

MAKER OF KINGS

By Gary W. Brown

This is an adventure outline designed for Victory Games 007 RPG. It is not written specifically for an MI6 operative, but characters could be linked to MI6, MI5, or virtually any other national/international security organization. This adventure was originally written in 1996 and has an obvious dose of Indiana Jones. The player character(s) are referred to as “PC” going forward.

Part I is a teaser in which the PC is introduced to an important NPC, Dr. Helen Janus. But their meeting is interrupted by a mini-rescue mission.

Part II is another rescue that is directly inline with the mission plot. This is where the PC and Janus realize that they are in this together.

Part III sets the stage for the investigation/confrontation with the villain.

The goal of the mission is to defeat Sergei Borek, a world-class terrorist weapons engineer. The PC wants him because of his direct and indirect support of terrorism and black market activity. Dr. Janus (detailed below) is following leads to recover archeological artifacts smuggled from England when she crosses one of Borek’s henchmen early in the plot. The alliance between the PC and Dr. Janus is critical for the complete success of the mission. Unbeknownst to Borek one of the items smuggled from England was Excalibur, the supposedly mythical sword of King Arthur. The PC nor Janus will recognize the longsword for what it really is unless Janus gets some time to examine it closely at Borek’s mansion.

The prelude is designed to introduce the PC to Janus 5 weeks prior to the actual mission. The events of the teaser should allow ample opportunity for the PC to build up hero points.

Character Descriptions:

Dr. Helen Janus – Curator for the Manchester Museum of World History (2 yrs). She studied as a grad student in Chicago and working at the Field Museum of Natural History (2 yrs)

Janus’ specialty is medieval lore and her pet project is Arthurian history – this stems from her dissertation entitled *A Regression of Arthurian Lore and Comprehensive Field Study of Caerleon-upon-Usk*.

Although some historians consider him a mythical figure, there is reason to believe that a historical Arthur may have led the long resistance of the Britons against the invaders. With his queen, Guinevere, he maintained a magnificent court at Caerleon-upon-Usk (perhaps the legendary Camelot) on the southern border of Wales, where the Britons longest maintained their hold.

Janus’ dissertation work left several leads that begged to be followed. Now in her new capacity with the museum at Manchester, she has been the recipient of an endowment that has allowed her to pursue this work further. Now Janus often spends her weekends in South Wales interviewing locals, and hiking around the countryside. On one of these excursions only a few weeks ago, she learned of a pair of boys, age 10 and 11, that told of being chased from the local woods by a couple of ill-tempered men. The boys had been spying on the men for fun for two days before being found out. One of the boys had taken some pictures of them. Janus borrowed a couple of the pictures, and discovered that these suspicious fellows had also been poking around the countryside for sometime—claiming to be hunters. Later that week, Scotland Yard was able to identify one of the men as Peter Hupert. The Yard goes as far as to tell her that Hupert left Heathrow bound for Lisbon only a day earlier.

Minor Villain: **Peter Hupert** a suspected smuggler and black marketeer. He has a masters in anthropology and is now in charge of Borek’s royal artifact acquisitions.

Villain: **Sergei Borek** – Russian engineer defected (disappeared from a boat in the Sea of Ohkotsk ,1974). Designs special purpose weapons for black market and terrorist organizations. He is also a world-class collector of artifacts and antiquities. Has a facination with lineage of kings and kingdoms throughout European history. He now possesses the artifact that Janus is tracking down. He makes his home in a remote estate on the Isle of Mataram, near the eastern tip of Java, Indonesia.

Borek has a group of loyal, savvy, and well-paid henchman that help him make deals around the world. He rarely goes out in public and is a mystery even to the villagers that live near his estate. Hupert has been most instrumental in some of Borek's major deals, and now Borek is intrusting him with his personal interests in antiquities.

Alexi Gourga - Soviet Olympic Wrestling Champion. 6'4" 240, light Brn hair, flat top, mustache and go-ti. Wearing dark gray slacks, crimson long sleeve pullover shirt.

