



JUNGLE TEETH

Nerdy Productions

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INTRODUCTION

Background

The story is set in Vietnam on January 5th, 1973.

Yuri Khamlov, a KGB agent with a specialty in occultism, has discovered that an ancient god has awakened. The Goddess Xi-Wang-Mu is a goddess of immortality. She feeds on the war and uses corruption on both sides to escalate it. Her teeth store all her wisdom, memories, and life essence. Yuri wants to banish her, but neither KGB nor Vietcong will support him. Out of options, he infiltrates the US Army, posing as a French journalist Jarque Villeneuve. He convinces the army to set up a PR run to Xi-Wang's ancient temple.

The run goes terribly wrong. Xi-Wang possesses the PCs, and they barely escape with their life. Unintended, a bit of her life-essence is stored in their teeth.

Synopsis

Yuri Khamlov wakes up the PCs in the jungle, and they barely survive a Vietcong attack on their chopper. In the helicopter, the essence of Xi-Wang gives them their first nightmare.

Back in camp, the PCs investigate the events in the jungle and discover that Yuri is a KGB agent. The base is attacked by Vietcong, and they escape the Base on a helicopter.

Back at the Temple, they must fight Xi-Wang, sacrifice their life, or become her avatar. Whatever they do will affect the outcome of the war.

Design

This scenario is designed to be run out of the box, with little preparation. This scenario has 3 acts, each having between 2 and 4 scenes. Each Scene is contained on one page. All hand-outs needed are included. The scenario is expected to take 4 hours to play through.

Clues

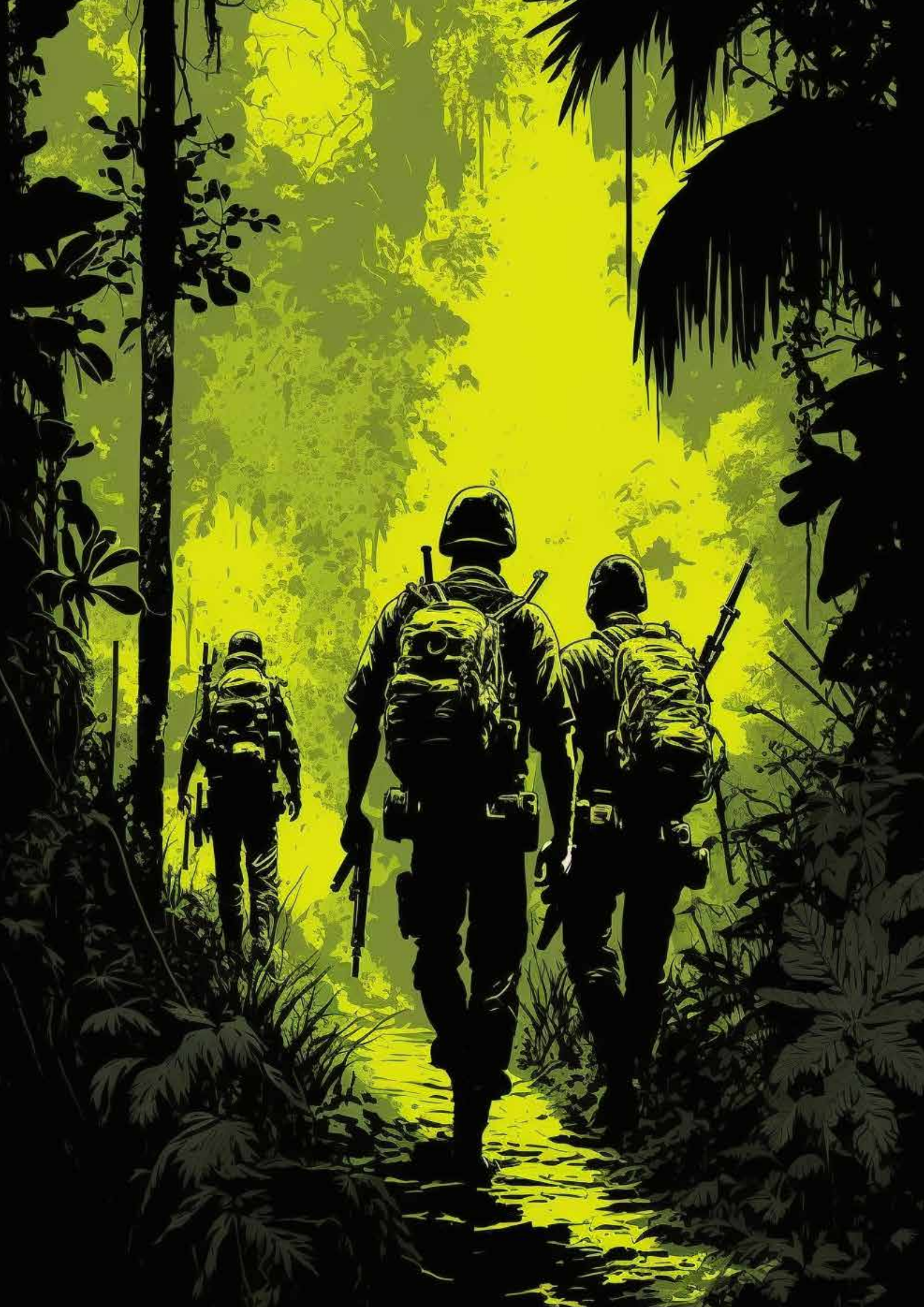
The PCs use Ability checks to collect clues. Clues are gathered in groups called topics.

- Any relevant Ability can be used to gather clues. Each success on an Ability check gives the PCs one clue.
- Clues help the players understand the story. So don't hesitate to give them clues for free or extra clues on their Ability checks.

Pacing

Keeping the pace is extremely important. Each Scene has a Goal. When the goal is reached, it has been resolved, and the story will move on to the Transition.

You may have to describe how the scene ends to move to the Transition.



SPIRAL 101

PLAYER FACED GAME

Spiral Is a player-faced game, which means the GM doesn't roll any dice. Instead, It focuses on driving the story forward and creating an exciting game.

SETTING UP THE GAME

All you need to do to play this scenario is:

- To print all handouts
 - 12 6-sided dice (d6)
 - A pen for each player
 - An eraser
 - A regular set of playing cards
 - A Bluetooth speaker
 - A screen to show Youtube videos on.
1. Hand out a character. Make sure one player receives Perry.
 2. Before you play, you should all read Spiral 101 and your character sheet.
 3. Sort the playing cards into four piles based on suit. Place Hearts face down in the middle of the table.
 4. Start playing

ABILITIES

This game uses Howard Gardner's theory of the 8 intelligences or abilities as we call it. Each Ability represents an area of expertise of your character.

Body

Body represents your Ability to use your Body. This includes your strength, agility, precision, grit, and resilience.

Creativity

Creativity represents your Ability to get ideas and be creative. This includes acting, music, drawing, and more doubtful ways like Deception and forgery.

Nature

Nature is your Ability to align with nature, handle animals, survival, and tracking.

Intuition

Intuition is the Ability to understand something instinctively, without needing conscious reasoning. This includes perception, nature, and being stealthy.

Linguistics

Linguistics is your Ability to speak fluently and inspire crowds. This includes languages, reading, writing, and public speaking.

Reasoning

Reasoning is your Ability to think about something logically and reason. This includes deduction, investigation, and your sense of logic.

Social

Social represents your Ability to interact with other people. This includes empathy, insight, and your Ability to persuade them.

Wisdom

Wisdom represents your experience, knowledge, good judgment, or the quality of being wise.



ABILITY CHECKS

Roll d6s equal to the relevant Ability on your character sheet to succeed in a task. Succeed by rolling at least one 6.

MODIFIERS

Advantages and Disadvantages

You may gain Advantages and Disadvantages from the items, feats, environment, Spiral cards, or Injuries.

If you have more Advantages than Disadvantages, add 2d6 to the dice pool.

- If you have more Disadvantages than Disadvantages, remove 2d6 from the dice pool.
- If you have the same number of Advantages and Disadvantages, you don't modify your dice pool.
- If you have 0 or fewer dice after removing 2d6 from your dice pool, roll 2d6 and gain 1 success. If you roll 2 sixes.

Your GM will rarely give you a disadvantage. Here are some examples of situations where Disadvantage would be appropriate:

- Shooting at long range
- Perception in darkness
- Running on Ice

Assisting another PC

Some tasks may be too complex to solve in one round, or maybe it requires more than one Ability to do. In this case, your GM may ask you to succeed in more than one ability check to succeed.

Weapons

When you use a weapon, it gives you extra dice. The amount depends on the

weapon used and is written right after its name, for example, M14 Rifle (+2d6).

Spiral

When you do an Ability check, you may add 3 extra dice to your dice pool to increase the chance of success. If you roll a 1 on any of those dice, you gain 1 Spiral. Your Spiral total measures the stress and mental condition of your character.

The first time in a round, you gain a Spiral, roll 2d6, add your Spiral Points, and consult the Spiral Table.

If you need to draw a Spiral Card, draw a card and consult the Spiral Effect Table.

Result	Effect
1-8	Nothing happens
9-12	Draw a Spiral Card
13-16	Draw a Spiral Card. Give another PC 1 Spiral.
17+	You lose control

Losing control

You may lose control of your character. It may be caused by the Spiral table, a Spiral Card, or a Critical Injury.

Spiral Table

If the Spiral Table causes your loss of control, you will try to commit suicide or kill another PC. The other PCs have 3 rounds to stop you. After the 3 rounds, your character drops to the ground and is lost to the world.

Example 1:

- Round 1: Take off your shirt
- Round 2: Draw a knife, and point it at your heart
- Round 3: Stab it.

Example 2:

- Round 1: Grab a player
- Round 2: Hold It out of the helicopter
- Round 3: let go

To stop you, the other PCs must contest you in a Body vs. Body check or a Social vs. Wisdom. You may not use Spiral on your checks.

If they have more success than you, you regain control. If you do, roll 1d6 and remove that many Spiral.

Card Effects

Some cards may make you harm yourself or others. These effects can be stopped in the same way as losing control.

PUSHING A ROLL

Sometimes, you may be in a situation where you want your character to succeed at a task, but you fail the Ability Check. In this case, you may gain 1 Spiral and re-roll all non-sixes.

