:** 5

Attacks:

9mm Beretta: 35%, 5dX, Loud, Short range, Reload (9-0)

Defence: 35%

Skills: Basic 45%, Criminal enterprises 65%, Alertness 65%, Agility 65%, Vehicles 65%, Sneak 65%, Barking orders 85%

**BORIS RECCEP**

Boris is big and strong, but not very smart. He has fallen under Mehmet's influence, and actually thinks he is doing what he does for a good cause. He is unlikely to take any initiatives of his own. He too is Turkish.

Boris Reccep

Tags: Lieutenant, Flips (2), Multiple attacks (2)

Initiative: 5 **Vitality:** 8

Attacks:

A fistful of hurt: 65%, 3dX

9mm Beretta: 55%, 5dX, Loud, Short range, Reload (9-0)

Defence: 35%

Skills: Basic 45%, Alertness 45%, Intimidate 85%, Melee 65%, Ranged Combat 35%



ADAM FINLEY

The artist creating forgeries for the gang. He is an Irishman with a thin build and orange-red hair, who made a career out of selling forgeries of various artefacts. He is a very good artist, but as he did not get the recognition he wanted for his art, he decided to get back at the art world, and make lots of money by forgery.

Adam Finley

Tags: Underling

Initiative: 5 **Vitality:** 5

Attacks:

Irish boxing: 45%, 2dX

Skills: Basic 35%, Art 85%, Contacts 65%, Humanities 65%, Vehicles 15%



MEHMET'S GANG

A bunch of low-life criminals from various parts of the world (Russia, Greece, Bulgaria). They make up most of the members of the gang. They are all men in their mid/late twenties.

Mook #1-7

Tags: Mook

Initiative: 7 **Vitality:** 2

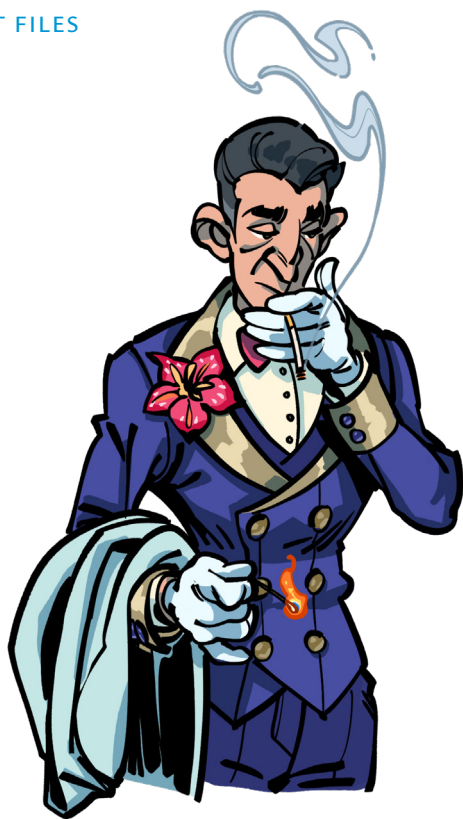
Attacks:

Wham! Biff! Whop!: 45%, 2dX

Mook #1 also has a gun.

9mm Beretta: 45%, 5dX, Loud, Short range, Reload (9-0)

Skills: Basic 35%, Agility 45%, Strength 55%



MR MORGAN RICHARDS

An arrogant American businessman. He is financing criminals activities of Mehmet Elogen, and expects to profit for it handsomely. He is in his late forties, and vulgarly dressed in a blue dinner suit with a double-breasted jacket and red bowtie.

Mr Richards literally thinks he is the centre of the universe and that everything is centered around him. He treats everyone around him badly, and thinks that money can buy everything. He is married, but will never pass up a chance to hit on any attractive young woman who gets his attention. He is famous for ruthless behaviour and shady deals.

Morgan Richards

Tags: Boss, Flips (4), Counter-attack, Multiple attacks (3)

Initiative: 5 **Vitality:** 8

Attacks:

American right hook: 55%, 2dX

A rapier hidden in a cane: 75%, 5dX, Precise

Defence: 55%

Skills: Basic 45%, Specialist 75%, Alertness 15%, Endurance 55%, Vehicles 55%, Credit 85%, Status 65%, Brag about himself 105%



MISS ISABELLE GREY

A very attractive American woman in her thirties. Officially, she is Mr Richards secretary. Unofficially she is also his lover.

Unknown to Mr Richards, her loyalties belong to Octopus (she has number 169), and she will gladly sacrifice him to avoid being captured. She has manipulated him for years using seduction, hypnosis, and experimental drugs, stealing large amounts of his money and even made sure that Octopus has their tentacles in all of his businesses (especially those that deal with the government). She wears an earring in the shape of an octopus, but it is hard to spot under her blond locks of hair.

She and the other members in her cell are all working undercover to make sure that the Octopus receives money and influence by working for rich powerful persons or organisations. She has also directed small teams of Octopus agents to steal valuable artefacts. These have then been sold on the black market.

#169

Tags: Lieutenant, Flips (2), Multiple attacks (2)

Initiative: 6 **Vitality:** 5

Attacks:

Octopus martial arts: 65%, 2dX

Pocket pistol: 75%, 4dX, Short range, Reload (7-0), Concealable

Defence: 35%

Skills: Basic: 45%, Seduction 85%, Alertness: 65%, Agility 65%, Sneak: 55%, Disguise 65%

HANDOUTS

All **plot hooks** can and should be tweaked to suit the individual campaign, so that they come from specific persons or organisations that are relevant to the background of the characters.

