

# ***A DOOR TO DOOMSDAY***

***AN ADVENTURE FOR SPIRIT OF THE CENTURY, BY LARRXX***

## ***NOTE***

This adventure was originally intended to be run in a 6 hour time slot at the Eclipse convention in Rennes, France. But while I was doing my research, I found myself with so much stuff that it became possible to turn all this into a full blown campaign (which I might someday, but I don't think I'll ever have the courage to write it all down). I'll try not to go into too much detail but there is a certain amount of background to explain before setting up the adventure as it is.

Also, as every great Pulp adventure requires, I freely chose the versions of the lore and legends that suited my vision of the story (and conveniently "forgot" some aspects that didn't).

I hope you'll have as much fun reading and playing as I did writing and running it.

Any feedback, comments, trolling, flaming, congratulating, nitpicking and movie deals can be sent to [larrxx@larrxx.net](mailto:larrxx@larrxx.net)

## ***THE HYDRARGYRANS***

Hundreds of millions of years ago, a technologically advanced humanoid race lived on the planet Mercury<sup>1</sup>: the Hydrargyrans<sup>2</sup>. Because of the low gravity on the planet, they had very slim and slender builds... and they were extremely tall, growing as tall as 25 feet, the tallest among them could even reach heights of 35 feet.

The Hydrargyrans were extremely advanced much more than us mere 21<sup>st</sup> century humans can even imagine: space ships, teleporters, infinite and sustainable energy, thought materialization... and much much more. Everything was possible for them, and nothing was unattainable.

Furthermore, since one day-night cycle on Mercury lasts 176 earth days, the Hydrargyrans had much longer lifespans than us humans, living 176 times longer.<sup>3</sup>

## ***THE APOCALYPSE AND THE HYDRARGYRAN EXODUS***

About 450 million years ago, a solar flare eruption of unimaginable magnitude was threatening to wipe Mercury's surface and atmosphere along with every living organism therein, bringing about the extinction of the Hydrargyran race. To save their race, they decided to move the entire civilization to the nearest inhabitable planet: Earth. Back then, the entire land mass of the planet was grouped together in one supercontinent called Pangea. The Hydrargyrans landed on several carefully chosen sites on Pangea establishing their foothold on the new planet. Their biggest cities were so impressively massive that History has kept records of them to this day, in the guise of myths and legends:

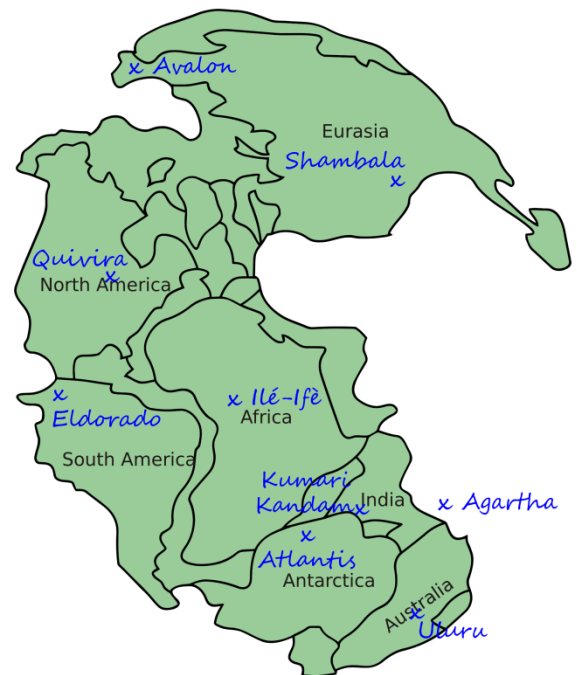
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<sup>1</sup> Planet closest to the sun.

<sup>2</sup> Hydrargyrum is the ancient name for mercury, from the Greek words Hydra=water and Gyros=silver.

<sup>3</sup> Don't overthink it, it's Pulp logic! (and I won't be saying this each and every time this is needed).

- ✧ **Ilé-Ifè, in Africa**, where legends say the gods Odùduwà and Obàtálá came down from the heavens on a chain and created humankind.
- ✧ **Uluru, in Australia**, the sacred rock that was, according to Aboriginal legends, created out of a featureless world by the Creators.
- ✧ **Atlantis, in Antarctica**, legendary technological city.
- ✧ **Kumari Kandam, in India**, a city swallowed by the sea that drove its Kings to migrate thus giving birth to the different civilizations.
- ✧ **Eldorado, in South America**, mythical city paved and built with gold.
- ✧ **Quivira, in North America**, the largest of the Seven Cities of Gold, populated by giants.
- ✧ **Avalon, in Europe**, where fae and other strange creatures with supernatural powers dwell.
- ✧ **Shambhala, in Asia**, where legends speak of the birth of Kalki, the 25<sup>th</sup> and final incarnation of Vishnu who will conquer the world and bring about a new Golden Age.
- ✧ **Agartha**, the fabled hollow Earth.



Major Hydrargyran cities on Earth

The massive exodus was done in three stages: first an automatic probe was sent to Uluru to study the composition of the soil and the atmosphere. The landing was brutal (accidentally creating the current Uluru terrain), but the probe survived and the mission was a success. The first team of settlers was then sent to Ilé-Ifè where they dropped down carefully from a space elevator linked to a ship in orbit. Once settled, the goal of the team was to build a dimensional gateway to allow the rest of the Hydrargyran civilization to travel to Earth. For technical and practical reasons, the Agartha site was chosen to build the gateway deep below the Earth and the welcoming and processing center was established at Kumari Kandam. There, new arrivals were processed and the paperwork completed before sending the Hydrargyrans to the different cities they were assigned to.