COMBAT

In Spiral, there are no battle maps. Instead, the game master (GM) will describe the combat scene, and players will describe what they want to do. Players are encouraged to add details and objects to the Scene, and the GM will decide if they are present. To attack an opponent, roll your Body dice. Each success deals 1 point of Damage. If you have a weapon, the weapon adds dice to your check. For example, an M4 Rifle (+2) adds 2d6 extra to your dice pool. When you are dealt Damage, roll Body to reduce the Damage by 1 point for each success.

INITIATIVE

The GM decides the order of battle between the PCs. NPCs and monsters usually act last, but your GM may decide otherwise.

Taking Damage

Sometimes, your character may be injured or suffer other forms of Damage. When this happens, mark it as a Wound on your character sheet.

If you don't have any Wounds left, draw a card and consult the Critical Injury Table.

Healing

When you sleep for 6 or more hours, your character heals 1 point of Damage. Critical Injuries cannot be healed unless hospitalized. A PC cannot receive medical attention more than once each day. To give medical aid, you need a first aid kit.

MAGIC

Your PC may learn to use Blood Magic and Spiral Magic. When you use magic, you add your Wisdom to the dice pool when doing an ability check. Describe what you do and what bystanders see. Then, everyone that sees it will know it's unnatural.

Example. You want to move a heavy rock. You add Wisdom to your Body check, and the stone levitates. Example. Track the deer. Add Wisdom to your Nature check, and its footprints light up in yellow light. Blood Magic requires inflicting a wound on yourself, another player character, or a non-player character. This powers your magic.

Spiral Magic requires giving yourself or another PC. 1 Spiral Point. This powers your magic.

SCENARIO

Introduction

The plot of this scenario follows the three-act structure commonly used in storytelling.

Act 1: Setup

The Setup is the first act and takes around 60 minutes to play.

1.1 Inciting Incident. The PCs wake up in the jungle without recollection of what has happened. They are rescued together with a French Journalist, Jarque Villeneuve, to Fire Support Base Mary Ann.

1.2 Plot Point One. Meeting intelligence officer Lt. Carlson for a debrief, they receive accommodation and a ride to Saigon the day after.

Act 2: Confrontation

The Confrontation is the Second act and takes around 120 minutes to play.

2.1 Rising Action. The PCs have three places to investigate.

They will discover that someone has pulled out the captain's teeth at the Infirmary.

At the Press Tent, they can develop their photos and will learn that Jarque is not a real journalist.

At the MP's Quartermaster, they will learn that there is a Russian KGB agent in the camp and that Jarque can cast blood magic.

2.2 Plot Twist. In the middle of the night, the Vietcong attacked. They may discover that the Lieutenant and Gunnery Sergeant have had their teeth and jaw removed, collect Perry's photos, and help fight the attack. It ends when they sit on a helicopter back to the Temple in the jungle.

Act 3: Resolution

The Resolution is the last act and takes around 60 minutes to play.

3.1 Pre-Climax. The PCs will travel to the Temple. Crash land on their way and flee through a jungle brought to life by the Goddess.

3.2 Climax. The PCs will defeat the Goddess, or one of them will become her avatar.

3.3 Reward. The players will learn the effect their decision had on world peace.

1.1.1 ESCAPE FROM THE JUNGLE

Goal

Learn to make Ability Checks, use Spiral Dice and take Damage.

Scene

Ambient.

<https://youtu.be/WNTwIo1DyGs>

DESCRIPTION

You wake to the sound of screams, gunshots and feet rushing through the jungle floor. Jarque, the French journalist reaches his hand down to you. "Come on. Get up. We need to get to the chopper!"

DEVELOPMENT

The first PC who speaks or take an action is shot and takes 2 damage. Resist with Body. Each success lowers the damage by 1.

Ammunition.

All PCs are out of ammo. Fighting is not an option.

Fleeing. To get to the chopper, the PCs must have 3 successes in one or more Body checks. If they fail, they are shot at and take 2 damage. Resist with Body.

Play the Scene in rounds, with each PC acting in turn.

Perception. The PCs will see that the

forest is crawling with Vietcong and that they are maneuvering to surround them. The only option is to flee. Helping another PC. A PC may forfeit a success to give another PC advantage. It must explain how it helps.

Reaching the chopper. When the first PC reaches the helicopter, read the description. The PC may use the machine gun on the chopper to provide suppressive fire and thereby give the other PCs advantage.

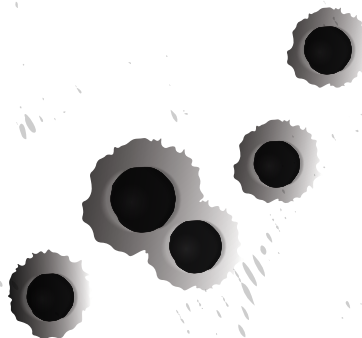
DESCRIPTION

As you clear the forest, with half the Vietcong army on your tail, you hear the wonderful sound of the Huey's guns firing over your heads. The sound of safety.

Transition

As soon as all the PCs reach the helicopter or you feel confident, they know the basics of dice rolling.

Go **Into the Air.**



1.1.2 IN THE AIR

Goal

Get acquainted with each other and Jarque.

Scene

Ambient.

https://youtu.be/kK_2dLiDtGE

DESCRIPTION

You lean back in your seat. Look down on the jungle. In the distance you can see an ancient temple. In chopper with you are several wounded soldiers on stretchers and Jarque. Jarque looks at and speaks with a tired voice loaded with a heavy French accent mixed with something else. "Let's get back to base"

Clues

Talking with Jarque

Talking with Jarque will not reveal a lot to the PCs. He will insist on debriefing them when they arrive at the base. Make him mysterious.

- He will tell them more when they get to the base.
- He has a French accent with a hint of Eastern European.
- He is a freelance journalist. Usually writes for Le Monde.
- His mother is from Romania, and his father is French.
- He is withholding information

Wounded soldiers

- It's your platoon captain and sergeant.
- They are in a coma.

- Their Body is covered with slashes.
- They haven't been shot.

DEVELOPMENT

When you feel the PCs have been gotten to know Jacques and each other, the PCs fall asleep. Read the description and play the video <https://youtube/w4JITEhICc>.

DESCRIPTION

As you lean back, the monotone sound of the rotors slowly makes you dose off. To a restless dream of horror.

DESCRIPTION

For the rest of the trip, you all remain awake, startled by the nightmare and eager to put it behind you. None of you speak to each other. After an hour of flying, the pilot announces that you are approaching FSB Mary Ann and that all soldiers and civilians must report to BTOC for a debriefing with Lt. Carlson.

1. Shuffle Clubs into the deck.
2. Each PC gains a feat.
3. Hand out Agenda 1 to each player.
4. Then go to Debriefing.



2.1.0 DEBRIEFING

Goal

Get all the information from this Scene.

Scene

Ambient.

<https://youtu.be/LbTo3dalse8>

Lieutenant Carlson is an intelligence officer at the camp with an office at B-TOC (Battalion Tactical Operations Center). He will be interested in anything they can tell him about the mission. He will say to them everything he knows. No skill checks are needed.

DESCRIPTION

You are taken to B-Toc and enters a small but practical office. A big and brutish looking lieutenant, stands up, and moves towards the door, to greet you. On the walls there are paper clippings about the war, a degree from Harvard Law school and a picture of the lieutenant and a woman in front of the Eifel tower.

Talking Points

Make sure Lt. Carlson talks with the PC about all the talking points.

1. Where is the French Journalist?

Jarque has disappeared on the way to the Debriefing. "If you see him, get him to report to me immediately."

2. What happened?

He doesn't know anything about the mission but will ask the PCs to tell him what they know.

3. The Captain and the Sergeant are in the Infirmary. He doesn't know anything about their condition but sug-

gests they check on them themselves.

4. Go to the Quartermaster at S4 for resupplies. The Quartermaster will re-arm the soldiers if needed.

5. If you need to develop any pictures, go to the Press Tent. The press tent has a dark room and film can be bought. The pictures need to go through the censor.

6. Read this description

DESCRIPTION

On It. Carlson's table lies several issues of The New Your Herald and Le Mond. A 7 day old Herald catches your eye. Lt. Carlson looks at them. "Let's hope this goddamn war ends soon."

Give the PCs the handout Cease-Fire Talks Resume in Paris.

If they look for Jarque in Le Monde, there will be no trace of him.

7. You will be evacuated tomorrow.

A chopper will take them to Saigon.

8. I have assigned you a tent you can sleep in. He has assigned a tent for all of them to sleep in. Give them a hand-out Map of FSB Mary Ann.

Transition

When the players leave the tent, they can choose to:

A. Visit the wounded, go to Infirmary.

B. Develop Perry's film. Go to Press Tent.

C. Get resupplied at the Quartermastr (S4).

D. Go to their tent. Go to A Restless Night.



2.1.1 INFIRMARY

Goal

Discover that the wounds are not caused by gunshots.

Scene

Ambient.

<https://youtu.be/LbTo3daIse8>

DEVELOPMENT

If this is the first location the PCs go to, let them know that their jaw is sore. If it is the second let 1 lose a tooth. If it is the third let 2 lose a tooth.

DESCRIPTION

The infirmary feels claustrophobic due to the low hanging tent ceiling. There is a strong stench of blood, sweat, and sanitizing chemicals. A nurse approaches you with a confrontational look and orders you to leave the tent.

The PCs can get access to the infirmary tent in three ways

1. Social.

Persuade the nurse to let them in

2. Intuition.

Use stealth to get into the tent.

3. Creativity.

Use Deception to get past the nurse.

If they fail, they will still get in, but shortly after, the two MPs will escort them out.

Clues

When they enter the Infirmary, they will see that the two survivors, the captain and the sergeant, are in a coma.

They can gain clues by examining the bodies, reading journals, or talking with a nurse or doctor.

Captain

1. The wound is a single clean slice.
2. He is missing three teeth.
3. There is a pair of pliers on the floor.

Sergeant

1. The Body is covered with fine cuts.
2. He hasn't been shot.
3. There is something supernatural about this. All PCs gain 1 Spiral.

