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SEEDS OF RAGE IS AN INTRODUCTORY ADVENTURE FOR THE HORROR ROLE-PLAYING GAME, ABANDON ALL HOPE. IN SEEDS OF RAGE THE PLAYERS WILL BE INTRODUCED TO THE GEHENNA, SETTING OF ABANDON ALL HOPE, AS SURVIVORS OF THE OPENING PHASES OF PERDITION ITSELF. THROUGHOUT THE ADVENTURE THE CHARACTERS WILL BE MOTIVATED BY THE NEED TO STAY ONE STEP AHEAD OF THEIR ENEMIES, EVADE THE BIZARRE PHENOMENA OF PERDITION, AND COME OUT ALIVE.

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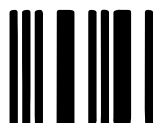
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AN ADVENTURE FOR ABANDON ALL HOPE  
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sheets, as well as products only sold via the web



SEEDS

OF

RAGE

SEEDS OF RAGE

*Seeds of Rage* is an introductory adventure for the horror role-playing game, *Abandon All Hope*. In *Seeds of Rage* the players will be introduced to the *Gehenna*, setting of *Abandon All Hope*, as survivors of the opening phases of *Perdition* itself. Throughout the adventure the characters will be motivated by the need to stay one step ahead of their enemies, evade the bizarre phenomena of *Perdition*, and come out alive.

## SUMMARY

*Seeds of Rage* is, in essence, a short story in which the player characters take on the role of survivors of the event known as *Perdition*. In the adventure the characters, driven by the impulse to escape certain death (fires and demons in their cell block), are in a race to find some sort of safety in the chaos. But in the process they will encounter further dangers in their path. The PCs soon discover that other prisoners have survived and have even begun creating their own “safe zones” for mutual security and protection, and with this knowledge the characters seek out one of them as a temporary sanctuary.

Along the way the characters will make a bitter enemy, possible recruit allies and followers, and forge a tenuous agreement with a former serial killer. They will ultimately have to confront their pre-*Perdition* enemy, a convict who has made contact with a very dangerous faction (the *Ultramax Psychos*), before they reach the safety they’ve been searching for.

## SETTING

The action in *Seeds of Rage* takes place in only a small part of the prison ship *Gehenna*. While the area covered may seem reasonably large to the players, try to reinforce in them the idea that the area encompassed by the action (referred to in the adventure as “D-wing”) is just one remote corner of the ship, an area roughly equivalent to a handful of city blocks. Considering that the ship itself is larger than the largest Terran city, this area should seem insignificant in comparison...

## INTRODUCTION

Unlike future adventures planned for *Abandon All Hope*, *Seeds of Rage* is an introduction to the setting, and as such begins *before* the actual events of *Perdition*,

the assumption of the prison-ship *Gehenna* into the dimension colloquially known as “Hell”. The adventure begins several hours before the ship’s fateful crossing into the unknown...

Before play, print out the following section and make sure that all players have had a chance to read it; it provides brief background information (in addition to the information in the basic rulebook) about the starship, *Gehenna*, and the player characters’ role aboard her.

*The year is 2657. Five years ago you, and many men and women like you, found yourselves on the wrong side of the new world government, the Pan-Terran Meritocracy, more commonly known as the “New Regime”. Whether you came from mother Earth itself – that dirty, war-torn, industry-covered heap of stone orbiting the Sun – or one of her fledgling colonies eking out an existence among the stars, the agents and informants of that vain and self-righteous movement found you. Terrible forces clutched the empire of man, and from it came a radical drive to purge the human race of its black sheep... and you were, admittedly, among the worst of the flock. The New Regime sought to expel from its midst all criminals and killers, the socially depraved, predators, unproductives, and anyone else who didn’t fit in with their grand vision for the future of humanity, Earth, and her growing empire. As such, you were one and all rounded up, stripped of your former lives and identities, given identity numbers and identical uniforms instead, and herded aboard a gigantic colonial barge converted into a “prison-ship”, the starship Gehenna.*