### ***THE DOOR AND THE SEVEN KEYS TO ARMAGEDDON***

Once the entire Hydrargyran population was safe on Earth, there was a heated debate about what to do with the dimensional door: some wanted to destroy it, others wanted to use it to get back to Mercury once the danger had passed. It was finally decided that the door would be deactivated and that it would require the unanimous consent of the Council of Seven to be opened again. Each member of the Council lived in one of the seven cities and possessed one of the seven keys necessary to open the door. The keys were made of a unique Mercurian mineral, not found on Earth: Nihilite. Nihilite looks like an extremely black stone that absorbs all light. It is so black it looks like a hole in the world. It has the strange properties of being both metal and mineral. It can be melted, smelted and forged like a metal but will take the aspect of stone once cooled.

The Seven Keys were melted and disguised in works of art that have survived to this day and they are all referenced in one single written work that a lot of people consider the work of a madman: The Book of Revelation. They are referred to as the Seven Seals of the Apocalypse:

- ✪ **First Seal, the Antichrist, an archer riding a white horse:** A primitive African statue of an archer riding a white horse was found near Ilé-Ifé. The arrow is made of Nihilite.
- ✪ **Second Seal, a rider with a Great Sword riding a red horse:** the Sword is none other than Excalibur, in Avalon, stuck in a rock made of Nihilite.
- ✪ **Third Seal, Famine, carrying grain scales and riding a black horse:** there is a scale used by the Indians at Quivira to weigh their crops. The counterweights are made of Nihilite.
- ✪ **Fourth Seal, Death riding a pale horse:** a drowning cage, weighed down with Nihilite rocks, was found near Kumari Kandam. It was used to drown criminals who were sentenced to death.
- ✪ **Fifth Seal, martyrs in white robes, waiting for their fate:** a robe used in human sacrifice rituals was used in Eldorado. The buttons are made of Nihilite.
- ✪ **Sixth Seal, darkness, silence and a great earthquake:** a huge hammer, forged from Nihilite, lies at the heart of Uluru, where the first Hydrargyran probe crashed.
- ✪ **Seventh Seal, the seven trumpets and the seven angels:** seven sonic rifles are stored in a locker in Atlantis, powered by a Nihilite energy source.

### ***THE EXTINCTION OF THE HYDRARGYRAN RACE AND THE CREATION OF MAN***

It seems the Hydrargyrans were marked for extinction: 65 million years ago, a meteorite struck the Earth and wiped out all living things, taking the Hydrargyrans by surprise. Few of them survived, and they knew their race was doomed. So they decided to create a race of servants by forcing the evolution of the primates that had survived the catastrophe and were beginning to thrive: thus Man was born.

The Hydrargyrans lost control of their creations who became too intelligent, too independent... and too warlike. The Hydrargyrans were overthrown and killed and Humanity began to live unattended, evolving at its own pace.

The only survivors of the Hydrargyran race were the Council of Seven who kept reign over the handful of humans they still had in their grasp, feeding them stories of the coming of the Hydrargyrans to Earth. The Legends surrounding the remarkable cities are all that remain from their once flourishing civilization.

### ***DOCTOR METHUSELAH AND GORILLA KHAN***

Doctor Methuselah is the only known mathemagician. He was able to decipher all the secrets of the universe through mathematics which gives him the power to manipulate reality as he sees fit. Some rumors say this enabled him to become immortal. But one thing still eludes him: unlocking the secret to the Eternity Equation which will allow him dominion over Time and Space. To help him in his quest, he created a docile race of intelligent gorillas. But the gorillas revolted against their master and, under the leadership of Gorilla Khan, fled and settled in Atlantis where they work tirelessly to overthrow the Humans and rule the world.

But everyone already knows this.

What nobody knows, however, is that Methuselah is the last living Hydrargyran. Or more precisely, their last living descendant. He is the descendant of the offspring a Hydrargyran of the Council of Seven had with one of his human slaves. This gives him an incredibly long lifespan while still looking human. He also has imperfect genetic memories of Hydrargyran science and technology, which allowed him to

create Gorilla Khan and the others. But because of his imperfect knowledge, his ultimate goal is to return to the planet of his ancestors in the hopes of finding the key to unlock the Eternity Equation.

He recently found the location of the Hydrargyran dimensional gateway and of the seven keys needed to open it. So he manipulated Gorilla Khan by feeding him false information about the door and the keys, convincing him that the door will bring about the Apocalypse, leaving the gorillas as the sole rulers of the Earth.

Gorilla Khan lives in Atlantis, so he already has the Seventh Seal. He only has to find the other six.

Which brings us up to 1922, and the start of our adventure!

### ***SCENE 1: AN EVENING AT THE MUSEUM***

The players' Centurions have been chosen by the Century Club for a mission of the utmost importance: representing the Club at the gala thrown in its honor. The Century Club had financed an expedition, led by famous archaeologist and club member Rick Totem, who managed to find the mysterious island of Avalon and retrieve the legendary sword Excalibur sheathed in its stone. A gala evening is scheduled at the Museum of Natural History in New York City, and the Century Club chose these particular Centurions to represent it as Rick Totem was unavailable and already gone on another mission.

The museum's main hall is huge and full to bursting. A U-shaped balcony forms the first floor of the exhibit, overlooking the main hall. The ceiling is a great glass dome, letting in natural sunlight during the day. Under the moonlit dome, a beautiful armored glass display case houses Excalibur sheathed in a deep black stone. Other Arthurian era displays have been set up all over the hall and first floor to complement the sword: medieval weapons, armors, shields, grimoires, dishes, manuscripts...

Luxury, pomp and ostentation are the words of the day. All the rich and famous are present to witness this extraordinary display. As a GM, you can take the opportunity to have your players role-play a bit, to see how out of their depth they socially are in here. They should feel helpless and out of place until Gorilla Khan's goons burst through the door, intent on stealing Excalibur. Then it's time for action, and it's what Centurions do best!

The handful of **Mediocre** level goons should pose no threat. They're wearing helmets and body armor, but it's just for show. The Centurions shouldn't have any trouble dispatching them and get warmed up for the bulk of the attack. A huge zeppelin darkens the sky, eclipsing the moon, throwing its shadow on the museum's main hall, through the glass dome. Said dome shatters in millions of shards of glass that rain down on the guests below.