Other clues

- A guy with a French accent was caught pulling teeth out of the captain.
- He cut himself in the arm, and then he beat the MPs.
- Hope the peace conference is successful.

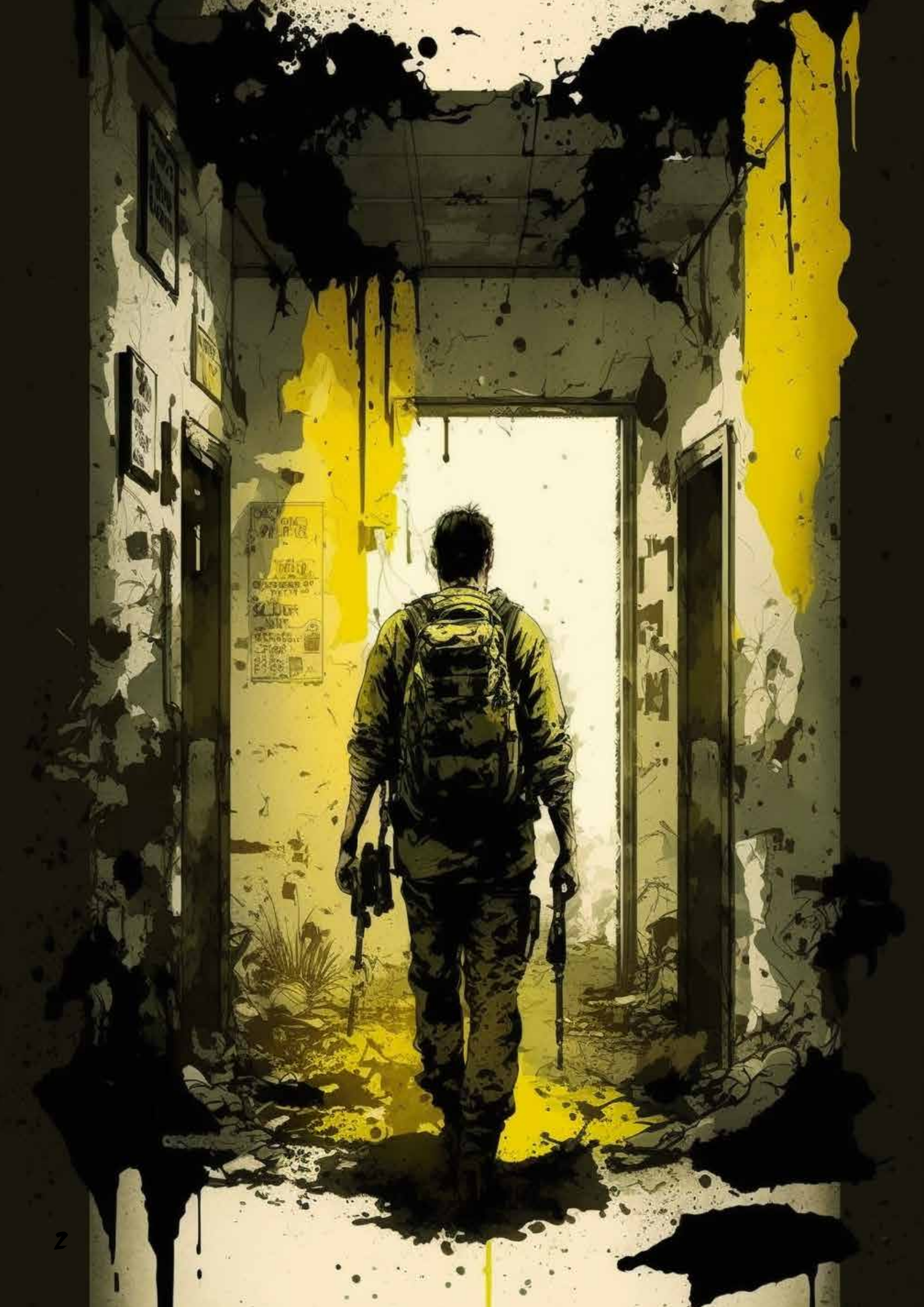
Transition

When the players leave the Infirmary, they can choose to:

A. Develop Perry's film.
Go to **Press Tent**.

B. Get resupplied at the **Quartermaster (S4)**.

C. Go to their tent. Go to **A Restless Night**



2.12 PRESS TENT

Goal

Discover that Jarque is not a journalist. Second, get the pictures.

Scene

Ambient.

<https://youtu.be/LbTo3dalse8>

DEVELOPMENT

If this is the first location the PCs go to, let them know that their jaw is sore. If it is the second let 1 loose a tooth. If it is the third let 2 lose a tooth.

DESCRIPTION

As you and Perry enter the press tent, the overpowering smell of sweat, cheap whiskey, and cigarettes hits you like a wave. The dim lighting makes it difficult to see. A secretary sitting at a desk gives you a curious look, trying to figure out why you're here. On the desk in front of her sits an ashtray overflowing with cigarette butts and a tray marked "For Censor."

Develop the film

It takes 2 hours to develop the pictures. Unless they succeed in persuading the secretary, the photos will be under censorship. If they have a package of cigarettes, they will have an Advantage on their check. If they undergo censorship. If they don't get the pictures, they can get them in 2.2 A restless night where the tent is empty.

New films

Perry can get a handful of Kodak Gold 800 if he signs a requisition.

Clues

DEVELOPMENT

As you look into the tent, you spot a journalist beckoning you over to him. Perry is familiar with the press corps in Vietnam, and will recognize him as Greg Morgue from Le Monde. "Do you think the war is ending" he says.

Peace Talks

- If anyone can end this madness, it's Monsieur Schumann, the French foreign minister.

- The rumor has it that Kissinger will sign the deal.

- If they don't sign, it will escalate.

Jarque

- Jarque is not working for Le Monde.

- He's not a journalist. His IDs were fake.

- The rumor is he's Russian.

Transition

When the players leave the press tent, they can choose to:

A. Visit the wounded, go to **Infirmary**.

B. Get resupplied at the **Quartermaster (S4)**.

C. Go to their tent. Go to **A Restless Night**.

2.1.3 QUARTERMASTER (S4)

Goal

Confirm that Jarque is a Russian agent.

Scenes

Ambient.

<https://youtu.be/LbTo3dalse8>

DESCRIPTION

If this is the first location the PCs go to, let them know that their jaw is sore. If it is the second let 1 loose a tooth. If it is the third let 2 lose a tooth.

Lieutenant Johnson is the camp quartermaster and will resupply the soldiers

DESCRIPTION

As you approach the quartermaster building, you notice two MPs standing guard near the entrance. One is smoking a cigarette, while the other has a bruised and battered face. A sleeping dog lies next to them, but as you get closer, it suddenly wakes and begins growling at you. The MPs eye you with suspicion, making you feel uneasy.

The MPs will ask them about their names, rank, whereabouts, and where they are going and then let them in.

DEVELOPMENT

Radio message. When they ask the MP about his bruises, play sound <https://youtu.be/LbTo3dalse8>.

The Quartermaster

DESCRIPTION

As enter the office of Lt. Johnson, the smell of stale tobacco smoke fills your nostrils. He is a large, overweight man, with a round face and curious eyes. His clothes are rumpled and stained, and he seems to be constantly busy, shuffling papers and boxes around the cramped quartermaster building. He looks up: "Are you the guys from the expedition?"

Expedition

Lt. Johnson has some gossip about the expedition.

- It was a publicity stunt for the US Army. 20 soldiers and 6 civilians died.
- It was a French journalist who arranged it.
- The Temple Is haunted. Vietcong always tries to avoid it.

Vietnam War and peace talks

- If Kissinger gives in, we will lose to communism.
- We should bomb the VC to the ground instead of peace talks.

Supplies and weapon

Lt. Johnson will give any Military personal ammunition and replace lost weapons. Additionally, suppose they succeed in a Social check. In that case, he will provide them with a hand grenade, a smoke grenade, and a combat knife (+1).

Transition

When the players leave the Quartermaster, they can choose to:

- Visit the wounded, go to Infirmary.
- Develop Perry's film. Go to Press Tent.
- Go to their tent. Go to A Restless Night.

2.2 A RESTLESS NIGHT

Goal

See Jarque leave the camp in a chopper.

Scene

Ambient.

<https://youtu.be/LbTo3da1se8>

DESCRIPTION: TENT

As you enter the tent that Lt. Carlsson has dedicated to you, the bunk beds catch

your attention and your body agrees that you need rest. The last few chaotic hours have been ingrained in your mind, but your fatigued body collapses onto the bed.

The PCs may want to talk before they go to sleep. Then, when you feel they are done, they fall asleep.

The attack

Play the video https://youtu.be/a_ryS7SRmzE and then ambient <https://youtu.be/JLVpDA7XSe4>.

DESCRIPTION: VIETCONG ATTACK

Amid the confusion after yet another nightmare about jungles, a strange temple, and teeth, you hear the familiar sound of gunfire and combat. The general alarm is sounding, but your first thought is not to grab your gear, but rather an unsettling feeling about Jarque.

1. Leaving the tent.

When they leave their tent, they will hear a nurse scream in terror. The captain and the sergeant's jaw and teeth have been removed. A PC who sees them gains 1 Spiral. The perpetrator has left through the tent wall. Successful tracking will lead them toward the Helipad. Go to the Transition.

2. Press Tent

It is empty. The pictures will be placed in the For Censor tray on the desk.

3. The MP checkpoint

From a distance, they can see that the MPs are under attack. They will have to fight a VC for each PC when they arrive. Each VC deals 2 damage, each turn to a random PC and is killed by 1 success.

Surviving VC soldier

A single VC survives combat. If questioned in Vietnamese, the VC will tell them the target was a KGB agent called Yuri. He is obsessed with Xi-Wang-Mu, a goddess said to feed and spread corruption. At this point, a PC loses a tooth. The VC looks at the PC and says that her wisdom, memories, and life essence are stored in her teeth. In English, all the VC will say is Xi-Wang-Mu, teeth, and Yuri.