*Gehenna. In ancient Terran legend it was the Hadean place where the souls of the condemned were to live out their existence in a sulfurous, foggy gloom, the garbage heap of the afterworld where those denied Heaven would wander aimlessly for eternity. What a fitting name. The ship itself is five miles long, propelled through the stars by its nuclear-powered Daedalus drives, and piloted and maintained by a legion of robotic automatons known as the “custodians”. Atop the ship is the primary habitat module, the prison itself, roughly the size of a large Terran city and consisting of*



millions of cells, corridors, maintenance halls, power stations, infirmaries, cafeterias, exercise yards, psychiatric treatments centers, etc. – all fully contained within walls of beryllium to protect it and its “inhabitants” from the cold of the emptiest reaches of space and the heat of the most brilliant stars.

It is day 1865 of your sentence aboard the Gehenna, a robot-controlled prison-ship on an automated course through unknown space.

## START HERE

When you are ready to begin play, read or paraphrase the following:

Day 1865. Like most days you find yourself waking, washing, eating, and working in a sort of fugue. Life aboard the Gehenna is, for lack of a better term, Hell. You are each one of almost ten million condemned souls aboard this ship, prisoners packed up and sent away to be forgotten by the zealots on Earth so they can pursue their dreams of Utopia. You are human trash, consigned to the garbage heap of humanity.

You are packed into tiny metal cells, dressed in clothes so pitifully made that they are threadbare, doing little to protect from the numbing cold that grips the ship as it passes through the void between stars. Food on the ship comes in three varieties; nutrient sludge, canned protein, and dehydrated meal pills that taste about as appetizing as they sound. Everything is bland. Everything is recycled by the ship’s industrial processors; scraps of food and human waste are piped to monolithic plants beneath the prison module where it is re-processed, enhanced with chemically-cultivated proteins, and served right back to you. By God, you’ve even seen men mistake their toothpaste for food aboard this ship.

Today you and your fellow prisoners from cell block D5134 are in for a treat. Today is a “work day”, and as you all know, work is better than sitting in your cell and wasting another day watching the rust spread on the bulkheads. Sure with work comes the possibility of injury; who knows what the custodians have planned for you, welding damaged sections, assisting in repairs to the aging processing

plant, harvesting crops from the agro-domes, etc. But with the possibility of injury also comes the possibility of death, and as the saying goes, dying is the only kind of parole you’ll ever get from a sentence to Gehenna.

You were rounded up by the monitor custodians at 0530 hours and, after exiting cell block D5134, loaded aboard D-wing’s maglev transfer train. Promptly at 0600 hours it began to move, its aging magnetic rails shuttling you and your fellow work gang to a deep part of the ship where human hands are more expedient than robot ones.

## CHAPTER 1 – WORK GANG

The action begins at a work site deep in the bowels of the gargantuan prison-ship, an area once populated by prisoners but deserted after a devastating fire. When the players are ready, continue reading:

Your worksite today is a dilapidated part of the ship that suffered from a catastrophic fire last year when a fuel conduit breached. Over one hundred prisoners died in the fire, trapped in their cells, but also a tremendous deal of damage was done to the structure of the ship in this section, causing it to be condemned. Now, a year later, repairs are necessary in other parts of the ship, and the custodians have brought you here to scavenge salvageable metal to assist in these repairs.

The PCs are part of a “work gang” of convicts assembled from their cell block. There are a number of other prisoners here, all of whom will potentially play a role during the coming adventure (some significant, others not). These non-player characters are described below, along with additional information characters may learn by making a *Social* check.

An attribute check is performed using a D12. When a check is called for, a player rolls D12 and compares it to the attribute in question (in this case, *Social*). If the dice result is equal to or less than the character’s attribute, the check is a “success”. Otherwise the check fails.