The second wave of Gorillas (which can be of better Quality if your players are up for the challenge) are led by one of Gorilla Khans Lieutenants: One-Eye the Orangutan. He's tough, angry and has a huge scar disfiguring his face from his forehead, through his left eye and all the way down to his chin, splitting both his lips on the way, making his speech slurry. He doesn't have his Staff of Destruction for this first encounter. The fight is tougher and the endless waves of Gorillas manage to overwhelm the Centurions.

During the fight, the sword will break and One-Eye will shout something like: "Leave that useless piece of junk alone, that's not what we came for!" And the Gorillas will then retreat, carrying the stone

shouting “Glory to Khan” and “Doomsday is at hand!” As a GM, make sure that, before, during or after the fight, your players hear the words “Khan” and “Doomsday/Apocalypse/Armageddon”.

Pursuing the Gorillas will be impossible as they climb up the ropes to their zeppelin and fade away into the night while the Centurions are left to deal with the mass panic and the mess in the museum.

### ***SOME ASPECTS OF THE MUSEUM SCENE***

- ★ Panicked crowd
- ★ Huge glass dome
- ★ Medieval displays

### ***CENTURY CLUB INTERLUDE: NOW WHAT?***



The Centurions discover a strange engraving on the hilt of Excalibur: three intersecting rings with dots in the center. The symbol is identical to the one on the necklace worn by Trevor Trent (don't forget to give him a Fate point). If this is not enough to make your players think of going to Eldorado, one of the captured gorillas could conveniently reveal that Eldorado is the next destination of the Zeppelin. But there's a problem: nobody knows where Eldorado is.

Fortunately, a library search concentrating on the symbol they just found will reveal information about a long lost tribe called the Cinnabar<sup>4</sup>, who lives deep in the Columbian jungle. A Cinnabar legend foresees the coming of the “Savior with the Three Rings who will reclaim the throne of the Shining City”. There's no time to lose, the Centurions must get there before the zeppelin.

Mack Silver gets them there lickety split and parachutes the Anemone<sup>5</sup> over the Jungle.

### ***SCENE 2: WELCOME TO THE JUNGLE***

Just as the Anemone reaches the top of the luxuriant green canopy, an ear-piercing, blood curdling roar is heard. A flock of birds takes flight... followed by a famished, jaw-snapping pterodactyl. Its wings scrape against the parachute sending the Anemone crashing down through the trees. It tumbles through the branches and lands roughly on the ground, mostly banged up but nothing major.

Moving around the thick, dense, mostly hostile and dinosaur infected jungle is not going to be easy. The trees and the vegetation are really thick, completely restricting the Anemone's movements. Quintana can use one her free Improvement for the Anemone to whip out a circular blade to cut down the trees. Or the Centurions could look for a river and ride the amphibious Anemone to their destination. Or whatever creative “pulpy” way they come up with. Whatever the means, they should realize that moving around in that jungle is not a cakewalk.

This unplanned chaotic landing leaves the Centurions with one big question: which way is their original destination? The easiest way would be to use Trevor's tracking skill. He'll find tracks of animals he doesn't recognize but also human tracks, a brawl... a hunt. The Centurions will thus be able to track the Cinnabar right to their village. Another way to find the tribe is to fall into one of their many hunting

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<sup>4</sup> A highly toxic, raw mineral ore used for refining mercury.

<sup>5</sup> See the Quintana “Q” Mclver character sheet.

traps. The Centurions can be hunted by the Cinnabar or, better yet chased by a huge angry T-Rex and stumble screaming onto the Cinnabar village.

### ***SOME ASPECTS OF THE JUNGLE***

- ✧ Dense vegetation
- ✧ Rivers and streams
- ✧ Hostile prehistoric fauna (and flora?)
- ✧ Cinnabar hunting grounds

### ***SCENE 3: THE CINNABAR***

One way or another, the Centurions find their way to the Cinnabar village, and Trevor is the only one who can speak to them. It's a troglodyte village, buried in the rock of a small but sheer cliff face. One of the bigger "caves" is used as a velociraptor pen which the Cinnabar use as mounts.

When the Centurions get there, the Cinnabar are gathered in a large clearing in front of the village, around a huge bonfire roasting what looks like a gigantic slab of meat... next to the fresh carcass of a Stegosaurus. The Cinnabar wear little, using animal hides and dinosaur scales for the few garments they adorn. They mostly decorate themselves with an excessive amount of gold and turquoise jewelry. A keen eye can notice the three ring emblem on some of the necklaces and pendants.

Talking and negotiating will get the Centurions nowhere: the Cinnabar are the guardians of the jungle and all trespassers must be sacrificed. The only way they'll relent is when they are shown Trevor's necklace (or, if your players are really slow, when they discover it while tying him up on a spit to roast him over the fire). When they do, they immediately bow down, in respect and in fear, and offer to take the Chosen One and his companions to the "Shining City".

### ***SOME ASPECTS OF THE CINNABAR VILLAGE***

- ✧ Troglodyte, with lots of hiding places
- ✧ Surrounded by the jungle, back against a cliff
- ✧ Huge bonfire
- ✧ Velociraptor pen

### ***SCENE 4: THE TUNNELS***

A group of the best Cinnabar warriors, led by the bejeweled High Priest himself, accompany the Centurions to Eldorado. The entrance to the secret passageway is inside the velociraptor pen. Is there a better way to protect it?

The myriad tunnels run through the rock, intersecting again and again in a dizzying 3D maze, narrow and dark. Everything looks the same and it is impossible to get one's bearings, let alone navigate the tunnels correctly. If the Centurions try to mark the walls, they will be violently reprimanded by the Cinnabar. The way must remain secret. But the High Priest seems to know where he's going.

Hostile creatures could inhabit the tunnels if you wish to add to your players' woes. But I prefer stressing them out, making them hear things slithering and hissing in the darkness, half swallowed groans and scrapings that echo against the rock. Make the players sweat, anticipating an attack that

never comes, worried by the whispered admonitions of the High Priest: “Do not make noise, you will attract the Guardians”.