Transition

When they are done interrogating the VC or before they arrive at the Helipad, read the following:

DESCRIPTION: CAPTURED VC

You stand on the chaotic battlefield, the stench of gunpowder and sweat heavy in the air. In the distance, the whir of a helicopter's blades can be heard as it takes off from the helipad into the jungle.

1. Give each PC Objective 2.
2. Shuffle Spades into the deck
3. Each PC gains a feat.
4. Then go to Journey to the Temple.

3.1.1 JOURNEY TO THE TEMPLE

Goal

Get on the chopper.

Scene

Ambient.

DESCRIPTION

As you approach the helipad, you see Lt. Carlson and a group of MP's approach you in the distance. He shouts: You are under arrest for collaborating with the KGB. Your heart races as you try to make sense of the situation. Ahead of you is two pilots preparing the second helicopter. It's within your reach.

The PCs have several paths to the helicopter:

1. Convince Lt. Carlson

A Persuasion check will convince Lt. Carlson that they need to hunt Yuri/Jarque down. However, he is unwilling to let the PCs off the hook. Instead, he will bring them with him to the Temple. If they fail the check, he will disarm them but bring them to the Huey for transfer to Long Binh Jail. First, go to The Pilots and then to the Transition.

2. Accept the charge

If the PCs accept the charge from Lt. Carlson, he will lead them to the prepared chopper. First, go to The Pilots and then to the Transition.

3. Fight the MPs

The PCs may fight the MPs on the spot or run towards the helicopter. If they fight them on the spot, an extra MP will join the fight every turn until they surrender or run to the helicopter.

If they run to the helicopter, go to The Pilots and return here. The Pilots are affected by the Goddess who will fly them to the Temple. They need 3 rounds to prepare for takeoff, in which

the PCs will need to fight the MPs. After 3 rounds, the helicopter will take off. Everyone not on board will have to succeed a Body check to jump on.

COMBAT: FIGHTING THE MPS

Lt. Carlson and each MP deals 2 damage each turn to a visible PC. The MPs die if they are dealt 2 damage in one attack. The machinegun on the helicopter can be used. It is a M60 Machinegun +4

If they surrendered, go to Accept the Charge. If the helicopter took off, go to **The Transition.**

DESCRIPTION: THE PILOTS

You recognize the pilots as the same two who rescued you from the jungle. They both look tired, and one them is missing several teeth. You feel strangely connected to them.

Transition

When the chopper takes off, read the description:

DESCRIPTION: TAKE OFF

The chopper's engines vibrate beneath you as you lift off, surrounded by the scent of oil and metal. The pilots' muffled shouts blend with the noise as you drift off, watching the camp fade away below.

1. Play video the Nightmare <https://youtu.be/y4UJrqNmOoQ>.
2. Go to Back In the jungle

3.1.2 BACK IN THE JUNGLE

Goal

Enter the Temple.

Scene

Ambient.

<https://youtu.be/AGM6Ha87was>

Crashlanding

The helicopter will crash land close to the Temple.

DESCRIPTION: CRASHLANDING

You hear the chopper's blades cutting through the air as you fly over the dense jungle. Suddenly, the engine shuts off. Seconds later the air explodes in jungle, metal, and debris.

All PCs take 3 damage (resist with Body). Any MPs and pilots will be dead or unconscious.

DESCRIPTION: CRASHLANDING

As you regain your footing, you realize you are close to the temple. You begin the hike. Battered and hurt, you move closer to the temple where this nightmare began. You feel eyes on you. The jungle watches you.

Nightcrawlers

The Nightcrawlers are living plants possessed by the Goddess. When the first PC starts moving towards the Temple, read the development.

DEVELOPMENT: FIRST ATTACK

As you walk through the jungle, a branch suddenly lashes out and cuts your chest, causing sharp pain. You feel blood running down your chest as you turn and start running towards the temple, trying to escape the terror that seems to be following you.

They all need 3 successes to reach the Temple. Take turns around the table. Each PC turn goes like this:

1. Make a Body check
2. If it succeeds and has 3 cumulative successes, go to Transition only with this PC.
3. Take 1 damage.
4. If there is only 1 PC left in the jungle, go to the Transition

DESCRIPTION: FIRST FAILED CHECK

As you run through the jungle, a plant lashes out and slashes your chest. You fall to the ground, clutching your wound. When you look up, you see Private Anderson lying on the ground. His flesh is torn, no jaw or teeth and his face is frozen in a silent scream.

Transition

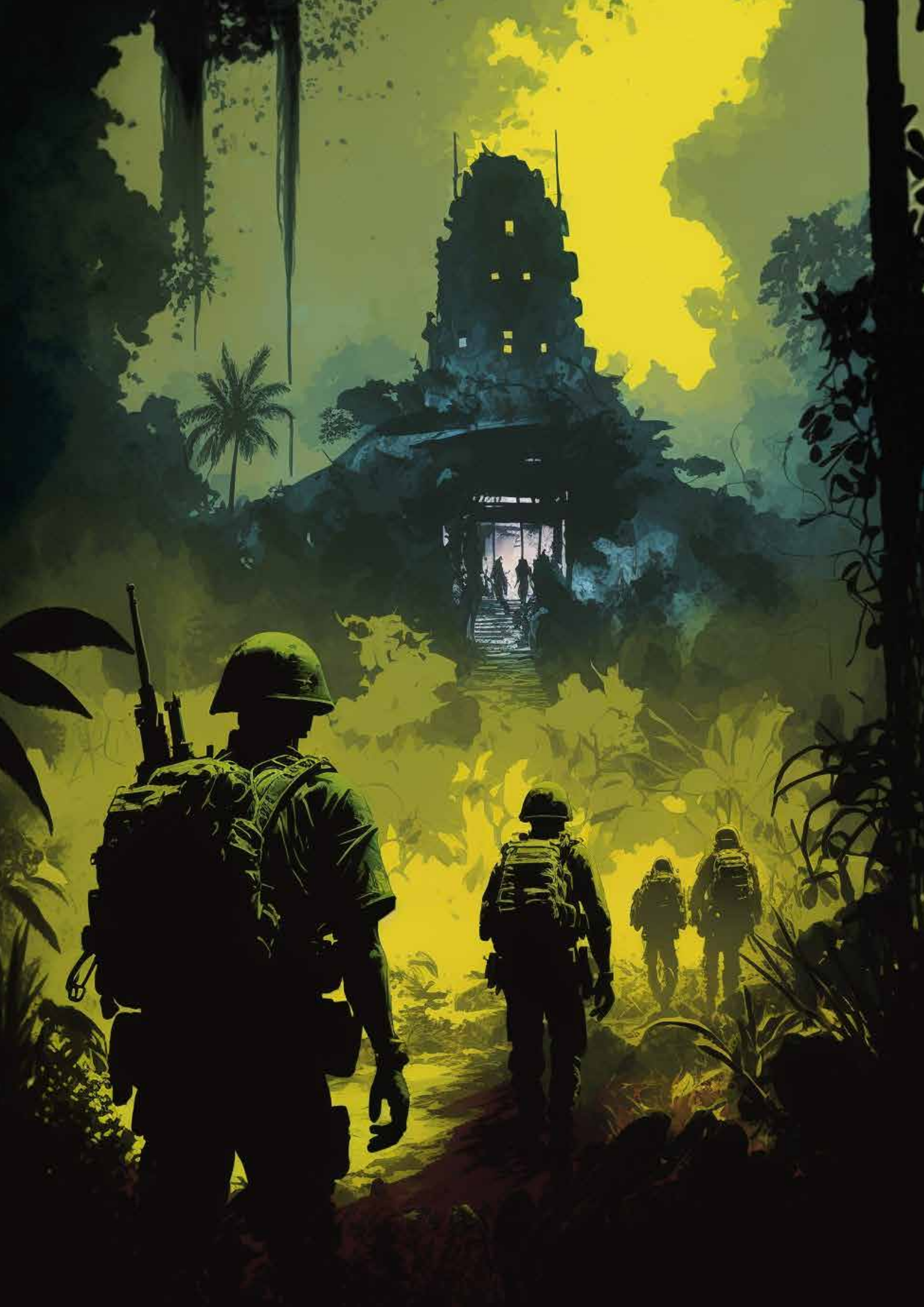
Read the description when the first PC reaches the Temple.

DESCRIPTION: REACHING THE TEMPLE

As you stand in front of the temple, you feel a chill. The air is heavy with evil and you sense malevolent forces in the shadows. You must confront this evil alone. You embrace the spiral creature, drawing strength from its dark power. The thers may try to stop you, but you can't trust them.

Before entering the great hall, ask the PCs if they need to do anything.

1. **Go to The Ritual Xi-Wang-Mu.**
2. If any of the PC has Spiral Magic or Blood Magic cards, give them the corresponding agenda



3.2 THE RITUAL XI-WANG-MU

Goal

Defeat or be defeated.

Scene

Ambient.

<https://youtu.be/WNTwIolDyGs>

Part 1: Are you ready?

DESCRIPTION: ARE YOU READY?

As you enter the great hall, Yuri stands before the statue of Xi-Wang. His arms bleeding from what looks like self-inflicted wounds. His eyes glow with madness as he asks, "Are you ready to face the goddess?" The air is thick with evil and fear.

Ask each PC, in turn, what they want to do. Then, if Jacques is alive on his turn, he will cast the ritual.

1. Talking to Jarque.

He will not answer them.

2. Attack Yuri or ready action.

If the PCs can deal more than 6 damage to Jarque, he dies. After he dies, ask the PCs what they want to do. If no PC chooses to start the ritual. Go to **Transition**.

3. Casting the Ritual.

Any PC with Blood or Spiral magic may cast the ritual. Use Wisdom + Wisdom for the check. This will probably lead to a player vs. player combat. That is okay.

Part 2: The ritual is cast

DESCRIPTION: STARTING THE RITUAL

Yuri (or the caster) falls to its knees, looking up at the statue of Xi-Wang. The unknown spell echoes in the silence, your teeth aching with pain.

Casting Time

The ritual is completed three rounds after the first character starts casting it. If a PC takes control, the countdown does not reset.

Wisdom Checks

The PCs will start losing teeth as soon as the spell is cast. Each turn, they must succeed in a Wisdom check. If they succeed, they lose some teeth but only take 1 damage. Every time they fail, the consequence will be direr. Damage may be lowered by 1 for each success on a Body check.