Part I

City of Morocco

PC is on a training assignment w. rookie agent Milda Matson to introduce her to the area. This will be her first field station. They will be touring the Moroccan Heritage Museum when Milda will recognize the professor of her Roman Era of the British Isles course. She will introduce PC to Dr. Helen Janus, Curator for the Manchester Museum of World History. (Reaction roll)

Role play encounter --- If the reaction is good, Milda will suggest dinner. Dinner (or initial encounter) will be interrupted by a call from William Tanner. Tanner will say, "*The ball of wax is melting.*" Code-speak for "return my call on a secured line." The PC will proceed to the Morocco station (level 3) house.

Tanner will brief PC on the following situation:

Agent Mark Adler (rookie) is missing in the mountains south of Morocco. Adler was tracking a terrorist group under instructions to maintain safe distance. His jeep was being tracked by GPS and it disappeared from the map 3 hours ago. He failed to report his 1800 check in as well. His last known position was 20 miles south of Marrakech at the foot of the Atlas Range.

Your top objective is to find and rescue Adler, or at least determine his fate. We believe that the short-range tracer in his belt is still operational. An ops team is in Marrakech preparing a helicopter for you. Get there as quickly as you can--I suggest borrowing Matson's car. They will explain any other details. Good Luck!

In Marrakech, the ops people will introduce him to the helo, SA315B Lama (Q 72), they've just finished installing the tracking module. They will explain that the tracer has a normal range of about 5 miles, but is likely to be reduced because of the terrain.

The Real Story:

Adler underestimated the terrorists capabilities, was detected and captured. He will have accumulated a medium wound as a result of a beating. He has told his captors that he is a journalist for "World Experience Magazine". They are beginning to believe him after viewing "cover files" on his laptop computer. Adler's real log is in hidden directory that is password protected.

The Libyan-sponsored terrorist group is called "Wrath of Allah". This small mountain training camp is intended for a privileged few to learn various hi-tech devices. Their latest acquisition is an Advanced Electronic Disruption unit (AED) from a Japanese black marketeer. The device is a sort of super jammer, capable of disabling electronic equipment by concentrating a transmission burst on the target using a particular frequency. This can even work on EMP insulated equipment. Their intended application for it will be to cause unexplained aircraft crashes.

Approach to the Camp:

Shortly after the helo is close enough to pick up the tracer signal, it will be hit with the AED. The Japanese trainer sees this as fine opportunity for a demonstration. The PC will have to make two piloting rolls:

1. EF8-to maintain control

2. EF6-to land without damaging the helo

This will occur at 2 miles out. If PC wishes to remain airborne, he will have to make additional piloting rolls (-1EF each) with each 1/2 mile closer to the camp.

If PC lands and wants to make a stealth approach to the camp, at least two Electronics rolls, in addition to normal stealth or mountaineering rolls will be needed due to surveillance equipment.

Part II

Opening Scene: **Lisbon, Portugal** 5 weeks later

Arroyo Textiles: Lisbon

The PC has just arrived in Lisbon to track Hupert and his men for suspected black market activity. PC will notice a hooded woman forcefully being brought into the Arroyo textile building, and should go in to investigate. That is Dr. Janus who was kidnapped from her hotel room.

They take her to an old two story building that has been vacant for about three years. Several months ago, Hupert discovered that Ayamonte street overlays some old Roman ruins. He used a sonar device to detect cavities beneath several empty buildings along this street before coming across this building. They used a jackhammer to bust through the cement foundation and open an entrance to the cave. Most of the Roman relics were in poor condition. But the map and carvings on the subterranean walls were well preserved. The map illustrates resistance in southwestern Britain. It mentions Arthur and details the hills and rivers of the area. The details contained here pinpoint the hill upon which Camelot once stood.

In England, Hupert found a tunnel and burial chamber. Protective traps in the tunnel killed two of his men. He was able to recover several weapons and articles of armor, but failed to open the actual tomb. He reset the traps to protect it, and plans to return later. Hupert smuggled the artifacts to Lisbon for further examination and shipped them the afternoon before capturing Janus. Janus will be hooded and led to the cave, where an interrogation will just be starting when the PC arrives. She knows that Hupert's team excavated and took artifacts from a site.