After a while they reach a dead end and the High Priest calls Trevor over and shows him the three ring symbol carved into the rock. Trevor can slot his pendant in it and, when he does a rock slab slide open and the Centurions finally gaze upon Eldorado.

### ***SOME ASPECTS OF THE TUNNELS***

- ★ Dark, narrow and winding
- ★ Impossible to navigate
- ★ Home of dangerous giant creatures

### ***SCENE 5: ELDORADO***

A ruined city sprawls before them, built and paved with pure gold. A huge dome made from the interwoven tree branches of the canopy covers the city, light shafts filtering through the leaves. The city itself is built around an enormous flat top pyramid. On each side of the pyramid, a long straight and narrow staircase climbs all the way to the top some 150 feet above. A 30 foot wide thoroughfare runs from the Centurions’ position all the way to the pyramid’s base hundreds of yards away. It is the same for each staircase and the thoroughfares form a giant cross with the pyramid in its center. Everything is made of solid gold bricks.

The top of the pyramid is a square about 60 feet on its side. At each of the four corners stands a 30 foot statue of a tall slender humanoid: the representation, to scale, of a Hydrargyran. But the Centurions don’t know that. At the center of the square sits a throne of gold inset with turquoise. On the throne sits a mummified corpse, wearing a heavy crown and a half rotten robe adorned with deep black stone buttons. Each of these buttons is engraved with the three ringed symbol.

The instant anyone touches the throne, mummy, crown or robe, three things happen simultaneously:

- ★ The mummy crumbles into dust
- ★ The throne starts sinking into the floor with a stone scraping sound
- ★ The Gorillas burst through the canopy overhead and try to seize the tunic

This time the Gorillas are ready for a fight and the mooks are tougher than the ones at the museum. But they are here for the tunic’s buttons and will flee up the canopy to the zeppelin as soon as they have them. And they cannot waste time, in a few seconds the throne will fall down through the hollow heart of the pyramid... into a volcano, waking it up and bringing about the destruction of Eldorado.

The situation is very stressful for the Centurions: they need to fight the Gorillas for the tunic buttons while the city crumbles around them, falling into a volcano that’s getting ready to blow. The Cinnabar warriors will offer precious help, but the Gorillas are stronger, tougher and have greater numbers. The battle should feel epic (don’t forget the huge Hydrargyran statues that can come crashing down). One-eye is here to dish out some payback and he has his spear with him this time. Whatever happens, the Centurions cannot kill or capture him, he’s needed for the big finale!



Whatever happens, the Gorillas should flee with some of the buttons and the Centurions get to keep one or two of them. While fleeing or fighting or whatever, make the Gorillas again mention the word Doomsday/Apocalypse/Armageddon when taunting the Centurions.

### ***SOME ASPECTS OF ELDORADO***

- ✧ Paved with gold
- ✧ Canopy dome of trees
- ✧ Imminent eruption

### ***SCENE 6: THE DESTRUCTION OF ELDORADO***

This scene should be short but intense. The Gorillas climb the remaining Hydrargyran statues, climb up the canopy and flee to their zeppelin. The canopy is too hard to climb, even for Centurions, and their only hope is to flee back through the tunnels from which they came.

They run through the golden city while the ground crumbles beneath their feet, then into the tunnels where they are followed by a river of hot lava. Remember those tunnels where it's impossible to navigate? They better not lose sight of the Cinnabar High Priest!

The good news is, they don't need torches. The lava sheds enough light for them to see.

### ***SOME ASPECTS OF THE SCENE***

- ✧ Earthquake
- ✧ Eruption
- ✧ Lava river
- ✧ Narrow winding tunnels

### ***CENTURY CLUB INTERLUDE: A THOROUGH INVESTIGATION***

Back at the Century Club (nice ellipsis, right? Every pulp adventure needs one) it's information gathering and deduction time. For our purposes, you can consider the Century Club library being **Legendary** in Science, Mystery and Knowledge.

The things the players (or NPCs) can discover:

- ✧ The Gorillas have been stealing artifacts all over the world
- ✧ Each stolen artifact belongs to one of the seven Legendary Lost Cities
- ✧ Each artifact is branded with the three ring symbol
- ✧ Each artifact contains some measure of the mysterious deep black stone
- ✧ After analyzing the tunic buttons, it can be determined that the stone is from an unknown origin, not from this earth
- ✧ Looking closely at the stolen artifacts, and remembering the Gorillas speaking of Doomsday/Armageddon/apocalypse, it is possible to relate the artifacts with the seven seals of the Apocalypse
- ✧ One particular book speaks of an ancient race that supposedly built all those cities
- ✧ That same race also supposedly built Shambhala and Agartha which are both as of yet undiscovered



- ✧ Of those two cities, the most promising lead would be Shambhala since, as the myth goes, that is where the final War for a new Golden Age will start: the Apocalypse!

And that's where the map of Pangea comes in play (see the last page of this document).

The race that built the cities is so old, it lived on the supercontinent known as Pangea before continental drift made the earth what it is today. If we take the two cities that are associated with a myth of creation (Ilé-Ifè and Uluru) and we place the centers of two of the rings on those cities, the center of the third ring falls somewhere in the Himalayas. It could be Shambhala. Which means the center of the third ring falls on the city where the Apocalypse will start.

Furthermore, every intersection of the rings corresponds to one of the known cities, except one: what lies north-east of Uluru and east of Kumari Kandam? If we map that point out on the current map of the earth, it falls right underneath Shambhala! Could that be the fabled Agartha? The fabled hollow Earth? A huge underground city hidden deep beneath the Himalayas? Could Shambhala be the gateway to Agartha? Will the Apocalypse start in Agartha then, instead of Shambhala?

There's only one way to answer these questions: go there and check it out. And there's no time to lose! It took a long time to do all this research and Khan already has all the artifacts in his possession!

### ***SCENE 7: HIMALAYA***

Once again the Centurions are parachuted aboard the Anemone by Mack Silver, somewhere in the Himalayas: "Lucy cannot climb higher than this, you're going to have to finish the climb yourselves!" They are going to have to travel on foot, or by Anemone, or on the backs of llamas. Whatever the means, it's going to be extremely taxing. But if you want to be lenient, the Anemone can get the job done quickly (especially if Quintana hasn't used her free Improvement).