First, fail

The PC loses all of its front teeth and takes 2 damage.

Second fail

The jaw is dislocated, and the PC takes 3 damage.

Third fail

The jaw is ripped from its skull, and the PC takes 4 damage.

Initiative

The PC controlling the ritual always acts last.

Actions

The PCs may want to use their action to:

1. Kill the caster

The Goddess protects the caster. If a PC Deal 3 or more damage to the caster and give it a critical in 1 attack, it will draw it away from the Goddess. It goes unconscious.

If no other PC takes over the ritual before the end of the third round, the ritual will fail.

2. Take over the ritual

Any PC with Magic may take over the ritual with a Wisdom + Wisdom check. On a successful check, the PC will become the avatar of Xi-Wang. The teeth from the other PCs will fly to the PC's head, forming a crown.

The PC that controls the ritual at the end of the third turn becomes the avatar.

3. Flee

Fleeing will not help the PCs. They will still lose their teeth and jaw.

Transition

When the ritual is either stopped or cast:

- Go to **Resolution**.



3.3 RESOLUTION

Scene

Ambient. No sound

This scenario can have one or more outcomes. Read the appropriate descriptions.

The Resolution happens on the 27. January 1973.

1. The ritual wasn't cast

The Vietnam War ended, and the United States withdraws all its soldiers within the next 3 months.

DESCRIPTION:

RITUAL WASN'T CAST

As you lie in your bed in the infirmary, the radio blares with President Nixon's announcement: the United States will withdraw all forces from Vietnam by April 1st. The news fills you with a mix of emotions - relief that the war may end soon, but also fear of what the future holds.

2. The ritual was cast.

The Vietnam War will continue for at least a decade more.

Any characters who survived the ritual but did not become her avatar will hear this.

DESCRIPTION:

RITUAL WAS CAST

As you lay in your bed in the infirmary, the radio announces President Nixon's shocking decision: the United States has withdrawn from the peace conference and will launch Operation Linebacker III, a massive bombing raid on North Vietnam, immediately. Dread fills you as you wonder what this means for the world.

3. A PC became her avatar.

The Avatar of Xi-Wang will cause turmoil and chaos and start World War III.

DESCRIPTION:

A PC BECOMES AVATAR

As you watch from the rented fishing boat, the Cambodian and Chinese soldiers relentlessly attack the Vietnamese army camp. You hesitate, unsure if they need help, but your gut tells you to act. You yank a tooth from your forehead and a dark shadow hurtles towards the soldiers. Vietnam and the US won't stand for this, but what will USSR's response be.



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CRITICAL DAMAGES TABLES

Critical Table - Act 1

CARD EFFECT



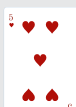
Stunned. You take a hard blow to the head and feel your senses momentarily overwhelmed. You stumble, dazed and disoriented, struggling to regain your footing. In the next 3 rounds, you must find a place to hide.



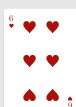
Severed finger. You are hit by a sharp blade and feel a deep wound open in your flesh. You cry out as you realize that one of your fingers is missing. For the rest of the encounter, you cannot use that finger.



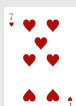
Shaken. You are hit by a powerful force and feel your confidence and composure shaken. You struggle to steady yourself, your nerves frayed and your mind racing. You scream as loud as you can.



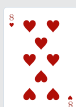
Small wound. You are cut by a sharp blade and feel a deep sting as a small wound opens in your flesh. You grimace, and your attention is drawn to the injury. In the next 3 rounds, you have -2 to all Body actions.



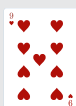
Weakened. You are hit by a powerful force and feel your strength and energy drained. You struggle to stand, your Body feeling heavy and sluggish. Until your next round, put your head on the table and do nothing.



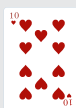
Winded. You are hit by a powerful force and feel the wind knocked out. You must make short, ragged gasps until your next turn.



Fractured finger. You take a hard blow to your finger and feel a sharp pain as bones snap. You cry out, your finger twisted and deformed. Until treated, you have a -2 penalty for all actions requiring using that finger.



Drop Item. Your PC drops an item.
Choose an item and remove it from your inventory.



Disoriented. You are hit by a powerful force and feel yourself spinning. You struggle to regain your bearings, your sense of direction thrown off. If a friend is nearby, you knock it to the ground, dealing 1 Damage.



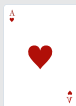
Nausea. You are hit by a sudden, unexpected attack and feel nauseous. You struggle to keep your stomach contents down, your movements hindered by the feeling of sickness. Fake vomiting.



Choking: You are hit by a sudden, unexpected attack and feel a sharp pain in your throat. You struggle to breathe, your vision blurring and your thoughts muddled. You are unable to speak or make any sounds until treated. In the next 3 rounds, you cannot use any abilities that require speaking or vocalization.

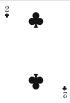
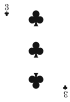

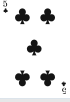


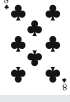
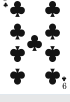
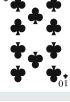






Wounded. You are cut by a sharp blade and feel a deep wound open in your flesh. You grimace, blood flushing down on the ground. Next round, you cannot take an action. Instead, you must groan.
















Saved by the Spiral. Heal 1d6 Damage and gain 1 Spiral.

Critical Injury Table - Act 2

CARD	EFFECT
	Broken hand. You take a hard blow to your hand and feel a sharp pain as bones snap. You cry out, your hand twisted and deformed. You cannot use your main hand. When using your off-hand, you have a Disadvantage.
	Dislocated shoulder. You are struck with a powerful force and feel a sudden, sharp pain in your shoulder. You cry out, your shoulder dislocated. Until put into place, you have Disadvantage when using it.
	Fractured jaw. You are struck by a powerful force and feel a sharp pain as your jaw fractures. You cry out, your jaw twisted. For the rest of this session, non-PCs have difficulties understanding you.
	Fractured leg. You take a hard blow to your leg and feel a sharp pain as bones snap. You cry out, your leg twisted and deformed, your movements hindered. For the rest of the encounter, you cannot run and have a Disadvantage.
	Drop Signature Item. You lose your most prized possession, which defines who you are. Without it, you feel lost and adrift, unable to function without its familiar presence. So you drop your signature item. It is the item that can reduce your Spiral points. If you don't have a Signature Item, drop another item.
	Split eyebrow. You take a hard blow to the head and feel a sharp pain as your eyebrow splits open. Blood gushes from the wound, staining your skin and blurring your vision. For the next 3 rounds, you are blind.
	Confused. You are hit by a sudden, unexpected attack and feel your thoughts scatter. You struggle to make sense of your surroundings, your vision blurring, and your judgment impaired. Next round, attack a nearby friend.
	Dazed. You are hit by a sudden, unexpected attack and feel your senses momentarily overwhelmed. You stare blankly, your vision blurred and your thoughts muddled. In the next 3 rounds, you cannot take any action.
	Crushed kneecap: You are hit by a powerful force and feel a sharp pain in your knee. You cry out, your kneecap crushed, and your movements hindered. As a result, you cannot walk and have a Disadvantage to all movement.
	Disoriented. You are hit by a powerful force and feel yourself spinning. You struggle to regain your bearings, your sense of direction thrown off. In the next 3 rounds, you move away from your friends.
	Deep laceration: You are hit by a sharp object and feel a deep wound open in your flesh. You cry out in pain. The wound bleeds profusely and requires immediate medical attention. Take 1 Spiral or bleed out in three rounds.
	Crushed eyeball: You are hit by a sharp object and feel acute pain in your eye. You cry out, your vision instantly obscured as your eyeball is crushed. The injury is excruciating and requires immediate medical attention. Until treated, you are blind in that eye and have a Disadvantage to actions requiring eyesight.
	Saved by the Spiral. Heal 1d6 Damage and gain 1 Spiral.

Critical Injury Table - Act 3

CARD	EFFECT
	Knocked unconscious. You are hit with a powerful force and feel your consciousness slipping away. You collapse to the ground, unconscious and unable to take any action. Until woken, you cannot take any actions.
	Bleeding wound. You are cut by a sharp blade and feel a deep wound open in your flesh. You grimace, and your attention is drawn to the injury and blood gushing from the wound. Gain 1 Spiral or die in 3 rounds.
	Amputation: You are hit by a sharp blade and feel a deep wound open in your flesh. You cry out as you realize that one of your arms has been amputated. You cannot use your arm for the rest of the session. Gain 1 Spiral or die.”
	Exposed intestines. You are hit by a sharp blade and feel a deep wound open in your abdomen. You grimace, your attention drawn to the injury and your internal organs exposed. Gain 1 Spiral or die.
	Open skull. You are hit by a powerful force and feel a sharp pain as your skull fractures. You cry out, your brain exposed. Gain 1 Spiral or die.
	Endless Rage. You are hit by a powerful force and feel a sudden surge of anger and aggression. For the next 3 rounds, you attack the nearest target, regardless of whether they are friends or foes.
	Out-of-body experience. You are hit by a sudden, unexpected attack and feel your soul leave your Body for a brief moment. Then, for 3 rounds, you are paralyzed and see everything from above. Yet, you can still use magic.
	Organ damage. You take a deep puncture wound or a severe blow to the abdomen and feel a sharp pain as internal organs are damaged. You cry out, your life in danger. Gain 1 Spiral or die.
	Brain damage: You are hit by a powerful force and feel a sharp pain in your head. You struggle to think. Clearly, your brain is damaged. As a result, you have a Disadvantage in all actions.
	Disarmed. The weapon slips from your grasp and falls into oblivion, never to be seen again. You are left vulnerable, without a means of defending yourself. Choose a weapon and remove it from your inventory.
	Severed artery: You take a deep cut that slices through an artery and feels a sudden, sharp pain as blood gushes from the wound. Gain 1 Spiral or die in 3 rounds.
	Spinal injury: You are struck by a powerful force and feel a sharp pain as your spine is injured. You cry out, your Body left paralyzed. Gain 1 Spiral to be able to move in a rugged way or e paralyzed.
	Saved by the Spiral. Heal 1d6 Damage and gain 1 Spiral.

