

Flawed Dupes



By

Matthew Cutter



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Editing and Layout by Charles White

This adventure uses the "Arctic Research Station" map from Fabled Environments. To purchase this floor plan and our other high quality products, visit <http://www.drivethrurpg.com> and search for Fabled Environments

This game references the Savage Worlds game system,
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Flawed Dupes

“Flawed Dupes” is an adventure for 4–6 players using Fabled Environments’ “Arctic Research Station” map and the *Savage Worlds* core rules, suitable for an evening’s play. The premise doesn’t require specific employers, group composition, or character specialties. The heroes could be a crack military squad, intelligence operatives, paranormal investigators, or even superheroes.

Introduction

Public records list Nevicata as a field laboratory studying climate change, like others above the Arctic Circle. But a handful of government officials know Nevicata Research Station is actually a top-secret facility. Of those, only a few know the truth: Nevicata’s scientists are exploring links to parallel dimensional spaces and alternate worlds.

A week ago, the science staff—led by Dr. Harland Jaydon—opened a stable portal into an alternate reality. Beyond it, they found *another* Nevicata with its own scientists working on similar principles and designs. But imagine Jaydon’s surprise when the alternate base’s soldiers stormed through the portal into Nevicata, took everyone captive, and locked them up in the parallel base. Now they plan to use Nevicata as a beachhead for their trans-dimensional invasion....

Trouble at Nevicata

After Nevicata’s radio operator sent out a distress call and rescinded it an hour later, certain listeners with ties to shadowy government agencies got wind of the situation. Calls were made, meetings held. Within 18 hours they dispatched an investigative team to Nevicata—your group!

The heroes receive a personnel list for Nevicata Station and the following briefing before they depart:

“Seven days ago, a Canadian Coast Guard vessel picked up a channel-16 distress call from Research Station US-GX54—known as Nevicata. The operator said the base was under attack by unknown assailants. Sixty minutes later, the operator gave an all-clear signal and cancelled the previous call.

“The problem? Nevicata isn’t really a climate-change lab. It’s a top-secret research facility. We’re not sure what they’re working on, but our bosses think it’s important enough to send you. You’ve got the authority to stay as long as you need. So let’s get to the bottom of this, shall we?”

If the heroes are just getting acquainted, take a few minutes to have each player describe his character and engage in some friendly banter—perhaps using **Interludes** in *Savage Worlds*—as the helicopter, ship, or other vehicle closes in on Nevicata Station. If the team is already established, begin with its arrival on site.