However getting there is not the only problem: they don't know where exactly "there" is! All they have is a point on a map from several billion years ago! They have to find the one peak among hundreds of others, in the bone chilling cold, the relentless snow and extremely poor visibility. They might even get attacked by a Yeti or two, who knows? And if you're feeling particularly sadistic, said Yeti can damage the Anemone beyond repair.

After days of aimless wandering in these harsh conditions, just when they're about to give up, they spot Khan's zeppelin flying through an opening between two high peaks. When they make their way there, they'll find the entrance to Shambhala.

### ***ASPECTS OF HIMALAYA***

- ✧ Cold, wind, snow, ice and fog
- ✧ Home of the formidable Yeti
- ✧ No plant or animal life
- ✧ Sheer cliff faces

### ***SCENE 8: SHAMBHALA***

Seeing Shambhala is heartwarming. After all this time spent in the bitter stark white cold, Shambhala splendidly spreads before the Centurions: a luscious green valley, sunny and warm. A luxurious vegetation is home to multiple majestic waterfalls. Between every two waterfalls a magnificent Tibetan

temple hangs on to the sheer cliff face. The entire site is hanging on the cliff wall, in a circle, around a deep dark chasm thousands of feet across. A small narrow footpath strings around the entire city, too narrow for the Anemone to cross (even if the players do find a reason for the Anemone to get them where they need, a Fate point on its *Prototype* aspect will take care of that!)

To the biggest temple are docked multiple zeppelins. Khan's forces are already here. The Gorillas are fighting the Tibetan monks who are willing to give their lives to protect Shambhala. They are martial arts experts and are giving as much as they're getting. But again, the sheer number of Gorillas overwhelms their opponents. It's up to you to choose if your players get there in time to join the fight.

Once the fight is over, the Centurions can follow the path of destruction left by the Gorillas to reach the entrance to Agarth. An enormous stone slab, 30 feet high, engraved with the three ring symbol, lies shattered on the floor. With his dying breath, a Tibetan monk implores the Centurions to stop the Gorillas before it is too late.

### ***SOME ASPECTS OF SHAMBHALA***

- ★ Welcoming, luxuriant and green
- ★ Battlefield
- ★ Cliffs, sheer rock faces and precipices

### ***SCENE 9: AGARTHA AND THE DOOR TO DOOMSDAY***

From now on, the Centurions are in Hydrargyran territory. Everything is large, huge, monumental, and colossal! Don't forget Hydrargyrans could measure up to 30 feet high. A lot of room was needed to run the exodus of the entire race through these tunnels.

The Centurions follow a long, unending, seemingly straight hallway about 40 feet high and over 200 feet wide. It slopes ever so slightly downwards but it's hard to notice. It is carved out of the bedrock, but the walls are perfectly smooth as if made of marble. Every now and again, a sign with alien symbols hangs on the wall. Even Trevor, with his linguistic skills, is unable to make sense of them. He can however recognize some symbols, but seeing them all in one place is weird since they belong to wildly different civilizations: Egyptian hieroglyphs, Babylonian cuneiform, even Chinese ideograms... Furthermore, they seem to form one single coherent language. The tunnels are lit by a warm yellow light, similar to the sun's, but it's impossible to detect any evident light source.

After miles and miles of hallway, and hours of walking, the Centurions arrive in a huge hemispherical chamber, 500 feet in diameter. The chamber walls are bare, like the tunnels and still everything is lit with this yellow warm sourceless light. The center of the chamber is a hive of activity. The Gorillas are bustling around a giant round door, about 50 feet across, decorated with weird alien symbols and closed by a sort of pitch black stone shutter<sup>6</sup>. Khan himself is standing on a 10 foot high pedestal, barking out orders, on what seems to be a control console. He dominates the chamber from his elevated perch.

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<sup>6</sup> Think Stargate, but bigger.

As soon as the Centurions show up, Khan greets them with a bellowing maniacal laugh: “You are too late Centurions. You cannot stop me this time, the Apocalypse is at hand!” He inserts the seventh and final key into the control panel, the shutter blocking the door disappears and... nothing happens.

Through the doors, the Centurions can see the ruins of an ancient city of tall slender buildings and weird alien architecture in the middle of a grey desolate desert pocked with craters. Above the city a night sky filled with bright shining stars forming alien constellations.

Khan is dumbstruck, he was expecting the Apocalypse, some sort of cataclysm. He’s disappointed. He’s angry, furious. He starts screaming and bellowing like the wild beast he is.

And that’s when One-Eye starts changing. His face contorts, his muzzle flattens. His body becomes more slender, his arms shorter, his back straighter, his body less hairy... more human. It’s Doctor Methuselah! He laughs maniacally, insults Khan calling him a dumb beast, tells him he was being manipulated all this time and that he has served his purpose. Then with a flick of his wrist and a small formula of mathemagic, a stream of equations flows around the Gorillas who disappear a few seconds later (they have been in fact teleported to Atlantis). Only Dr Methuselah and the Centurions remain. With another flick of his wrist and another flow of mathemagic, he freezes the Centurions in place.

Then, as every evil genius does, he reveals his grand scheme. He tells them he has been manipulating Khan since the beginning; tells them he’s of Hydrargyran ascent, explains to them the history of the Hydrargyrans; tells them he is bound to find the secret of the Eternity Equation on Mercury, the Hydrargyran home world; explains that the landscape they see through the gateway is the surface of the planet Mercury; explains that one should go to Mercury during the night because the days are too hot (800°F) and that although the nights are too cold (-280°F), the specially made space suits can withstand these incredible lows (but not the highs); he explains that the night is 88 Earth days long... And finally, he reveals that he is Billy Barnabas’s father! A figure of speech actually: Billy was just a failed experiment when Methuselah tried his hand at creating something other than talking gorillas. He wanted to create a superhuman but instead ended up creating “a sniveling child”. He wanted the Centurions to be here to witness, helpless, his greatest triumph.