SPIRAL TABLES

Spiral Table - Act 1

CARD	EFFECT
	Scared. You are consumed by fear, your heart racing, and your breath gasping. You feel like you are on the brink of collapse, terror coursing through your veins. You become scared for 1 minute. Gain 1 Spiral.
	Crying. Tears stream down your face, and uncontrolled sobs are wracking your Body. You are consumed by overwhelming emotions, unable to hold them back any longer. You and the next player who talks to you will start crying for 1 minute. After that, give it 1 Spiral.
	Horrified. You are overcome with horror, your body shaking and your mind racing. You cannot believe what you see and fear the worst. You and the next player who talks to you will be horrified for 1 minute. After that, give it 1 Spiral.
	Trip. You stumble and fall, crashing into a friend and bringing it down. Both of you cry out in pain, bruised, and battered from the impact. You both take 1 Damage.
	Bleeding. Blood gushes from your nose and ears, the bright red liquid pooling on the ground beneath you. You are terrified, unsure of what is happening to your Body. Take 1 damage. Give the first PC who sees you 1 Spiral.
	Paranoia. The next time a player talks to you, you become paranoid. Convince that PC that someone or something is hunting you. The paranoia continues for 1 minute. Finally, you both gain 1 Spiral.
	Stare. You fix your friend with an intense, terrified stare, your eyes wide with fear. They look back at you, confused and alarmed by your behavior. The next time a player talks to you, don't answer but stare at that player for 1 minute. Give its PC 1 Spiral.
	Drop Item. Your PC drops an item. Choose an item and remove it from your inventory.
	Whisper. You whisper softly, your words meant only for the person you are speaking to. You lean in close, your breath tickling their ear. The next time a player talks to you, whisper into his ear until you are done talking. Give its PC 1 Spiral.
	Growl. You growl at your friend, baring your teeth and snarling. Your eyes blaze with anger and aggression, your muscles tensing for battle. The next time a player talks to you, don't answer but growl like a mad dog for 30 seconds. Give its PC 1 Spiral.
	Heal. You lay your hands on your friend's injuries, using your powers to heal their wounds and restore their health. They feel the pain fade away, gratitude filling their eyes. Heal a PC for 3 wounds. You may use this Ability once.
	Harm. You use your Spiral magic to harm your enemy, sending them flying with the force of your attack. Their Body writhes in pain. Once this session, you may deal 3 damage to a living being.
	Empathic Bond. You and your friend share an empathic bond, which you use to draw them out of the Spiral of darkness that had consumed them. The next time a PC loses control or acts involuntarily, you may stop it from harming itself or others and put it into control again.

Spiral Table - Act 2

CARD EFFECT



Plot Clue. Suddenly, everything becomes clear. The puzzle pieces fall into place, the confusion and uncertainty dissipating. You understand what must be done and how to do it. Once this session, ask your GM for a plot clue.



Paranoia. I can feel your eyes on me, even when I am not looking. It's like a weight pressing down on my body, suffocating me. I beg you, please stop watching me. I cannot bear it any longer. You will be paranoid about the PC of the next player who talks to you. It lasts for 2 minutes. Give that PC 1 Spiral.



Immune. You are invulnerable, able to withstand any attack without harm. Your Body is a fortress, impervious to all forms of Damage. The next time you take Damage. Reduce it to 0 and gain 1 Spiral.



Blood Drinking. You are overcome by a sudden thirst for blood and must satisfy it quickly before it consumes you. You search frantically for a source of blood to drink. Within 1 hour, you must drink blood. Give any PC who sees you drink 1 Spiral.



Head Basher. You repeatedly slam your head into a hard, unyielding surface, the impact sending a jolt of pain through your skull. You fall to the ground, dizzy and disoriented, your vision swimming with stars. In the next 3 rounds, you slam your head into a hard object. Each round, you take 1 damage. If someone holds you with a successful Close Combat, you will stop.



Collateral Damage. You strike out in fear and confusion, your weapon connecting with the flesh of a friend. Your friend cries out in pain, its face contorted with shock and betrayal. You are horrified by what you have done. The next time you are in combat, you must attack a PC, which must be your first attack. Give that PC a Spiral.



Arachnophobia. Spiders pour out of your ears, hundreds of tiny legs scurrying across your skin. You scream in terror, unable to shake them off. Finally, you are consumed by their writhing bodies. Give a PC who sees it 1 Spiral.



Drop Signature Item. You lose your most prized possession, which defines who you are. Without it, you feel lost and adrift, unable to function without its familiar presence. So you drop your signature item. It is the item that can reduce your Spiral points. If you don't have a Signature Item, drop another item.



Bite. You sink your teeth into your flesh, tearing and biting until the skin breaks and blood flows. The pain is intense, but you cannot stop yourself. Within a minute, you must bite yourself until it begins to bleed. Take 1 damage. Give the first PC who sees you 1 Spiral.



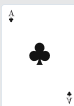
Sacrifice. You sacrifice an innocent animal, offering up its life to the Spiral. The creature's blood stains your hands as you call upon the powers of darkness. Within an hour, kill an animal. Give a PC who sees it 1 Spiral.



Regenerate. You regenerate, repair damaged tissue, and heal your wounds. You are impossible to kill. Within an hour, you may heal 3 wounds. Give a PC who sees it 1 Spiral.



Spiral Magic. You possess the ability to cast Spiral Magic, using swirling patterns and intricate designs to unleash devastating spells. Increase your Wisdom by 2.



Blood Magic. You possess the power to wield Blood Magic, using the life-giving liquid to cast powerful spells and curses. Increase your Wisdom by 2.

Spiral Table - Act 3

CARD EFFECT



Rage. “Stop watching me, or I will tear you apart with my bare hands. You bastard!” The next time a player talks to you, attack its PC for 3 rounds.



Hate. I loathe you with every fiber of my being. You are a miserable excuse for a human, and I wish you would disappear. You will hate and be borderline aggressive toward the PC of the next player who talks to you. It will last for 1 minute. Give that PC 1 Spiral.



Cannibalism. You hunger for the taste of warm, juicy human flesh. Sinking your teeth into a tender piece of meat fills you with a sickening excitement. Within 1 hour, eat human flesh. Give a PC who sees you 1 Spiral.



Vampirism. You thirst for human blood, unable to quench your insatiable hunger. Sinking your teeth into warm, life-giving liquid drives you mad with desire. Within 1 hour, you must drink human blood. Give a PC who sees you drink 1 Spiral.



Skin Ripper. Tearing off your own skin, you try to rid yourself of evil. You scream in pain and struggle until you are a bloody mess. But the darkness within is not yet defeated. You must find a way to purify yourself or be consumed. In the next 3 rounds, you harm yourself. Each round, you take 1 damage. If you have a sharp object, you take 2.



Endless Rage. You are hit by a powerful force and feel a sudden surge of anger and aggression. For the next 3 rounds, you attack the nearest target, regardless of whether they are friends or foes.



Flesh Eater. You tear into your flesh, devouring mouthfuls of raw, bloody meat. The pain is unbearable, but you cannot stop. You hunger for your own Body. In the 3 next rounds, you start eating your own flesh. Each round, you take 1 damage.



Drop Weapon. The weapon slips from your grasp and falls into oblivion, never to be seen again. You are left vulnerable, without a means of defending yourself. Choose a weapon and remove it from your inventory. If you don't have a weapon, drop another item.



Maggots. The vomit you spew forth is black and putrid, filled with writhing maggots. It smells of death and decay, making you reach even more. Give the first PC who sees it 1 Spiral.



Scream. You let out a blood-curdling scream, pure terror escaping your lips. You cannot hold it in any longer. The next time a player talks to you, don't answer but scream as loud as you can. Give a PC 1 Spiral.



Hemorrhage. You hack up blood, the sickly red liquid spilling from your mouth. You struggle to breathe, your chest tight and aching. You fear the worst. Take 1 damage. Give a PC that helps you 1 Spiral.



Soul Drinker. You consume some of another person's soul. The power of their spirit fills you, but at a terrible cost. Give a PC of your choice or the next PC who talks to you 2 damage and heal 4. Give that PC 1 Spiral.



Redirection. Your friend screams in agony as your wounds heal, its Body taking on the injuries you were meant to suffer. The next time you take Damage, redirect it to another PC. That PC gains 1 Spiral.

CHARACTERS AND AGENDAS

There are 5 PCs included in this scenario. At the start of the session, give each player a character, and if they are uncertain about the rules, the handout **Spiral 101**.

Agendas

Each PC has 2 Agendas. The first is given after **1.1.1 in the Air**, and the second is given after **2.2 A Restless Night**. If any PC has gained Spiral or Blood Magic, give them the corresponding agenda at the beginning of **3.2 The Ritual of Xi-Wang-Mu**.

AGENDA 1 ESMERALDA KORPINSKY

Stay close to the soldiers. Amnesia and nightmares fill you with dread. Figure out what is real and what isn't. You have a strange, both wonderful and terrifying power. The uncertainty and fear weigh heavily on you.

AGENDA 2 ESMERALDA KORPINSKY

Embrace this power inside you and the others to stop the evil in the jungle. Jarque is key to defeating this malevolent force.

AGENDA 1 JEROME BARNES

Experiencing vivid nightmares after a gunfight is normal, but the constant terror in your mind is making you doubt yourself. The survivors around you may be the only ones you can trust.

AGENDA 2 JEROME BARNES

Doing what is right, even if it means defying the Army, is necessary to stop the evil in the jungle. Using Jarque/Yuri's help can lead to a chance at exile and escaping racism. It may be hard but standing up for justice is always worth it.

AGENDA 1 DAVE MCDORMEL

Ensure the civilians are safe and figure out who Jarque is. He may be more than he appears and engaging with him could provide answers.

AGENDA 2 DAVE MCDORMEL

Secure Jarque and find out what he knows about the dreams and his activities in the jungle.

**AGENDA 1
PERRY WILKINSON**

The gunfight was exhilarating, but you can't remember the photos you took. Amnesia and weird dreams are cool, and Jarque may know more.

**AGENDA 2
PERRY WILKINSON**

Explore the temple and discover the evil that lurks within. Gather your friends and use the power inside you to overcome it.

