



**SPEED 1**

**DEFENSIVE BONUS +5**

**DAMAGE: STR +3D12**

**TEMPLARS, DOOMSAYERS, & BLESSED MAY SPEND A CHIP FOR:**

*White* – AP +1 & +2 damage.  
Stackable up to Faith level  
& spent after sword has hit.

*Red* – 2 attacks per action &  
opponent has -2 to their DB.  
Lasts [faith level] actions,  
then take 2d6 wind.

*Blue* – After wounded a living  
creature, may heal themselves an  
equal number of wounds, in any  
variety of locations.

*Legend* – verse supernatural evil,  
sword starts to glow. May only  
overawe/ridicule for 2 full rounds.  
Next hit that wounds, auto-kills.  
CREATURE KNOWS EFFECT

THE TOP OF EACH HOUR IT EMITS A LOW, BEEPING TONE FOR 15 SECONDS.

THIS TONE BECOMES LOUDER & MORE RAPID WHEN POINTED IN THE DIRECTION OF THE BOX.

TO DETERMINE THE RIGHT DIRECTION, THE KEY SHOULD BE HELD AWAY FROM THE BODY WITH THE POINT OUTWARD. THE WIELDER CAN THEN MAKE A COGNITION ROLL TO DISCERN THE DIRECTION. THE TN FOR THIS ROLL DEPENDS ON THE DISTANCE TO THE BOX.

CHECK OUT THE KEY LOCATION TABLE. ONCE THE POSSE GETS WITHIN 100 YARDS OF THE BOX, THE KEY PULSES CONTINUOUSLY.

IF THE ROLL SUCCEEDS THE WIELDER IS POINTED IN THE GENERAL DIRECTION OF THE BOX.

TRAVELING IN THIS DIRECTION WITHOUT LOSING ONE'S WAY REQUIRES A HARD (9) SURVIVAL:

ANY ROLL. HEROES WITH THE SENSE O' DIRECTION EDGE GET A +4 TO THIS ROLL. FAILING

THE ROLL MEANS THE POSSE IS POINTED THE WRONG WAY, AND WON'T COME ANYWHERE NEAR THE SWORD.

**Location**  
In Jarrett, or farther north or east  
At the Last Chance or Burke's house  
Between the Last Chance and Rock Springs  
In Rock Springs

TN  
5 7 9 13



HARDENED or MILITARY GEAR  
ONLY FAILS IF w/in 5 YARDS

most ELECTRONICS w/in  
100 YARDS FAIL FOR  
2D6 ROUNDS

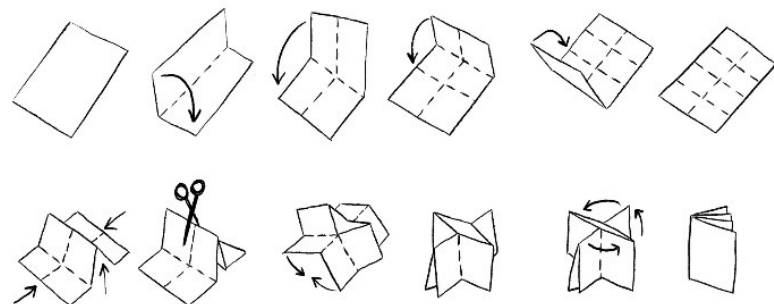
**EMP**

### Something About a Sword – Prop Instructions

- ♠ Print page 1 & 2 front and back and cut page in half longways.
- ♠ Print page 3 & page 3 again front and back. (there will be extra EMP card.)
- ♠ Print page 4 and 5 front and back.

(You don't actually need page 5, but it can be a hook/easter egg for the Dime Novel Killer Clowns.)

Fold into 'zine:



- ♠ Print page 6 on an A10 envelope, then seal it and trim the short edge and slide the cardstock sword in.
- ♠ Then take the journal-zine and slide it inside the sheath, to the bottom. So the player will likely find it later, when the put the sword away and catch the 'zine.
- ♠ In the original adventure, the journal is found in the tower, however I find many times the posse skips/misses the tower.

Day 5  
 The creatures must be controlled from somewhere. Some sort of "mass mind." Burke said there was a high-tech company here, Apptech. That's got to be where the central mind is. If I can ERP the bots, or maybe the mind itself, I can probably hack them to pieces with Evapor.

## Templar Eliot &



And the 'Bots of Rock Springs

One was like a spider, or a segmented worm, all made of metal and plastic. Its weapons looked like big dental drills. It was plated. Bullets bounced right off. Thank God I had Evapor.

Later. Spotted ten men on foot. Look like mutants. There was a Doomsayer with them. Or maybe a Doombringer. Could they be in league with these things? Good God. I hope not. If the Cult of Doom gets this technology...

I'd best strike tonight!!

cleared off some debris that was left by a storm.



The second type is more Dangerous, "formidable combat robots. Most have a gun and a claw or saw, and walk The rest are Frankenstein bots made from all sorts of parts. Some have wheels, tracks, I think I swear I saw some metallic crows last night.