He then heads towards the gateway and unhooks one of the large weird looking space suits that hang next to the door. As he slips it on, the spacesuit adapts itself to his body and fits him perfectly like a glove. He then goes through the gateway and onto the Hydrargyran ruins.

### ***SOME ASPECTS OF AGARTHA***

- ✧ Bare smooth walls
- ✧ A lot of empty space
- ✧ A very long and very straight hallway
- ✧ Everything is gigantic

### ***SCENE 10: MERCURY AND THE HYDRARGYRAN RUINS***

When Methuselah crosses over, his hold on the Centurions starts to slowly fade. As soon as they are mobile, you are going to have to convince them to follow Methuselah and stop him. If they destroy the Gateway, that will not stop him from getting what he wants and rewriting reality. If your players

are not adventurous enough, the aspects on Billy's sheet should give you some leverage to send them all to Mercury.

Next to the gateway are more space suits that will automatically adapt to everyone's morphology (yes, even Snowball). They look like inflatable purple rubber hoses stuck together with a cone shaped transparent glass-like helmet. If anyone is crazy enough to go through the gateway without a suit, they will freeze and die within a few seconds.

Once equipped, the Centurions can go through the gateway. Walking over the threshold feels like walking through any normal door but, in fact, they are stepping on the planet Mercury tens of thousands of miles away. Around the gate, on the other side, there's a clutter of giant vehicles that look like some sort of mass transport that were used to convey the population during the exodus.

Let the players explore a bit, describe to them impossible and unimaginable marvels (Quintana and Prometheus should feel like they've died and gone to heaven). And then stress the point that time is fleeting and that they have to stop Methuselah. There's no time for playing tourists. And they cannot scavenge any of the technology to use as weapons or transports: everything was built for beings much larger than a human.

Everything is dead, in ruins, abandoned but, in some spots, there's light on, a beeping console or a whirring machine. Methuselah's leaving a trail while he's looking for his answer. If they follow the trail, they reach what looks like a large control room housed inside one of the bigger buildings. The 12 foot high console is riddled with buttons, knobs, levers, switches, levels, needles and other alien knickknacks and doodads. Methuselah is standing on it, pushing, pressing and flipping at the controls while watching what looks like a giant computer screen filled with complicated symbols, equations, graphics and drawings of which the Centurions cannot make heads or tails. He notices his adversaries as soon as they walk in, surprised they managed to break out of his immobilization spell. It must be the distance... So he simply casts the spell again before they have a chance to react... and nothing happens! His mathemagic does not work on his home world!

But Methuselah doesn't panic. He presses a button and a number of giant Hydrargyran robots appear. Methuselah barks orders at them in an incomprehensible tongue, and the robots lunge at the Centurions.

This is the final boss fight of this adventure and it needs to be epic. I usually play it by ear, which is why there is no sheet for the robots. Depending on what your players expect, it can be one humongous robot that can take on the entire group (with an obvious but well protected weak spot), a few smaller ones that can take one or two Centurions at a time or even a swarm of smaller robots... or a little bit of everything. They can punch hard, shoot death rays from their eyes, have tesla coils that strike down anyone who gets near, fly, disassemble into smaller components... anything to make this fight truly epic! And don't forget that gravity on Mercury is a third of Earth's gravity, so the Centurions can jump three times as high!

While the fight is raging, Methuselah will keep trying to continue his research. If any of the Centurions try and get to him, he attaches himself to a robot that will take all the damage for him. He's powerless here, just a normal human being. That said, he needs to get beaten up. Give your players some satisfaction by bringing the pain to him, especially that he's not used to being physically injured.

As soon as he takes his first consequence, he starts panicking: “If I cannot unlock the secrets of the Hydrargyrans, no one will!” He summons even more robots and then presses a giant red button. Sirens start wailing, aggressive red lights start flashing and alarms start blaring. What looks like a countdown starts running on the giant computer screen. “Farewell Centurions, this planet will be your grave!” screams Methuselah before flying away on one of the robots.

The Centurions are left facing an army of giant robots looking to kill them, on a planet that’s about to explode. There’s only one way out of this: run! If they want to try and stop the countdown, let them try. It’s going to take a miracle to understand the alien language (let alone the technology) while being swarmed by dozens of killer robots.

So they run, with robots running after them, buildings blowing up closer and closer and flaming debris falling all over the place. Run all the way to the gate which, because of the security protocols, is closing fast!

The Centurions manage to run through the gate in the nick of time as it slaps shut right behind them protecting them from the flames and explosions nipping at their heels.

### ***SOME ASPECTS OF THE HYDRARGYRAN RUINS***

- ✧ Weird alien city
- ✧ Ruins everywhere, but some stuff still works
- ✧ Everything is gigantic

### ***CENTURY CLUB EPILOGUE***

Back at the Century Club, the Centurions get some well-deserved rest. They are congratulated for stopping Methuselah in his tracks. It will not be the last time they face him, but for now, the win was for the good guys!

# ***THE END***

## ONE-EYE, THE ORANGUTAN

A tough, mean, battle-hardened orangutan. He has a scar running from his forehead to his chin, through his left eye and splitting his lips, making him look extra scary and intimidating. He is completely loyal to Khan and to his cause.

### ASPECTS

“Humans must submit or die” | Large, mean and tough. | “Khan for Emperor of the world!” | “Say that to my face!” | Death and surrender are for the weak | The Staff of Destruction | Not who he seems

### SKILLS

Superb	+5	Weapons
Great	+4	Fists, Intimidation
Good	+3	Might, Endurance, Resolve
Fair	+2	Athletics, Alertness, Leadership, Survival
Average	+1	Empathy, Investigation, Mysteries, Rapport, Stealth

### STUNTS

**Athletics:** Acrobat, Safe Fall

**Might:** Herculean Strength

**Weapons:** Weapon of Destiny

### EQUIPMENT

**Staff of Destruction:** A fighting staff with **arcane** and **additional ability** able to emit a light electric shock that paralyzes the muscles of the target, giving the wielder a +2 when attacking.

