

## Introduction

- 1963, flight PR173 has disappeared over the Philippines, Donald Johnson, a famous American trumpeter, was on board.
- An unknown organization has recognized the hijacking of the plane and is demanding a millionaire ransom from the U.S. government.
  - To pay the ransom, the government must place an advertisement in the ABANTE newspaper with a single word, "Dragon".
- Johnson is not just a trumpeter, the CIA uses his mobility as a cover to move money, information, and technology among its allies.
- On this trip, Johnson was carrying money and documentation that could compromise the U.S. government as the instigator of a future military coup in the Philippines and reveal the names of some agents infiltrated in the communist governments of the region (North Korea, China, Vietnam....).
- The CIA thinks that the hijackers are unaware that Johnson is a spy and that they know nothing about the information he is carrying.
- **Lorenzo Castillo**, leader of the kidnappers, does not need more money, he wants more control over the authorities in order to have a clear path for his drug trafficking activities.
- He knows the value of what Johnson has, but in the microfilm was missing something he needs to know above all, the name of the American agents in the Macapagal government, whom he plans to overthrow to put a puppet president in his place.
- He knows that the Americans are planning to do the same as him, and realizes that an American puppet in the government will prejudice his expansion plans.
- He has tried to negotiate with the Soviets, who have refused, so he has framed the CIA to expose his agents.
- The Soviets are also in Manila, they want that microfilm for free.

## The secret mission

- The agents must travel to Manila, find out what happened to the plane, locate Johnson and either rescue him or eliminate him and the microfilm.
- Waiting for them in Manila is Juana Perez, a Diosdado Macapagal government official and undercover CIA agent. She will report the situation to the agents.
- One of the agents is a **double agent and work for the KGB**. He will act as another CIA agent until he gets the microfilm, at which point he will try to flee with it and deliver it to Ernesto Gomez. (Talk about it with the player before the game).

## Manila

The group's cover provided by the CIA is that one of them is a businessman from St. Louis, Missouri, and the rest are his associates who are interested in bringing their shoe factory to the Philippines, where labor is much cheaper than in the United States.

To maintain the cover, they will have to go through a couple of meetings as soon as they arrive, which will mainly waste their time. In order not to arouse suspicion, all those who take part in these meetings must pass a Charisma test against the Insight of their 2 interlocutors, Serafin Reyes and Jonathan Reynolds (local landowners) (both roll 3d6, diff 6).

## Juana Pérez

Juana Perez will inform the agents that they have located the origin of the transmission that claimed to hijack the plane. The message was sent from a telephone located in a bar in the port, "The Blue Parrot".

### After visiting the Blue Parrot:

- If you tell her about the man dressed in blue, she will tell you that he is probably the chauffeur of some millionaire.
- Mentioning the black car, she will ask them for a day to find out something.
  - The next day, they will know that the only one who uses that kind of car is Lorenzo Castillo.
- Blue Moon, besides a Sinatra song, is the name of a local textile company, owned by Lorenzo Castillo. The company's logo is a milky blue moon.

Juana Perez can help the agents hobnob with the cream of Manila, there is a **party at the casino** for which she could get invitations, Lorenzo Castillo will be there.

## The Blue Parrot

The Blue Parrot is a harbor slum run by a burly old man with a patch over his eye. Eusebio Garcia is a retired former fisherman who earns some money by charging sailors to use his phone or by serving warm beer, rum, and whiskey.

**At any time of the day**, accompanying an old record player, a blue parrot (Frank) sings Frank Sinatra songs on a perch.

- If Eusebio is asked who could have made the call, he answers "Anybody", and he won't lie. Several sailors come by every day to use the phone.
- If asked about someone who was not a sailor, it will take a couple of hits on a Resources test (Charisma will not work) to get Eusebio to tell them about a man dressed in a blue suit, who was not a sailor. Torture will also work, but the bar is always crowded.
- Eusebio doesn't know who that man was, but he remembers that the guy looked like a chauffeur or a servant.
- The man drove away in a large black vehicle, a German one, with something engraved on the door that Eusebio was unable to see clearly.
- If you ask Frank, the parrot, he will start singing Blue Moon.
- The rest of the parishioners know nothing.

