

Flora, Illinois

Once characters enter the town of Flora, things become odd. The buildings all appear run down and rotten. Bizarre vines that resemble veins grow over the exterior walls of every structure, occasionally intersecting to form Fleshy Tumors (see page 14.) Each of the buildings contains a unique, hellish environment, reflective of the terrors that came before.

The streets of Flora are abandoned and battered. The Gamemaster may feel free to place as few or as many Hellspawn as they choose within the streets. For a suspenseful excursion, perhaps one or two Hellspawn scurry through the shadows, teasing and tormenting the characters. If the Gamemaster prefers a hack-and-slash adventure with mayhem and destruction, dozens of Hellspawn can roam the streets, forcing the characters to shoot, stab and bludgeon their way through the town.

Places of note

Farmer's co-op

The co-op has become overrun with hellish plants and vermin since the opening of the Hellgate. The inside of the building acts as a Verdant Oasis (see page 17) and any number of vermin can be found inside. The co-op could serve as an excellent location for the Gamemaster to place one of the survivors of the town, a clue to closing the Hellgate or some other McGuffin to lure the characters in.

Church

The abandoned church is unremarkable in architecture. From the outside it appears as a typical small Baptist church, though like every other structure in Flora it is rundown and covered in venous growth. The church looks as though it seated about three hundred people in the sanctuary, though most of the pews are now splintered and unusable.

The main entrance to the church is at the south end of the building, leading directly into the sanctuary. There is a baptismal pool to the east side of the main room, and an office to the west. The north side of the building houses a supply closet with candles, incense, and various ritual supplies. There is a stairwell in the northeast corner that leads into the basement.

The basement of the church has concrete walls and an earthen floor. At the south end of the basement an altar has been erected. The stone slab is large enough to hold a full-grown human and is decorated with various occult symbols. The slab glows with an unsettling red light and emanates a low, disturbing hum. Characters succeeding at a Notice test can make out what sounds like the individual pleas of human voices within the hum, begging for release. A very difficult (-4) Knowledge (occult) test will reveal that the symbols are part of a ritual to offer application to the demon Ba'al.



The altar is the focal point for the chaos in Flora, and is the location of the physical Hellgate.

Note that groups who have played the original **Highway to Hell** may have destroyed the church during that adventure. Regardless of what may have happened, the church now appears as described above. This could be a point of interest to characters, and the answer behind the church's appearance is relatively simple. The church is basically a physical manifestation of the spiritual stain caused by the Hellgate. As such, it is virtually invulnerable to physical destruction. There are many ways a Gamemaster could allow the Hellgate to be destroyed, but it shouldn't be so simple as "burn the place down."

Henry's Diner (north side of highway)

Henry's Diner is a hellish reflection of a stereotypical greasy spoon/mom and pop lunch counter. Mold covers the countertops and booths. A swarm of twelve Skeeters (see page 17) have taken up residence in Henry's diner. The cook's line and walk-in freezer are fully stocked with rotten, decaying food, which can be animated by a nearby expenditure of Contagion energy. If two Contagion Points are expended within the same scene inside Henry's Diner, the piles of rotten food will become animated, bursting forth from the kitchen area and merging into one being. This compost ooze has the same traits as a Holocaust Host (see page 15.)



Earl's B & B (south side of highway)

On the south end of the highway sits Earl's B & B. Before the Hellgate opened in Flora, the gas station was run down and in poor repair. Now it is little more than a rotting shell of a building. The windows are all broken out, the gas pumps are stripped to the bare metal and the lights do not function. The food on the shelves and in the coolers has rotted to the point that it can be smelled from the street.

Unfortunately, the tanks beneath Earl's are full of gasoline. Worse still, explosive fumes leak from the skeletal remains of the gas tanks, making Earl's an enormous powder keg, one spark away from a massive explosion. The smell of the rotting food masks the smell of the gasoline (A successful Notice test allows the characters to notice the gas fumes) meaning that characters could very well ignite the whole place without even knowing that the risk was present.

The Price Home

A den of abuse and terror, the Price family home sits on a lot at the northeast corner of the church grounds. From the outside, the Price home appears to be nothing more than a run down and abandoned early 20th century farmhouse. The home is overgrown with the same venous vines that cover every structure. The interior of the house is dusty and in disrepair, appearing as if it were abandoned in the middle of a dinner. Rotten food sits on the table, with four distinct place settings.

If characters investigate the bedrooms, they will discover family photos of the Price family (see **Highway to Hell**) as well as personal items such as clothing, games, toys and hobby items. Several books can be found in the master bedroom, many of which focus on hunting, taxidermy and auto repair, though a few occult books can be found as well. These books may assist in demon summoning, exorcism or finding a route to closing the

Hellgate, at GM discretion, offering a +2 bonus to any relevant roll.

The smallest bedroom in the Price home holds evidence that the occupant was a young woman. Clothing items, stuffed animals, music boxes, discarded makeup and pop music CDs from the early 2000's litter the room. Amid the detritus is the diary of Karen Price. If the characters read the diary, they are treated to a truly disturbing tale of a young woman kept in captivity by her abusive brothers. The diary also details the terrifying practices of the cult run by Father Tucker of the local church, which include ritual human sacrifice and cannibalism.