#### HEALTH

1	2	3	4	5	6	7

#### COMPOSURE

1	2	3	4	5	6	7

## ***BILLY "THE KID" BARNABAS***

Abandoned in a crib on the stairs of the Saint Barnabas Orphanage in New York, Billy quickly learned to rely on nobody except himself. He ran away at age 8, wanting to explore the world and, eventually, find his parents. He lived on the streets, living off of petty theft and small cons. His natural leadership skills allowed him to quickly assemble a small crew of street urchins. It's during that period of his life that he discovered his innate exceptional talent with a slingshot: give him a Y shaped stick and a rubber band, and he can do wonders. His uncanny marksmanship got him the moniker Billy the Kid, in reference to the infamous outlaw.

At age 12, Billy stopped aging. His body stopped growing, which became a source of much frustration: no matter how old he got, he was always treated like a child. But through the years he learned to take advantage of his unusual physique: he'd prey on rich people's compassion, passing himself off as a young boy living on the streets (which wasn't completely false); he'd get them to take him home for a warm meal and a good night's sleep, then he'd ransack the place with the help of his army of kids. Their small frames allowed them to sneak in anywhere! This worked extremely well during the Great War when people were more willing to help.

But one day, one of Billy's victims recognized his exceptional status and revealed to him the existence of the Century Club. There was no doubt Billy was a Centurion, perhaps the incarnation of the Spirit of Youth, and he was taken into the Century Club without delay. It was known that Centurions stopped aging, but none as young as Billy had ever been recorded.

And his life changed.

He was recognized for who he really was, his leadership and marksmanship put to good use, his intellect nurtured and stimulated. He wasn't treated as a child, but sent on missions, saved the world and explored undiscovered mysteries. He was living his wildest dreams. But he never forgot his beloved band of street urchins and kept in touch. They even sometimes help him out during his missions, relaying the word on the street and spying on persons of interest.



## ASPECTS

"I AM NOT A CHILD!" | "Who am I? Where am I From?" | The New York street urchins | Explore, discover, wonder | "Spare change for an orphan please?" | The Century Club, my family

## SKILLS

Superb	+5	Slingshots (Guns)
Great	+4	Contacting, Leadership
Good	+3	Burglary, Stealth, Deceit
Fair	+2	Athletics, Empathy, Investigation, Alertness
Average	+1	Resolve, Gambling, Fists, Sleight of Hand, Rapport

## STUNTS

### GUNS

- **Long Shot:** You can shoot up to three zones away.
- **Trick Shot:** +2 against inanimate objects.
- **Shot on the Run:** May use Guns as a defense against physical attacks.
- **One Shot Left:** Can use his final "bullet" for a +3 bonus.

### CONTACTING

- **A Little Bird Told Me<sup>®</sup>:** Has a widespread network of native spies who pass on information as soon as they discover it (gathering information locally occurs 1 time increment faster, and 2 increments faster per shift).

### HEALTH

1 2 3 4 5

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### CONSEQUENCES

MILD

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MODERATE

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SEVERE

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### COMPOSURE

1 2 3 4 5 6

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### CONSEQUENCES

MILD

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MODERATE

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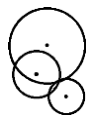
SEVERE

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## ***TREVOR "TIGER" TRENT THE THIRD***

Trevor's childhood was anything but normal. Son of the rich and renowned explorer Trevor Trent Jr, he grew up travelling the world in the company of his father. By age 10 he had already sailed all the seas and oceans of the world and explored all corners of the earth. From the deep Amazonian jungle to the highest peaks of Tibet, Trevor was educated by the sagest of sages and the worst opportunistic bandits in the world

At age 13, while assisting his father in tracking a terrible sect of Kali worshippers deep in the Indian jungle, they stumbled upon a tiger cub litter whose mother was killed by poachers. Trevor decided to adopt the white runt of the litter which he named Snowball. The affection between the two was mutual and they quickly became inseparable.



At age 15, Trevor lost his father. While exploring the lost pyramid of Amenophis XIII, Trevor Jr. inadvertently triggered a millennia old trap that shut him in a flaming room. It took several long minutes for him to die, minutes filled with inhuman suffering being slowly consumed by the flames while his son watched in horror. In his final moments, Trevor Jr. revealed to his son that he was a Centurion of the previous century and that it was Trevor's turn to take on the family mantle for the coming century. He gave his son a stone pendant engraved with three rings and whispered a single word in his dying breath: Eldorado.

Trevor, inheriting his father's colossal fortune, took his role as a Centurion very seriously. He kept travelling the globe, Snowball by his side, exploring the most mysterious reaches and unearthing secrets of ancient civilizations, buried for centuries.

## ASPECTS

"The world? Yeah, I've been around" | Wisdom and deception are two sides of the same coin | Snowball, my friend, my brother | Help! Fire! | The Eldorado pendant | What is hidden seeks to be revealed

## SKILLS

Superb	+5	Survival
Great	+4	Academics, Fists
Good	+3	Endurance, Mysteries, Resources
Fair	+2	Athletics, Contacting, Resolve, Alertness
Average	+1	Art, Empathy, Stealth, Intimidation, Might

## STUNTS

### SURVIVAL

- **Animal Companion:** See Snowball below.
- **Animal Friend (cats):** +2 bonus when interacting with cats.
- **Tracker:** May roll *Survival* for tracking. One piece of information per shift.

## ACADEMICS

- **Linguist:** Can speak *Academics* +5 languages.
- **Gift of Tongues:** Can speak all "mainstream" earthly languages. Can speak *Academics* +5 languages he has no business having learned.

## COMPANION: SNOWBALL

Type Sidekick (Physical), Quality Fair (+2), Independent, Might Great (+4), Intimidation Good (+3), Athletics Good (+3)

### HEALTH

1 2 3 4 5 6 7

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### CONSEQUENCES

#### MILD

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#### MODERATE

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#### SEVERE

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### COMPOSURE

1 2 3 4 5 6

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### CONSEQUENCES

#### MILD

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#### MODERATE

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#### SEVERE

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## ***QUINTANA "Q" MCIVER***

Quintana is the youngest of a large Scottish family... with four older brothers. She learned how to defend herself and fight for what she wanted in order to survive their brotherly ways. But despite the brotherly shenanigans, Quintana adores her brothers and her ties to her family are precious to her.