**AGENDA 1
JACK HERNANDEZ**

Are you psychotic like your mom? Dreams are wild, but others have them too. What is Jarque up to?

**AGENDA 2
JACK HERNANDEZ**

Is the force inside you real? Can it be harnessed? Is the Russian guy key to using it? Is the evil in the jungle connected to the war?

AGENDA 3 Spiral Magic

You can be her prince or princess.

AGENDA 3 Blood Magic

You can be her prince or princess.

Characters

There are 5 characters in the scenarios. Let the players draw randomly. If Perry is not in drawn, one of the PCs has his camera around its neck

A character rarely dies or loses control. If it happens, it is usually the player's choice



CONFIDENTIAL

NAME: Perry Ambrose Wilkinson
GENDER: Male (43)
WOUNDS: □□□□
SPIRAL: □□□□ □□□□ □□□□

BACKGROUND

Growing up in Boston, you loved the city's culture but had a difficult family life. After your mother passed away, you became homeless until Father Paul Gennaro took you in and provided a home and education. You became a photographer and eventually ended up covering the Vietnam War, capturing dangerous and exciting moments.

Photographer. You are a trained photographer and have an apt for spotting opportunities.

Daredevil. You are an expert in risking your life and getting away with it.

Starting Inventory. Press Card, Camera, Undeveloped Film.

ABILITY	RANK BONUS	SUCCEEDING IS HARD
Body Acrobatics, Athletics, Crafts, Fortitude.	3	If you have 4 dice, you fail every 2nd time. Draw power from the Spiral to succeed more often: 1. Add 3d6 to an Ability Check. Gain 1 Spiral for each 1 on the extra dice. 2. Reroll all dices that did not result in a success. Gain 1 Spiral.
Creativity Art, Deception, Forgery, Sleight of Hand.	5	
Intuition Perception, Reaction, Stealth.	5	The first time in a round you gain Spiral, roll 2d6 + your Spiral and consult the table.
Linguistics Reading, Writing, Public Speaking.	3	
Nature Animals, Survival, Tracking.	2	SPIRAL TABLE 1-8 Nothing happens. 9-12 Draw a Spiral Card. 13-16 Draw a Spiral Card. Give a PC 1 Spiral. 17+ You lose control.
Reasoning Computers, Engineering, Investigation, Logic.	4	
Social Empathy, Insight, Persuasion, Streetwise.	4	
Wisdom Knowledge, Willpower.	2	

FEAR	DESCRIPTION	USAGE
<input type="checkbox"/> Creative Touch Bonus: Creativity +1	As long as you have your camera, everything will be fine. Lower your Spiral by 1d6. Require camera.	□□□
<input type="checkbox"/> Press Card Bonus: Social +1	Show your press card to get past a checkpoint or guard. Requires Press Card.	□□
<input type="checkbox"/> 6th Sense Bonus: Intuition +1	Use Intuition instead of Body to avoid an attack.	
<input type="checkbox"/> Jack of All Trades Bonus: Creativity +1	You may use Creativity instead of another skill.	□□□
<input type="checkbox"/> Edge of Darkness Bonus: Intuition +1, Wisdom +1	Reroll your Spiral Dice. If a reroll results in a 1, give a PC 1 Spiral.	



CONFIDENTIAL

NAME: Esmeralda Karpinski
GENDER: Female (24)
WOUNDS: □□□□
SPIRAL: □□□□ □□□□ □□□□

BACKGROUND

Growing up in a Catholic Polish family in Boston, you often had to stand up to the large Irish population in the area. Your father was the Lead Union man and a powerful, racist figure who disliked blacks and Latinos. In defiance, you dated people of these races. After college, you joined the US Army as a nurse to leave home.
Nurse. You are trained in helping the wounded and hurt. You are exceptional empathic and likeable.
Fashionista. You know the latest fashion, what looks good and always look your best.
Starting Inventory. First Aid Kit, Holy Cross, Diary.

ABILITY	RANK	BONUS
Body		
Acrobatics, Athletics, Crafts, Fortitude.	3	
Creativity		
Art, Deception, Forgery, Sleight of Hand.	4	
Intuition		
Perception, Reaction, Stealth.	5	
Linguistics		
Reading, Writing, Public Speaking.	2	
Nature		
Animals, Survival, Tracking.	2	
Reasoning		
Computers, Engineering, Investigation, Logic.	3	
Social		
Empathy, Insight, Persuasion, Streetwise.	5	
Wisdom		
Knowledge, Willpower.	4	

SUCCEEDING IS HARD
 If you have 4 dice, you fail every 2nd time. Draw power from the Spiral to succeed more often:

1. Add 3d6 to an Ability Check. Gain 1 Spiral for each 1 on the extra dice.
2. Reroll all dices that did not result in a success. Gain 1 Spiral.

The first time in a round you gain Spiral, roll 2d6 + your Spiral and consult the table.

SPIRAL TABLE

1-8	Nothing happens.
9-12	Draw a Spiral Card.
13-16	Draw a Spiral Card. Give a PC 1 Spiral.
17+	You lose control.

FEAR	DESCRIPTION	USAGE
<input type="checkbox"/> Gold Watch Bonus: Wisdom +1	Your dad looks after you. Lower your Spiral by 1d6. Requires your dad's gold watch.	□□□
<input type="checkbox"/> CIA Agent Bonus: Social +1	I am a CIA Agent, are you a communist? Gain 1 success on an Social check. Requires CIA ID.	□□
<input type="checkbox"/> Linguist Bonus: Linguistics +1	You know a language. You don't have to decide before you need to use it.	□□□
<input type="checkbox"/> Lucky Bonus: Intuition +1	Reroll a failed Ability check.	□□□
<input type="checkbox"/> Embrace of the Spiral Bonus: Body +1, Reasoning +1	When using Spiral with Body or Reasoning, add 4 Spiral Dice to your check.	



CONFIDENTIAL

NAME: Jack Hernandez
GENDER: Male (29)
WOUNDS: □□□□ □□
SPIRAL: □□□□ □□□□ □□□□

BACKGROUND

You faced challenges growing up in Nashville, Tennessee with a Mexican father and Irish mother. You excelled in your studies and received a football scholarship. Your academic achievements caught the attention of the Pentagon. After basic training, you were sent to Vietnam.

CIA Agent. You are a trained field agent of the CIA and a patriot.

Gambler. You take unnecessary risks and they usually turn out in your favor.

Starting Inventory. Luger P8 pistol (+1), Gold Watch, CIA ID card.

ABILITY	RANK BONUS	
Body Acrobatics, Athletics, Crafts, Fortitude.	5	<p>SUCCEEDING IS HARD</p> <p>If you have 4 dice, you fail every 2nd time. Draw power from the Spiral to succeed more often:</p> <ol style="list-style-type: none"> 1. Add 3d6 to an Ability Check. Gain 1 Spiral for each 1 on the extra dice. 2. Reroll all dices that did not result in a success. Gain 1 Spiral. <p>The first time in a round you gain Spiral, roll 2d6 + your Spiral and consult the table.</p> <p>SPIRAL TABLE</p> <p>1-8 Nothing happens.</p> <p>9-12 Draw a Spiral Card.</p> <p>13-16 Draw a Spiral Card. Give a PC 1 Spiral.</p> <p>17+ You lose control.</p>
Creativity Art, Deception, Forgery, Sleight of Hand.	2	
Intuition Perception, Reaction, Stealth.	4	
Linguistics Reading, Writing, Public Speaking.	3	
Nature Animals, Survival, Tracking.	2	
Reasoning Computers, Engineering, Investigation, Logic.	4	
Social Empathy, Insight, Persuasion, Streetwise.	3	
Wisdom Knowledge, Willpower.	5	

FEAR	DESCRIPTION	USAGE
<input type="checkbox"/> Gold Watch Bonus: Wisdom +1	Your dad looks after you. Lower your Spiral by 1d6. Requires your dad's gold watch.	□□
<input type="checkbox"/> CIA Agent Bonus: Social +1	I am a CIA Agent, are you a communist? Gain 1 success on a Social check. Requires CIA ID.	□□
<input type="checkbox"/> Linguist Bonus: Linguistics +1	You know a language. You don't have to decide before you need to use it.	□□□
<input type="checkbox"/> Lucky Bonus: Intuition +1	Reroll a failed Ability check.	□□□
<input type="checkbox"/> Embrace of the Spiral Bonus: Body +1, Reasoning +1	When using Spiral with Body or Reasoning, add 4 Spiral Dice to your check.	□□□□



CONFIDENTIAL

NAME: Dave McDormel
GENDER: Male (31)
WOUNDS: □□□□ □□
SPIRAL: □□□□ □□□□ □□□□

BACKGROUND

You are a former Bostonian with a love for baseball and barbecue, and strong family values. You are engaged to Irma Dawson and have expertise in the American war machine and strategies for victory in Vietnam, which has caught the attention of the CIA. You are determined to work with them to make important decisions and contribute to the war effort.

Marksman. You are a trained soldier with expertise in taking the long shot.

Sportsman. You are a skilled sportsman; always keep yourself fit and not afraid to show it.

Starting Inventory: M14 Rifle (+2), Beach photo of Irma

ABILITY	RANK BONUS	SUCCEEDING IS HARD
Body Acrobatics, Athletics, Crafts, Fortitude.	5	<p>If you have 4 dice, you fail every 2nd time. Draw power from the Spiral to succeed more often:</p> <p>1. Add 3d6 to an Ability Check. Gain 1 Spiral for each 1 on the extra dice.</p> <p>2. Reroll all dices that did not result in success. Gain 1 Spiral.</p> <p>The first time in a round you gain Spiral, roll 2d6 + your Spiral and consult the table.</p>
Creativity Art, Deception, Forgery.	2	
Intuition Reading, Writing, Public Speaking.	4	
Linguistics Reading, Writing, Public Speaking.	4	
Nature Animals, Survival, Tracking.	3	
Reasoning Computers, Engineering, Investigation, Logic.	3	
Social Empathy, Insight, Persuasion, Streetwise.	4	<p>SPIRAL TABLE</p> <p>1-8 Nothing happens.</p> <p>9-12 Draw a Spiral Card.</p> <p>13-16 Draw a Spiral Card. Give a PC 1 Spiral.</p> <p>17+ You lose control.</p>
Wisdom Knowledge, Willpower.	3	

FEAR	DESCRIPTION	USAGE
<input type="checkbox"/> Photo of Irma Bonus: Wisdom +1	Irma on the beach. Lower your Spiral with 1d6.	□□□
<input type="checkbox"/> Sniper Bonus: Body +1	Gain 1 free success on you next shot with a rifle.	□□
<input type="checkbox"/> Athletic Bonus: Body +1	You have advantage on Athletics checks.	
<input type="checkbox"/> Lightning Reflexes Bonus: Intuition +1	You may grab the initiative from another PC and take an extra turn.	□□□
<input type="checkbox"/> Harness of the Spiral Bonus: Body +1, Intuition +1	In combat add 4 Spiral Dice instead of 3 to your check.	