If the agents place the advertisement in the **ABANTE newspaper** and wait, on the same day of publication, at 10 a.m., the blue dressed guy will show up in a motorboat to make another call.

- If the agents try to capture the man inside the bar, he will beat up a drunken sailor in the bar to start a fight.
  - If he manages to flee, he will run to the dock and ride in his motorboat.
    - There is a boat on the dock for the agents.
  - If he is captured in the bar, he will bite into a poison capsule and die frothing from the mouth while staring very intently at one of the agents, at random.
- If they decide to follow him, after making the call he will take his motorboat and head out to sea, towards the mangroves, heading north. It is impossible to follow him through the water undetected, so a chase will start.

## Motorboat chase

- The **motorboats are identical**, unless an agent uses one of his Resources tests to improve the vehicle (+6d6 dMT // -2d6 RAd // 8 HP // 2 DD // 4 DV).
- The **hitman is a super-minion** and rolls 4d6 (Total 10d6 on the boat) at difficulty 5 on his Mechanics tests, and 3d6 at difficulty 6 on all other tests (DD 0, Will 8, Health 8).

The chase will take place, first among the large ships in the harbor (the first 2 turns) and then through the mangroves (crowded with crocodiles).

- The hitman has 3 hits of advantage.
- If the hitman gets 6 hits of advantage, he will manage to leave the agents behind.
- If the agents reach him, he will turn around and ram the agents' boat (vehicle combat).

If the agents win the vehicle combat, the hitman's boat will crash, jumping through the air or whatever is most convenient to the scene. If the agents are defeated, their engine will fail, and they will have a leak, they will have to struggle to reach land before drowning or being eaten by **crocodiles** (see Primary Enemies).

- Swimming to the shore will require 6 hits in **Athletics**, they can do as many tests as they wish to achieve them (maximum 3 failures in a row).
  - A swimmer who has more than two hits in one test can help another swimmer, but in that turn, both swimmers will advance only one hit.
- Trying to arrive with the boat will require 6 hits in **Mechanics** in a maximum of 3 turns.
  - Everyone can and will have to collaborate by adding the hits obtained in their tests.
  - If they fail, they will sink and will have to swim as many hits as they needed to arrive in the motorboat.

## ABANTE Newspaper

There is nothing of interest in the newspaper, only the delivery routes, which start at 6 a.m. and cover the entire city and a few small towns in the surrounding area. Delivery is made by truck and by boat (for the mangrove areas).

## Party at the casino

It will always be after they find out something about **Lorenzo Castillo**.

Properly introduced by Juana, at the party, besides spending their money on the game, they will be able to interact with different elements of the highest strata of Manila's society.

People of interest in the party:

- **Lorenzo Castillo**: (43 years old) Drug lord, the man responsible for the hijacking.
  - If he is suspicious of them (agents' Charisma vs. Insight) he will invite them to the Villa.
  - He doesn't give a damn what his wife does, but he is jealous about Javier.
  - Villain, SA Insight and Resources (4d6, diff 5), Will 8 / Health 8, carries a pistol (3d6, diff 6, damage 2).
- **Linda Castillo**: (27 years old) Beautiful wife of Lorenzo Castillo, she is bored and looking for emotions.
  - She will try to seduce the male agent with the highest scores in Charisma or Resources. If she succeeds, she will ask him to rescue her from her husband and take her to America.
  - If the agent seduces her, she will do as he asks and will tell him about the man they are holding captive in the pets area.
- **Javier Guzmán**: (34 years old) Attractive lover of Lorenzo, addicted to cocaine, money, and pleasure.
  - If an Agent, man, or woman, seduces him, he might take him, or her, to the villa that same night before the party ends to have sex and take more cocaine.
  - Super-minion, SA Charisma (4d6, diff 5), Will 8 / Health 8, carries a pistol (3d6, diff 6, damage 2).
- **Charles Robinson**: (62 years old) U.S. Ambassador in the Philippines.
  - His main concern is to detect canapés containing eggs, to avoid them, and to eat all others.
- **Dorothy Robinson**: (51 years old) Wife of the ambassador, Lorenzo pays her a fortune to keep her husband distracted.
  - She will try to coax the agents by asking questions about their business. Charisma test against the agents' Insight so as not to arouse her suspicions.
- **Jennifer Sampson**: (32 years old) Professional thief, plans to rob the Bank of Manila.
  - She is at the party to become "friends" with Wilbur Stockton, to whom she keeps bringing glasses of Vermouth.
    - Noticing if the agents are not intentionally looking requires getting 3 hits on a Perception test for anything else or in general for the event.
    - To notice if they are looking at her, will only require one hit on the Perception test.
  - If the agents are suspicious of her, they could make her talk by threatening to put Stockton on guard.
    - In exchange for their silence, she could help them with the mission, she is an excellent thief.
  - Villain, SA Insight and Mechanics (4d6, diff 5), Will 8 / Health 8, carries a pistol (3d6, diff 6, damage 2). Thief equipment (+2d6 to Sneaking and +4d6 to Mechanics for lock opening).
- **Roger Foley**: (23 years old) Heir to the Foley tobacco plantations, a drunken, quarrelsome Irishman.
  - At one point, he will stumble upon one of the agents and start a fist fight.
  - Super-minion, SA Athletics (4d6, diff 5), 1 DD, Will 8 / Health 8. (Fight 4d6, diff 5, damage 1 (2 KoD if he tries to knock out)).
- **Ernesto Gómez**: (54 years old) Casino owner and KGB agent (contact).
  - He knows who the agents are and what are they doing there.
  - The double agent must talk to him. He will report that Johnson is in Villa Castillo.

- **María Reyes:** (26 years old) Daughter of Serafin Reyes, the local landowner they met upon arrival. She is looking for a husband.
  - He will try to seduce the Agent with the highest Charisma.
- **Ana Finch:** (34 years old) Lover of Ernesto Gómez, also working for Lorenzo to keep an eye on the KGB.
  - She will try to approach the agents to Linda or Javier.
- **Wilbur Stockton:** (53 years old) Director of the Bank of Manila, loves to gamble and does not tolerate alcohol well.
  - He has come to spend money and drink.
- **Ermenegilda de la Torre:** (41 years old) Spanish aristocrat, widowed and looking for fun.
  - She will speak to the agents wonderfully about Lorenzo Castillo. *"He even has an airstrip in the mangroves, isn't it amazing?"*
- **Gabriel Menéndez:** (64 years old) Bishop of Manila, his love of money is only exceeded by his depravity.
  - He might try to molest one of the agents.

Obviously, there are many more guests, from whom they will only get some smiles or scorn, depending on their Resources or Charisma.

### The airstrip

If the agents look for the airstrip in the mangroves, they will find nothing and no one there. However, in an unguarded hangar, they will find the trail of recent heavy activity. It is a too large airstrip for private flights.

### Villa Castillo

The villa is located on an islet in the middle of the wider open area of the Mangroves. The only way to get there is by water or by air.

The island is heavily guarded, day and night, by 50 Minions. If they ask Castillo about security, he will say that having money is dangerous in these lands and will change the topic.

**Any shot on the island will attract more minions.**

### How to get there

#### As guests of Lorenzo

As a good host, Lorenzo will show the showable parts of the villa (the main house, the pool, and the dock) to his guests and will offer them to stay there during their stay in Manila.

As soon as he confirms who they are, Charisma vs Insight tests 2 times a day, or because somebody betrays them (maximum 3 days), 4 men armed with AK47 (Heavy Weapon) per agent will surround them and take them to the second pool. (Classic scene of villain who thinks he has already won. The heroes with their hands tied at the edge of the pool, and 2 minions per agent armed with AK47) (Let's see what the players come up with, hope they don't forget to use Resources).

#### Rescuing Linda

Linda will invite the Agent to visit her at the villa and her husband will have no objection, Linda's plan is to flee at night by stealing a motorboat.