A henchman will be on guard on the first floor to see if they had drawn any attention.

Cave -- relatively dry natural limestone cavern, it has been hand-hewn (chisel and hammer) throughout to make it useable; cool, 55-60 degrees F.

Once the henchmen are defeated the characters discover up to links to Borek, a satellite network phone number in Indonesia (#4362-75-5619-38) -- can be traced to the *Impact Designs Co* and an invoice for a shipment of a crate to Surabaya, Java (if Hupert is captured). If interrogated, one of the henchmen will know of the artifact, but couldn't possibly pinpoint the location of Borek's estate in Mataram.

Part III

Isle of Mataram, Indonesia

Commercial flight to Singapore and commuter flight to Surabaya-- then chartered boat to Mataram

The arrival at Mataram will be eerie. The locals stop and stare and the overall reception will be quite cool and foreboding. The characters are clearly not welcome.

There is a small inn (**Ranjani**) and a cantina (**Mala Mala**) in the village where the PCs could begin investigating. The PCs will quickly draw the attention of some locals loyal to Borek-- these ruffians will attempt to drive the PCs away. If the PCs do not investigate the village, then these ruffians will confront the PCs before they reach Borek's estate.

At some point, Borek will be compelled to impart the following speech at the most appropriate opportunity. If the PC arrives as a guest, then this will likely occur during a tour of the Hall of Kings. If the PC was captured as an intruder, then the speech will come as a parting shot before condemning the PC to a colorful death at the vortex in the gardens. The vortex makes an idea scene for a battle with Gourga, with some wager in the balance – such as Janus’s life.

Isn't it amazing that even in modern society some cling to the notion that divine right is the defining element of royalty? What is it that really makes a king? Power. Enough power in any form- political, wealth, fame- will allow anyone to attain royal status... As I have... You see, in black markets, and terrorist circles throughout the world, I am revered, feared, admired, and hated. I AM king.

After my defection I toiled as a designer of special purpose weapons. But I was on the run from continent to continent, evading the KGB. As years passed, the Soviets eased their efforts and I was able to settle and begin to grow my role as a supplier. I've helped many dangerous organizations in the years since and established myself as a underworld specialist.

The KGB knows where to find me now, but they are also aware that the consequences of capturing me outweigh the benefits. If I were to be arrested, I guarantee that much grief would visit the country of my captors.

Excalibur– An ancient, but unremarkable long sword mounted in a red velvet case on the wall of Borek’s gallery. Borek will mention that it is his newest addition, and that some restoration work remains. The inscription reads, “Knight’s lond sword, Wales, British Isles, Eighth Century A.D.” The handle is wrapped in leather–Janus will recognize that this is a protective wrapping and not the actual grip. The latin inscription on the seam of the gold inlaid ivory handle reads, “Maker of Kings, in the year of our lord 542 A.D.” Janus believes this to be *Excalibur*. +3 to Damage Class, +1 EF for wielders *in the right*, –2 EF if wielder is in the wrong

Enemy attributes:

Enemies	#	Str	Dex	Wil	Per	Int	spd	dc	Hand	Fire	L W	M W	H W	Inc	Surv points
Peter Hupert		9	8	9	12	11	2	B	13	17					3
Lisbon	1	10	10	9	8	7	2	B	16	14					
Lisbon	2	11	10	9	8	6	2	B	12	16					
Mala-knife	1	11	10	9	8	5	2	(C)	16						2
Mala-brass knuk	2	8	9	9	8	3	2	(B)	12						
Mala- mechete	3	9	9	9	11	4	2	(D)	13						
Mala- Jo sticks	4	10	8	8	9	8	2	(C)	18						3
Guards	1	8	10	7	10	9	2	A	11	15					
	2	8	10	7	10	9	2	A	11	15					
	3	8	10	7	10	9	2	A	11	15					
	4	8	10	7	10	9	2	A	11	15					
Alexis Guorga		14	12	15	9	6	2	C	29	14					9
Sergei Borek		7	10	11	13	13	2	A	11	23					7

Estate Guards: wear matching Khaki shorts and shirts. They are armed with Beretta’s Model 81 and one extra magazine.