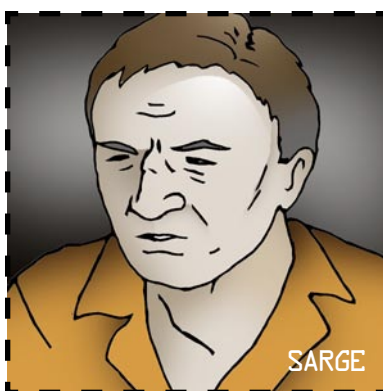
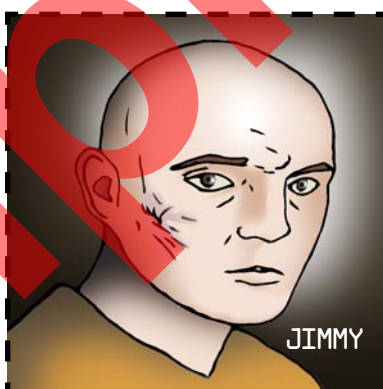
**Convict 7462187, “Slag” (for game statistics, see the chapter titled Meal Time).** Almost seven feet tall, broad at the shoulders and powerfully-muscled, “Slag” looks like he might have been a grunt in the last war, but his defiance of all authority rules out any possibility of past military experience.

*If any character passes a Social check, this additional info is learned:* A former boxer and body-builder, Slag's origins on the streets left him with a pitiless dog-eat-dog mentality that, in the ring, led him to kill his most evenly-matched rival to eliminate the only other contender to the prize. Not exactly a smart guy, he genuinely was surprised when he was sentenced to *Gehenna* for murder. *There is also a rumor that Slag has been trying to join the Ultramax Psychos, a prison faction composed almost entirely of the most violent criminals aboard.*

**Convict 9486548, "Radio" (treat as Joe Average).** Known around the cell block as the "information guy" (see *The "Radio" Room* in the next chapter for why), and being rather slight of frame and build, "Radio" works overtime to make sure he's got more friends than enemies.

*If any character passes a Social check, this additional info is learned:* "Radio" was involved in the brutal Michigan Uprising of 2649 (an incident involving separatists disillusioned by the rising New Regime, and a missing nuclear bomb), though he claims he's innocent. Apart from being implicated in domestic terrorism against the New Regime, Radio's a pretty agreeable guy, having adapted to life as a convict rather well.

**Convict 9644518, "Sugar Daddy" (treat as Fixer).** "Sugar Daddy's" a slick and glib-tongued survivor, using his ability to manipulate others to build a small empire (or what he humbly calls a "mom-and-pop operation") finding what people need and supplying them – for a price. Sugar Daddy mainly deals in mundane goods and luxuries, but has been known to scrounge up drugs and even weapons on occasion. It's only because of his value as the cell-block "hook-up" that he hasn't



been knifed, though; he can be an arrogant prick when it's clear he holds all the cards.

*If any character passes a Social check, this additional info is learned:* Rumor has it that "Sugar Daddy" was a serial rapist, or at least guilty of using date-rape drugs on more than one occasion before being caught and sentenced for crimes of depravity.

**Convict 8180030, "Jimmy" (treat as Joe Average).** If not marred by a jagged, puckered scar on one cheek, "Jimmy" would be just another face in the crowd. His philosophy is to remain out of the way and out of trouble. He doesn't have many friends, largely because he's so forgettable. And, it seems, he *likes* it that way.

*If any character passes a Social check, this additional info is learned:* Back on Terra, Jimmy was a cat burglar who knew some success, at least until he ran afoul of his financial backers, members of the Family. After he tried to cheat them out of their share the Family's goons scarred him and set him up for the big fall. Jimmy considers himself lucky (they let him live, after all).