CONFIDENTIAL

NAME: Jerome Barnes
GENDER: Male (23)
WOUNDS: □□□□ □□
SPIRAL: □□□□ □□□□ □□□□

BACKGROUND

Your mother was killed by your father in front of you and your sister. Your sister was adopted, but you were not. You grew up selling drugs and were homeless. You joined the Blood Gang but were arrested for murder and given the choice of joining the army or going to prison for life. You chose the army, but the Bloods are now after you and you cannot return to Baltimore.

Infantryman You are a professional soldier, trained to meet the enemy face to face.

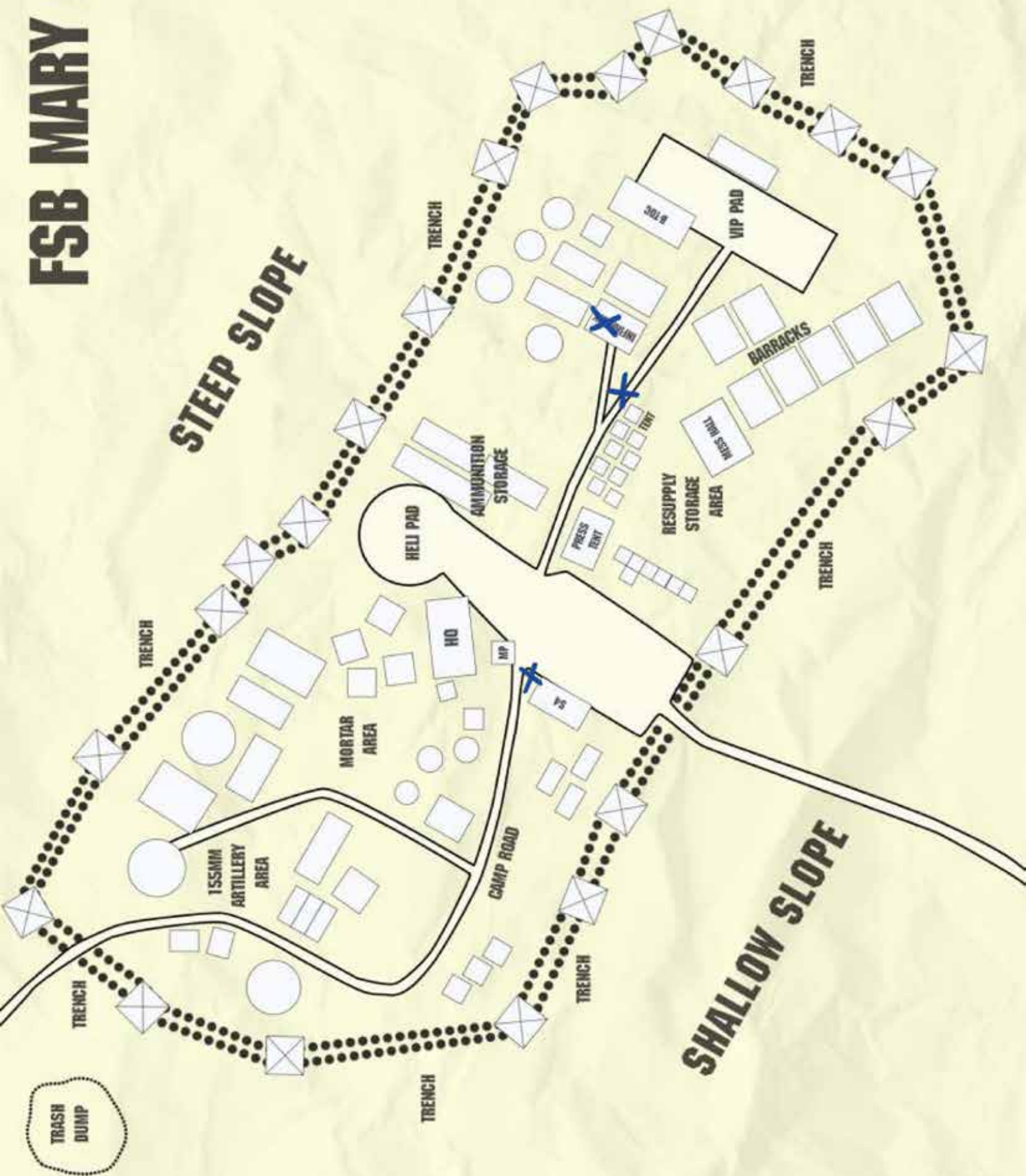
Street Kid. You grew up on the street. Doing whatever needed to survive.

Starting Inventory: M60 Machinegun (+3), Joint, Zippo Lighter

ABILITY	RANK BONUS	SUCCEEDING IS HARD
Body Acrobatics, Athletics, Crafts, Fortitude.	5	If you have 4 dice, you fail every 2nd time. Draw power from the Spiral to succeed more often: 1. Add 3d6 to an Ability Check. Gain 1 Spiral for each 1 on the extra dice. 2. Reroll all dices that did not result in a success. Gain 1 Spiral.
Creativity Art, Deception, Forgery, Sleight of Hand.	2	
Intuition Perception, Reaction, Stealth.	4	The first time in a round you gain Spiral, roll 2d6 + your Spiral and consult the table.
Linguistics Reading, Writing, Public Speaking.	4	
Nature Animals, Survival, Tracking.	3	SPIRAL TABLE
Reasoning Engineering, Investigation, Logic	3	
Social Empathy, Insight, Persuasion, Streetwise.	4	1-8 Nothing happens.
Wisdom Knowledge, Willpower.	3	9-12 Draw a Spiral Card.
		13-16 Draw a Spiral Card. Give a PC 1 Spiral.
		17+ You lose control.

FEAR	DESCRIPTION	USAGE
<input type="checkbox"/> Chill Social +1	Just chill! Lower your Spiral with 1d6. Requires Joint.	□□□
<input type="checkbox"/> Fearless Wisdom +1	You are fearless. When you receive a wound, you get advantage on your next ability check.	□□
<input type="checkbox"/> On guard Intuition +1	You can always find something to defend yourself with. Use a nearby item as an improvised weapon (+2)	□□□
<input type="checkbox"/> Resourceful Creative +1	You know how to get things. You have advantage on Sleight of Hand checks.	

FSB MARY ANN





"All the News
That's Fit to Print"

The New York Times

LATE CITY EDITION

Weather: Partly sunny today; fair
and seasonable tonight, tomorrow.
Temp. range today 45-67; Friday
45-58. Additional details on Page 47.

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NEW YORK, SATURDAY, OCTOBER 20, 1973

Cease-Fire Talks Resume in Paris

PARIS, January 2nd - Following a four-hour break, the technical specialists from the US and North Vietnam resumed their negotiations on a cease-fire today and decided to meet again tomorrow.

Nguyen Co Thach, the deputy foreign minister of North Vietnam, and William H. Sullivan, the deputy assistant secretary of state for East Asia, met in a mansion about Champs-Élysées for what were seen as preliminary negotiations to the main talks that are expected to start on Monday. Le Duc Tho, the lead North Vietnamese negotiator, would then meet with Henry A. Kissinger, President Nixon's national security adviser. Both sides declined to comment on the progress made today, but French Foreign Minister Maurice Schumann, who has spoken with both parties, highlighted that they "had not pulled closer together" as of the beginning of the next session. Mr. Schumann said that France had played "a crucial role" in reopening communication between the United States and North Vietnam in a radio interview conducted before the start of today's session.

At a New Year's reception for journalists, President Pompidou disclosed that "in addition to the customary interaction with both sides," he had exchanged letters with Mr. Nixon. He did not say what he had said to President Nixon, although it seems likely that he encouraged negotiation. He admitted to his guests that he had believed a deal would be made a few weeks prior, but "there was no American resolve to compromise at any price, and North Vietnam,

a incline toward concessions," he said. The President said he didn't believe that the North Vietnamese had shown "much gratitude" or been persuaded to make concessions because of the increased

American bombings.

The execution of a cease-fire has been a major focus of the talks at this level. The length of the meeting today suggested that the two delegations had covered a lot of ground.

Today's host was the North Vietnamese delegation. The North Vietnamese will be housed by the United States tomorrow in a home with a view of Saint-Nom-la-golf Breteche's club, another suburb.

The Vietcong and South Vietnamese delegations join the other two teams in a formal full-day round of the peace talks on Thursday.

HANOI, North Vietnam, January 3rd - Le Duc Tho, a member of the North Vietnamese Politburo and special adviser to Hanoi's peace team in Paris, departed this morning, according to state sources, to resume private discussions with adviser Henry A. Kissinger.



Videos, Ambient, and Sounds

Ambient

Jungle Begin	https://youtu.be/WNTwIo1DyGs
Chopper	https://youtu.be/kK_2dLiDtGE
Camp Attack	https://youtu.be/JLVpDA7XSe4
Camp Ambient	https://youtu.be/LbTo3da1se8
Temple Climax	https://youtu.be/AGM6Ha87was

Sounds

MP Talk	https://youtu.be/jSfWQrX7340
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Videos

Nightmare 1	https://youtu.be/wv4J1TEhICc
Nightmare 2	https://youtu.be/a_ryS7SRmzE
Nightmare 3	https://youtu.be/y4UJrqNmOoQ



JUNGLE TEETH

Nerdy Productions