Gamemaster's Note: The abuse suffered by Karen Price at the hands of her family is a sensitive topic and may be a potential trigger for players who have suffered traumatic experiences in their actual lives. Please handle any sensitive topics gracefully. Gauge what your players deem appropriate and in appropriate and feel free to adjust the content of your campaign accordingly. The game is meant to be fun, not offensive or painful. Use common sense and always be respectful of your players' boundaries.

The last several entries in Karen's diary mention a general feeling of illness, comparable to the flu. The diary abruptly ends, with the last entry complaining about spending the morning vomiting before heading in to work her shift at the diner.

Christopher Price: The second in command of Father Tucker's cult was Christopher Price. In life he was a twisted, Hellbound individual and death has not softened him in the least. His cruelty and abusive nature have caused him to transform into a Painshackle (see p.

16.) He haunts the town in this form and will take particular offense at anyone trying to close the Hellgate or trespass on his family's property.

Possible Outcomes

There are several ways to have the characters deal with the Hellgate. Perhaps the occult journals in the Price home have some ritual that can permit the Hellgate to be closed. Characters with Arcane Background (Miracles) may be able to use a consecrate ground spell or some other sort of blessing ritual. Perhaps there is a quest that must be undertaken. Clever groups may try to force the Hellgate closed by pushing an earthbound character into it. Others may seek to control the Hellgate by repairing the damage to the area, but not closing the gate itself.



Ultimately the course of action for dealing with the Flora Hellgate is up to the Gamemaster and players to determine.

New Hellspawn

The following creature descriptions cover the new Hellspawn introduced in this adventure. Feel free to edit or adapt them to suit your story's needs, or to use them in other adventures.

Fleshy Tumors

Fleshy Tumors are hellish mutations that form where the venous vines of Flora intersect. A Fleshy Tumor is relatively innocuous unless disturbed, at which point it will tear loose from the vines it is connected to and attempt to attach itself to a host. Once attached to a host, the Fleshy Tumor will attempt to possess the host and guide its body directly into the nearest Hellgate.

Any time a character enters or exits a building with Fleshy Tumors on the outside, the character must succeed at an Agility test to avoid disturbing the creatures.

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d8, Vigor d6

Skills: Fighting d8, Notice d8

Pace: -; **Parry:** 6; **Toughness:** 5

Special Abilities

- **Enter Bloodstream:** If an opponent is suffering a wound a fleshy tumor can work its way into the target's bloodstream with a successful touch attack. Aside from the risk of possession (see below) the fleshy tumor may cause strokes, inflicting permanent Attribute loss. Strokes caused by a fleshy tumor can permanently reduce the target's Strength and Smarts score by one step each. The target may resist this ability with a Vigor test at a -2 penalty. Success on this Vigor test ejects the fleshy tumor from the victim's bloodstream, though the fleshy tumor may try and reinsert itself on its next attack, if the victim remains close enough to touch. This

starts the entire process over, requiring a new Vigor test on the part of the victim.

- **Exorcism:** A fleshy tumor can be exorcised by the *banish entity* power.
- **Infectious:** fleshy tumors often carry diseases. Any direct physical contact between a fleshy tumor and another creature risks infection. The target must make a Vigor test to resist this infection. See Disease in the Savage Worlds Deluxe rules to determine the effects of a failed roll. The severity of the disease is left to the GMs discretion. Characters that are immune to diseases are immune to these infections. If a fleshy tumor enters a character's bloodstream, the Vigor check to resist infection suffers a -4 penalty, as the infectious agent is introduced directly into the victim's blood.
- **Possession:** A fleshy tumor can try to possess any sentient being it is touching with an opposed Spirit roll. If the fleshy tumor fails, it may not try that victim again in the next 1 minute. After Possession, the Fleshy Tumor tries to force its victim to enter the nearest Hellgate. Every round the victim must make an opposed Spirit roll against the fleshy tumor. If the victim succeeds, they remain free of the fleshy tumor's influence for that round. If the victim fails this Spirit roll, they are forced to take no other action apart from attempting to move toward the nearest Hellgate. If someone or something attempts to restrain or stop the victim, the victim may attack that person. Once a fleshy tumor has successfully possessed a victim; the fleshy tumor can only be removed through exorcism or surgery. Characters who are immune to possession do not suffer any ill effects from being attacked by the fleshy tumor in this fashion. Furthermore, the fleshy tumor becomes shaken from attempting to possess such a character.

- **Size -2:** Fleshy Tumors are very small. Even the largest among them are only about the size of a housecat.

☆ **Holocaust Host**

When an act of genocide is committed, the legions of Hell (if they aren't already involved) are drawn to the site like a magnet. Each caste has a use for the remains. But when there is almost nothing left the Barbas slink in and take over. They take the leftover pieces of flesh and earth and use them to create one of the caste's most horrifying creations. A Holocaust Host is an immense, giant sized, mass of decayed body parts and the material that formally housed their remains, be it mud, dirt, sand or ash. The Host emits the sound of the howling souls of its victims. This sound can paralyze even the hardest soul in abject fear.