**Convict 4685855, "Sarge" (treat as Religious Crazy).** Like "Sugar Daddy", "Sarge's" past isn't entirely clear to the rest of the cell block, but what is known is that he's ex-military (the other cons know this because they've seen his Special Forces tattoo in the communal showers). Tight-lipped, and more often than not content to spend his days alone in his cell, Sarge is the ideal inmate, wordlessly cooperating with the custodians and having nothing to do with the illicit affairs and bad behavior of the other prisoners. He is not well-liked. *A Social check, nets no additional information about Sarge.*

In addition to their starting gear, all prisoners present have been issued cheap *breath masks*, *goggles*, a generic “*salvage implement*” (a sort of heavy-duty tool; consider these to be the same as an **improvised weapon - shovel**), and a “wheeled collection bin” (i.e. a wheelbarrow). One out of every three prisoners is also given a *flashlight* (you may want to roll to see which character is given this useful item).

*As soon as you disembark from the maglev train your entire group is immediately set to work. This part of the ship is icy cold, as the life support systems in this section of the ship have only been set to the minimum to sustain life while you are present. It is also extremely dark, as the fires inflicted considerable damage on the electrical systems here, and so you have only a few flashlights (and the distant glow of the waiting train) to work by.*

From the maglev terminal the corridors leading into the old burned-out section of the ship quickly turn into passages choked with rubble. Metal bulkheads warped and deformed by the tremendous heat of the fire, fallen support beams, and webs consisting of miles and miles of scorched wiring must be cleared, cut down, and sorted through. It’s hard work, and the day has only just begun. The characters are immediately set to work clearing rusted, burnt rubble for sorting and processing; a not untypical task, but one that is exhausting and can lead to minor injuries.

A single **monitor** custodian moves among you, overseeing the operation. The glow of its *eerie* display screen, set in the blank panel that would be its “face”, provides a steady beam of light in which you can only just see the soot-covered faces of your fellow cons. Its *metallic*, tentacle arms wave in the air around it as it moves among you. Once you are all gathered, a *steady*, female voice issues from the monitor’s *voice modulator*, addressing everyone present:

*“Attention, prisoners. Today is work day, and to motivate you the Warden Computer is willing to offer a reward to the convict who clears the most rubble in this work session’s allotted eight hour timeframe. Aware that many of you find cigarette smoking ‘pleasurable’, the Warden Computer has decided that today’s reward for showing exemplary dedication to this important task will be an additional ration of 100 cigarettes –”*

*Before the monitor can even finish its sentence, everyone around immediately races to get to work;*

*100 “smokes” is not an insignificant thing, and while the computer may assume they are collected for pleasure, in reality smokes are also useful as the prison’s unofficial currency...*

At once the scene becomes one of frenzied activity; prisoners rush off to find choice bits of debris, wiring, or sheet metal to dig, cut, pry, or tear from the walls and collect in their bins. Unless the PCs are not motivated by the idea of a reward, they will probably realize getting to work would be a good idea.

THE COMPETITION

The “competition” to be judged the most “dedicated” by the custodians is broken down by two-hour phases of hard labor. Each phase, all characters participating must roll a D12 and add her **Prowess** score, and consult the table below to see how well she does:

RESULTS	SCRAP GATHERED
2-5	10 lbs.
6-9	20 lbs.
10-13	25 lbs.
14-17	50 lbs.
18-21	100 lbs.
22	200 lbs.

*A character with the Chain Smoker trait gets -2 to this roll. A character with the Scrounger trait gets +2 to this roll. Other traits do not affect the outcome.*

Each character may roll a maximum of *four* times (i.e. simulating eight hours of work). After the fourth and final roll, total up the amount of *Scrap Gathered* (in pounds) to determine who “wins” the competition.

Note that the other non-player prisoners present are also competing, so roll for them as well. It is possible that an NPC will win the competition instead of a player-controlled character (except for **Slag**; he is knocked out of the competition by the *Accident!* event; see below).

CONVICT	PROWESS	CURRENT SCRAP TRACK:
Slag	8	
Radio	6	
Sugar Daddy	5	
Jimmy	6	
Sarge	5	