After working these machines for the last few weeks, I've noticed there are three unique meek distinct types. The 1st type is some scavenger-maintenance bot. There doesn't seem to be any regular schedule for this type, they just move around the city. There was a group of three that passed near the water tower late this morning.

Day 2  
 On the road. Took lunch near Point of Rocks. Offer Creek is running more clear than I remember. It doesn't taste as much like aluminum. I refilled the canteens, and when I come back-if I come back-I'll let Tom know. Later. At Rock Springs. Tired, not much to say. The cache is undisturbed.

Day 1  
 Reached Last Chance mid-afternoon. Tom knows where I'm headed. He says I won't come back. He's weird like that. Still, I can't let the creatures spread.

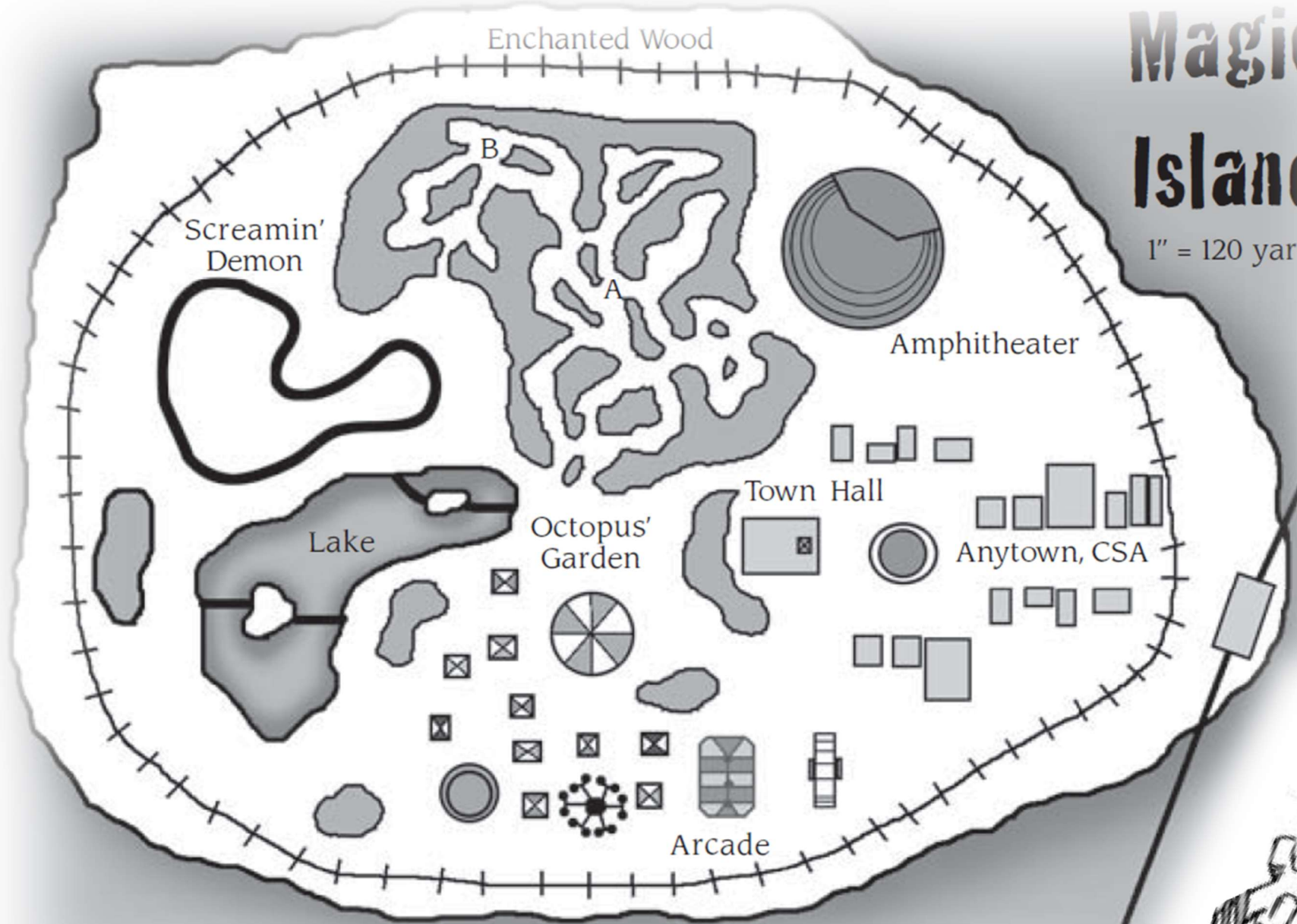
Later. Spent the day with Burke. He was happy with the sensor array, but overjoyed with the four model train cars. Funny thing for most people, but not for Burke-what he needs is far different from what he wants, or doesn't want.

We talked about Rock Springs. He's dead set against it. He called me a martyr, a damn fool, and a dozen other things. He even said that I was throwing my life away because I had nothing left to live for. I should've knocked him on his ass for bringing up Val and the children. He has no right. At least he made the box for me. And the emp

Hope it works!!

# Magic Island

1" = 120 yards



Where dreams come to life!

