

A CITY UNDER ONE ROOF

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Background

When an Outbreak hits a remote Alaskan town, death waits around every corner.

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"It all started out so simply. Get on the boat, and head north, farther than those...things...can follow. Sailing to Alaska in September was always a risk, but no one could have known a blizzard like this would bear down on us. Now we're pulling in to Whittier, Alaska, an ex-military installation turned city where everyone lives under one roof to dig in and wait it out. If the locals here know anything, it's how to survive...right?"

The story takes place in three Acts: First the Survivors make their way from their boat to the relative safety of Begich Tower, are besieged by infected, and then they make their way through the dark tunnel system to the Buckner Building to destroy the main nest once and for all.

ACT 1

The adventure begins with our Survivors sailing up the coast of Alaska in search of a better life. Shortly afterwards, they're approached by TRAPPER (Militia Archetype), a local fisherman. He warns them of an oncoming storm, and points them in the direction of Whittier, Alaska, an ex-military installation turned city where the majority of the population live in a single large building. Trapper doesn't accompany them since he's looking for other stragglers, and any attempts at investigation reveal everything Trapper said was true.

Upon arrival at the town, it seems mostly deserted. Dozens of boats and cars dot the landscape, dominated by the massive site of Begich Tower and the ruin of the Buckner Building. A mid-sized cruise ship lists heavily to the side inside a cramped dock.

If the Survivors follow the road to the Anderson Tunnel it is impassible due to wrecked and burned out vehicles. The Buckner Building is clearly a burned out ruin with high barb wire fences. If they want to enter Begich Tower there are two main ways to enter: Head on by talking with the door guards, or in through the tunnels that link up to almost every building in town.

Once they enter the tower through sneaking, diplomacy, or force, they find roughly 80 survivors still alive, holed up in the various apartments. The tower is a functioning if underpopulated town with a working economy and every manner of 'modern' convenience. Some NPCs of note include:

Higgins, Mayor of Whittier, CA

Militia Archetype (Gamemaster's Guide, pg. 172)

Mayor Higgins is suspicious of outsiders, but recognizes that he'll need strong backs and steady hands to rebuild his community. If the Survivors prove competent, he will make any reasonable offer to try and sway them to stay.

Skaggs the Shop Keeper

Survivor Archetype (Affable) (Gamemaster's Guide, pg. 170)

Skaggs has run the shop here from before the Outbreak, and the old man is starting to become a borderline hoarder, unable to dispose of anything that may be of use someday. In trades he has a particular weakness for any sort of alcohol, especially rum (increasing the Value of these by x1 and x2 respectively).

Beekman, Head of the Militia

Military Archetype (Gamemaster's Guide, pg. 172)

Beekman is Trapper's brother, and a positive report will earn the Survivors more consideration from him. He is no-nonsense, and will put them outside to freeze at the slightest provocation. He is not unreasonable, however, and will provide up to five other militiamen to support them in any plan that makes logical sense.

Delores, the School Marm

Civilian Archetype (Gamemaster's Guide, pg. 171)

Delores is the eternal bridesmaid. Once beautiful, she's started to go a little mad at the prospect of a lifetime of isolation and loneliness here in the tower. She will do anything, offer anything, promise or sacrifice anything to protect the children of Whittier, or for the prospect of having any of her own.

ACT 2

When night falls, the blizzard (*Gamemaster's Guide, pg. 84*) hits and first attack comes. Infected swarm in and attack, but their source isn't immediately obvious. If they are beaten back and the Survivors investigate, it's clear they are coming out of a tunnel attached to the church in the Tower's basement.

The Mayor begs the Survivors to find and destroy the source of the attacks, since they cannot withstand both this unseasonable snowstorm and constant attacks. He will negotiate whatever help is reasonable, and provide assistance from what militiamen they can provide. If the Survivors agree, the tunnels under Whittier are a sprawling web designed to keep the former military installation

functioning even in the worst weather. If the survivors have some way to track them, the Undead are primarily coming from the ruin of the Buckner Building.

ACT 3

The Buckner Building is dark and dangerous; its floors are dotted with holes that lead to precipitous drops and at points the walls are worn away, exposing the Survivors to the full fury of the blizzard. Investigation will reveal the cruise ship must have had people suffering from the early throws of the Infection, and most of the Infected passengers ended up making their way here to setup a hive. All the remaining infected are here, along with a Rat King (*Gamemaster's Guide*, pg. 169) that must be destroyed in order to guarantee the town's continued safety in the days to come!



Mission Brief

Securing the Tower

The characters will work to first locate and then secure the Begich Tower by dealing with the nest of infected within the nearby Buckner Building who have started to attack.

Scope

The scenario takes place in the following Locations:

- Begich Tower, 83 (Level8) Structure, approximately 2 miles from shore.
- Buckner Building, approximately 2 miles from shore.

Labor Value

- ✂ 20 to travel to Begich Tower
- ✂ 30 to setup defensible position inside the tower to repel infected attacks

OPTIONAL OBJECTIVES

- ✂ 25 to search wrecked cruise ship
- ✂ 20 to investigate Tower for source of attacks

Training Value(s)



Crucial Skill Check(s)

{Construction/Engineering%, Navigation%, Search%, Spot/Listen%}

Risk Factor(s)

Starting Risk: ⚠ 20

- ⚠ 1 for "Noise"
- ⚠ 1 for travel at Night
- ⚠ 3 per ⌚ 1 to travel in "Blizzard" by Day
- ⚠ 10 per ⌚ 1 to travel in "Blizzard" by Night

Success

✦ 100

Upon reaching Begich Tower, up to 6 characters can comfortably 'rest' inside the building.

Searching the ship as the optional objective will allow the characters to earn ✦ 100 worth of random supplies per character.

Failure

Begich Tower falls which causes any surviving characters to lose 😞 2.

This scenario leans heavily on Narrative driven play with scripted Encounters and Events. See, the "Timeline of Events" and "Story" for more details.

Timeline of Events

Following is a list of important events beyond the survivor's ability to control:

- ⌚1 – Trapper approaches the characters on their boat.
- ⌚10 – Blizzard begins and continues for another ⌚60 (mark end of blizzard as being ⌚60 after it begins in any timetable you are using).

This may mean that the Blizzard is a feature for the remaining duration of the campaign.

- ⌚13 – A horde of undead pour into Begich Tower up through basement tunnels. Characters must directly deal with 4d5! infected where 🏠 results in a 5.

- ⌚16 – Mayor Higgins approaches to negotiate for the help of the characters in securing the tower.

Appendix

NOTES

Map of Whittier, AK

<http://www.whittieralaskachamber.org/pdf/wac-map.pdf>

Google Streetviews

Buckner Building

<https://www.google.com/maps/@60.7747268,-148.6739643,3a,75y,256.62h,99.58t/data=!3m6!1e1!3m4!1sM5G8G7XSdw-DRmvi1YrEhuA!2e0!7i13312!8i6656>

Begich Tower

<https://www.google.com/maps/@60.7731083,-148.6867722,3a,75y,148.88h,80.61t/data=!3m6!1e1!3m4!1stX-oxfNCfKRXOTGzTKdRV-JQ!2e0!7i13312!8i6656>

Thank you so much,
Survivors, for helping us
deliver another year of
Free Content Friday!