#### With Javier

Javier does whatever he wants, he will take the agent, they will have sex and consume all the drugs they want. If the agent is still there in the morning, Lorenzo will capture, torture, and feed the crocodiles with him, or her, in the second pool.

#### Sneaking through the mangroves.

- They would need to approach **quietly, at night and with a rowboat**, achieve 6 swimming hits for the final exposed part (after 4 turns in the water a crocodile will appear, and one more each turn thereafter) and make a **sneaking test** against 3 minions at a time (3d6 each, 9d6 total at diff 6 for the perception of the 3 minions)
- Once inside, **each time they move between areas** a similar **sneaking test** will be required (vs. 9d6, diff 6).
- **Looking for or doing anything other than moving** inside a zone will require a **sneaking test** against the minions indicated in the area.

#### The villa

#### The main house

A beautiful modern white building with large windows, luxuriously but elegantly furnished. There are plenty of rooms for the Agents.

#### There are armed men outside, but none inside.

In the safe in his office, guarded by 4 cameras, he keeps the microfilm. The only way to sneak in without being noticed is to cut the emergency light and pass a sneaking test against Castillo himself.

**The safe requires** the key (it is hanging around Castillo's neck), explosives or a Mechanics test with 4 or more hits.

#### The main pool

During the day, guests can usually find Linda and Javier there, either taking a bath or tanning in the sun.

#### The dock

Surrounding the house (bordering the gardens, buildings, and pools) there is a red wooden walkway with white railings, at the southernmost point is the dock, where there are 6 motorboats, a large yacht, 12 jet skis and 3 rowboats.

There is also a shed where fuel, spare parts, and tools (such as a shear, for example) are kept.

4 minions patrol the walkway, in couples.

#### The Gardens

8 minions patrol the gardens, in couples.

#### The electrical substation

Guarded by 1 minion. The electricity of the whole island can be cut off here.

#### The other pool

It is connected to the main pool by an underwater tunnel, which is closed. It also communicates, through another tunnel, with the crocodile enclosure. There is never anyone in it. If an agent is dropped, it will take 3 turns for 2 crocodiles to arrive and attack, and every turn after that, another crocodile will arrive.

#### The Pets Area (Behind the fence)

The northern part of the island is locked behind an electrified fence (3d6, diff5, 2 damage). The key is in the possession of Castillo.

- If they ask, that's where Castillo keeps his pets, 4 dozen sea crocodiles, and they are quarantined for disease.
- The truth is that the crocodiles are there, but the unique disease they have is an indigestion after having eaten the entire crew of the PR173.
- It is also where Johnson is being held captive, in a hut hanging from a rope over the crocodile pit.

**A single hitman**, a particularly large one, guards the place armed with an AK47 (Heavy Weapon) and a huge Machete (Heavy Weapon). If he is not caught by surprise, he will threaten to cut the rope and throw Johnson to the crocodiles.

- Villain, SA Athletics and Perception (4d6, Diff 5), 1 DD, Will 8, Health 10, AK47 (3d6, Diff 5, Damage 4), Machete (4d6, Diff 5, Damage 4)).

#### End of the mission

The Agents rescue Johnson and recuperate the microfilm:

- The double agent must get the microfilm, either by exchanging it or fleeing directly (this would destroy his, or her, cover).

#### Primary Enemies

##### Sea crocodiles

Whenever agents end up in the water, there may be crocodiles:

- If they are in the **harbor**, 2 crocodiles will appear every 10 turns.
- If they are in the **mangroves**, after 4 turns in the water, one crocodile will appear, and one more every turn thereafter.

##### Crocodile scores:

- SA Athletics (4d6, diff 5)
- Biting (4d6, diff 5, damage 4)
- 3 DD, 1 for Athletics and 2 for skin.
- Health 8

##### Minions

- 3d6, diff 6 to all tests, including perception, fight, and weapons.
- AK47 damage 4
- 0 DD
- Health 4 / Will 4

[corderosdedios.com](http://corderosdedios.com)



Presents

an adventure for:

**The**

**Manila**

**Dragon**



Adventure written and  
designed by:

R. Fernández-Regueira