STARTUP HANDOUTS

Choose two startup handouts fitting two of the player characters. If those two players work to pull the others into the adventure, reward them with 1 free Improvement tick each.

Arch-Enemy: The Octopus (Éloïse)

Use this handout to help the Director start the adventure and drag your friends into it.

Your interest in the Octopus has turned your attention to what is called “The Greek Connection”. Apparently, the Octopus is part of an art smuggling ring involving a rich American and Minoan artefacts from a recent excavation in the Aegean sea. Finally, you may be on the verge finding evidence that proves the existence of the nefarious organisation!

Media Darling (Elektra)

Use this handout to help the Director start the adventure and drag your friends into it.

Just days after your latest appearance in the news, you received a telegram from your Greek friend Elena Giorgios. She asked you to meet her at the restaurant The Argonauts on Monday, May 17th, and to bring some friends. There’s nothing more in the telegram, which in itself is weird – she usually writes long letters, not short telegrams. Maybe she is in trouble and could not contact anyone closer?

Looking for an adventure (Paul)

Use this handout to help the Director start the adventure and drag your friends into it.

A very rich friend of yours has developed a taste for collecting the fine arts. He has heard that a lot of Greek and maybe even Minoan statues have recently arrived on the market. He wants you to go to Greece and acquire some of the better ones for cheap – reasonable expenses paid. Of course, the provenance of the art is very important, so beware of fakes. This may be an interesting adventure.

Looking for a case (Yurika)

Use this handout to help the Director start the adventure and drag your friends into it.

A famous auction house has asked you to investigate the recent emergence of statues that are claimed to be Minoan artwork. The auction house, which is very keen on preserving its reputation, believes the statues to be well-made fakes. If you can prove that they are authentic, then your client would be very interested. And if they are fakes, then they look good for helping put a stop to their distribution.

Secret Service (Frida)

Use this handout to help the Director start the adventure and drag your friends into it.

The intelligence agency you work for is worried about a potential increase in activity in the Mediterranean area by other agencies. This coincides with an archaeological expedition headed by professor Alexandros Giorgios. There is a suspicion that the expedition is a front for these agencies. Go to Greece and investigate what is going on there. Report what you find and put an end to it, if practical. The agency will deny any affiliation to you and your associates if you’re captured or discovered. This handout will self destruct in five seconds.

Looking for the Past (Harry)

Use this handout to help the Director start the adventure and drag your friends into it.

Professor Alexandros Giorgios and his archaeological expedition have reportedly made some very interesting finds. He has invited you to Athens to show some of his findings to you. His granddaughter, Elena, will pick you up and take you to the excavation site. You will meet at The Argonauts, a seafood restaurant in Piraeus, on Monday, May 17th.

APPENDIX

RANDOM GREEK NAMES

Male names	Female names	Surnames
Allessandro	Alexandra	Alexopoulos
Andreas	Alexia	Calligaris
Basil	Anastasia	Christopoulos
Cristo	Andrea	Dimopoulos
Cristobal	Angelina	Florakis
Dimitri	Cassandra	Galanis
Esteban	Daphne	Georgiou
Filippe	Elena	Ionnidis
Giorgio	Eudora	Karras
Hektor	Georgina	Kiriakidis
Jorge	Isadora	Lekkas
Klaus	Katerina	Michalos
Krystof	Larissa	Nicolaides
Leandro	Melanie	Pappas
Lucas	Melissa	Sifakis
Lysander	Nicole	Stavropoulos
Nicholas	Nyssa	Theodoridis
Nicholau	Sophia	Vasileiou
Pedro	Thalia	Vasilopoulos
Stefanos		
Thaddeus		

WHAT DID THE PROFESSOR FIND

The professor and his team have uncovered a number of different artefacts of Minoan origin.

Amongst the things the professor and his team have found, are tablets written in something that looks like Linear A, the Minoan language, as well as an artefact similar to the Antikythera mechanism, but for calculating prevailing winds, currents and high/low-tides over the years instead of eclipses and astronomical data.

The interesting thing is that some of the tablets seem to mention The Pillars of Hercules, but almost a thousand years before Plato's Dialogues mention them as a reference to the route to Atlantis. Is this a hint towards the actual Atlantis?

The tablets depict part of Minoan history. These things, though of immense scientific value, are not what the criminals are after, as they cannot be easily sold and the criminals do not understand their importance. Instead they are after the large number of statues and pieces of gold jewellery that have been found.

There is a huge amount of pottery and other things that detail daily life and activities in Minoan society. They reveal that the island dealt regularly with Minos as well as Athens. There was a small city here with a palace, a temple, and its own harbour.

In the real world, Linear A was only found on Crete until 1973 and it has still not been deciphered.

EXPANSION

You can expand the scenario, or make a sequel to it, in many ways:

- What happens if there are hidden tunnels under the ruins on Filakes? Perhaps they hide a cache of the mythical metal orichalcum, said to be more precious than gold.
- Of course Mr Richards has a very large and expensive yacht, stocked with more mysterious artefacts. If Mr Richards escapes, why not have the characters intercept the yacht and sneak aboard?
- Isabelle Grey's connection to the Octopus merits further investigation. Where did she escape to?
- What if the tablet found on the island, or some other artefact, is part of a text describing the route from Minos to Atlantis itself?