It came naturally then that Quintana never did "girl stuff" growing up. Her thing is tinkering, mechanics, grease... and cars. Quintana loves cars! Not because they can go fast or because they are changing the way people travel, but because of their beautiful intricate precise mechanics. She can spend days lost in her garage, disassembling and reassembling engine blocks, improving on existing models or even adding new features (she transformed her father's car into a 4 wheel drive to make it safer on the winding Scottish roads, especially when it rains).

During the Great War, she not only passed herself off as a boy, but also lied about her age so she could enlist in the army and fight. She worked as a mechanic, repairing infantry vehicles until she was noticed by General Douglas Haig who, recognizing her exceptional talents, introduced her to the Century Club.

Thanks to the Club's resources, she could finally give herself completely to her crazy creative inventing. When she's not working as technical support for other Centurions, she works on the prototype of the Anemone, an all-terrain, land, water and submersible vehicle. Now she only needs to find a way to also make it fly! And, of course, make it reliable.

She works closely with the eccentric Prometheus "Professor" Pylades, helping him give shape to his crazy theories about mystical essence.

But despite all the excitement her adventures and passion have brought her, a bitter aftertaste lingers in Quintana's life: all the men she knows consider her as one of their buddies, a pal or a colleague. One of them sees her as a Woman. Try as she might, she feels ridiculous in a dress and heels and she sometimes secretly dreams that a handsome man will sweep her off her feet and build a family with her, full of kids, laughter and happiness.

## ASPECTS

A girl with four brothers | Family values are important | Grease monkey | "I'll be done in a minute!" |  
The Anemone, my pride and joy | A woman, not a buddy | Someday my prince will come

## SKILLS

Superb	+5	Engineering
Great	+4	Weapons, Drive
Good	+3	Athletics, Fists, Rapport
Fair	+2	Resolve, Academics, Pilot, Science
Average	+1	Intimidation, Might, Endurance, Alertness, Sleight of Hand

## STUNTS

### ENGINEERING

- **Universal Gadget:** Design a gadget on the fly, with 2 improvements.
- **Mister Fix-It:** Repairs take 2 time increments less.
- **Thump of Restoration:** For 1 fate point, can make a contraption work just by thumping it.

### DRIVE

- **Custom Ride + Prototype Car** = The Anemone

## PROTOTYPE: THE ANEMONE

+1 Drive skill, Amphibious, Submersible, All Terrain, (+1 improvement for 1 Fate Point).

### HEALTH

1	2	3	4	5	6

### CONSEQUENCES

#### MILD

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#### MODERATE

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#### SEVERE

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### COMPOSURE

1	2	3	4	5	6

### CONSEQUENCES

#### MILD

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#### MODERATE

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#### SEVERE

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## ***PROMETHEUS "PROFESSOR" PYLADES***

Prometheus was (un)lucky enough to be born in a family where his father was a devout superstitious man, and his mother a very methodic and scientific woman. As an only child, both his parents doted on him and loved him with all their hearts, each in their own way. His mother taught him Science at a very young age and his father enlightened him in the ways of mysticism. Each parent tolerated and accepted the other's views because they were always open minded and, well, "you never know...". As it turned out, each discipline could answer the questions its counterpart could not, and when both were in conflict, the problem would be debated constructively.

At age 15, while studying and examining the events and reports of the Great War, Prometheus started elaborating a unifying theory of mystical forces and science, treating both disciplines equally as arts of the same whole. According to him, one could not exist without the others and he completely refuted the headstrong scientists who kept insisting that magic was just misunderstood and extremely advanced science.

Prometheus's mother presented his works at the World's Fair in 1920 which led Thomas Edison to notice the young prodigy and welcome him to the fold of the Century Club. This gave Prometheus access to rare and powerful artifacts that allowed him to push the boundaries of his work.

He was able to create simulations of some mystic effects, allowing him to study them without having to use them directly as some artifacts could be dangerous to handle. With the help of some of the finest Century Club engineers, he set up a laboratory where he could create prototypes of scientific technology augmented with mystical energies.

It's inside that lab, with the help of Quintana "Q" McIver that he finally built his first fully functional prototype: the Gravitron. Based on a flame thrower, he replaced the bulky fuel reservoir on the back with an even bulkier electro magnet and, thanks to a few expertly crafted runes and artifacts, the nozzle can spew a flow of gravitational energy capable of locally manipulating gravity around its target area.

## ASPECTS

You never know... | I'm sure we can find a compromise | The Gravitron | It's obvious! | It works... in theory | I'm sure I have that information somewhere

## SKILLS

Superb	+5	Mysteries
Great	+4	Academics, Science
Good	+3	Resolve, Investigation, Rapport
Fair	+2	Empathy, Resources, Survival, Alertness
Average	+1	Art, Contacting, Endurance, Engineering, Fists

## STUNTS

### SCIENCE

- **Scientific Genius (Exomineralogy):** +1 in area of expertise, +2 in specialization.
- **Scientific Invention:** Can improve and repair Gadgets using *Science* instead of *Engineering*.
- **Weird Science:** Can design and create items that have capabilities that exist in the late 20<sup>th</sup> century.
- **Mad Science (Antiscience):** Like *Weird Science*, but there's no restriction on the technology used or scientific credibility. It's Mad!

## MYSTERIES

- **Personal Artifact:** The Gravitron.

## THE GRAVITRON

Used with *Mysteries*, manipulates gravity locally, electro-magnet as power source.

### HEALTH

1	2	3	4	5	6

### CONSEQUENCES

#### MILD

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#### MODERATE

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#### SEVERE

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### COMPOSURE

1	2	3	4	5	6	7

### CONSEQUENCES

#### MILD

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#### MODERATE

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#### SEVERE

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