

SAINT MORROW ADVENTURE MODULE

THE CRATE IN BAY THREE

AN URBAN MYSTERY AT MERIDIAN EXCHANGE

SESSION 1 | 4-6 HOURS | MODERN FANTASY INVESTIGATION

Using This Adventure

The Crate in Bay Three is an introductory urban mystery set in Meridian Exchange, a functioning transit hub, market, civic workplace, residence, and service complex in Saint Morrow's Eighth Ward. The adventure introduces the city through ordinary movement and work, then allows something impossible to intrude through records, infrastructure, and routine.

ADVENTURE AT A GLANCE

Format: One session, or two shorter sessions
Play time: 4-6 hours
Party: 3-6 beginning characters
Primary play: Investigation, social scenes, exploration
Combat: Optional and nonessential
Ending: Evidence of activity beyond B2, without entry into the deeper tunnels

SYSTEM ASSUMPTIONS

Checks use a familiar d20 structure. Replace skill names with the closest equivalents in your game. Suggested DCs assume competent beginning characters: DC 10 easy, DC 12 routine, DC 13 challenging, DC 14 difficult, and DC 16 exceptional.

FAIL FORWARD

Never withhold a required clue because of one failed roll. A failure should cost time, worsen trust, attract attention, or remove an advantage. The investigation always reaches the service tunnel.

CONTENT AND TONE

The adventure contains confined service spaces, structural collapse, institutional secrecy, and implied supernatural activity. Keep the city modern first and fantastical second. The menace comes from authentic paperwork describing impossible routine.

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CHAPTER 1

Adventure Overview

THE PREMISE

A mud-covered crate appears inside a secured receiving room near Bay Three. No one delivered it. Cameras recorded no arrival. The lock is intact. Inside are genuine Meridian Exchange records for departments and personnel that do not exist.

The records repeatedly reference **Utility Junction 14** and **Tunnel Sector C**. Both lie beyond service tunnels marked as collapsed south of Basement B2.

GM SUMMARY

Utility Junction 14 once formed part of a deeper utility network. Modern records say the tunnels were abandoned after structural failure. Nevertheless, recent work orders indicate that unknown personnel still inspect and maintain the junction.

The adventure does not explain who these workers are or how they cross the collapse. The characters discover only evidence: authentic documentation, prior objects, missing archival records, a legitimately opened security door, fresh tracks emerging from an impassable tunnel, and a current logbook signed by an employee who never existed.

DO NOT REVEAL YET

- What lies beyond Tunnel Sector C.
- How the crate entered the secured room.
- Whether J. Cress is one person, a title, or something else.
- Whether the deeper infrastructure is supernatural, displaced, or deliberately concealed.

CORE GOALS

- The characters meet and choose to cooperate.
- The group explores the Exchange's public and working life.
- Important NPCs become recurring contacts.
- The group identifies Junction 14 as a missing location.
- Tomas grants access to B1 and B2.
- The group finds recent evidence beyond the collapsed tunnels.
- The session ends before anyone crosses the collapse.

ADVENTURE HOOKS

NEW ARRIVAL

A character reaches Saint Morrow by bus and is delayed by the security response.

CONTRACTOR OR APPLICANT

A character has an appointment with Administration, Transit Operations, or Building Services.

RESIDENT OR COMMUTER

A regular user of Meridian Exchange recognizes that the level of security around one receiving room is unusual.

PROFESSIONAL CURIOSITY

A character has experience with records, reporting, engineering, city services, security, or local history.

CHAPTER 2

Meridian Exchange

Meridian Exchange is a regional transit hub and city market built around everyday movement. The ground-floor concourse contains six drive-through bus bays. Level 1 holds the Market Hall and Clock Atrium. Level 2 houses administration, transit operations, security, and archives. Level 3 is residential. B1 supports deliveries, storage, maintenance, waste handling, and fleet repair. B2 contains the mechanical systems that keep the entire building operating.

ATMOSPHERE

Public floors: Rain-dark glass, coffee, wet coats, announcements, rolling luggage, warm food, municipal signage.
Working floors: Radios, printers, safety doors, staff badges, freight elevators, schedules.
B1: Forklifts, cold air, deliveries, concrete, fluorescent light.
B2: Pumps, fans, heat, pipe vibration, regulated access, hearing protection.
Tunnels: Darkness, mud, mineral water, old concrete, distant metal.

RUNNING THE BUILDING

The Exchange remains operational throughout the adventure. Staff have work to do and cannot simply follow investigators around. Crowds, scheduled deliveries, shift changes, and access control make the location feel inhabited.

VERTICAL PROGRESSION

Ground Incident › Level 1 Market › Level 2 Records › B1 Service › B2 Mechanical

IMPORTANT LOCATIONS

Area	Use in Play
Bay Three receiving room	Crate scene, first forensic clues, camera anomaly.
Curious Cart	Prior object, collector rumor, local texture.
Level 2 Archives	Ghost references and obsolete engineering diagram.
Transit Operations	Route U-14 and procedural authenticity.
B1 Maintenance Workshop	Tomas confirms the forms and authorizes descent.
B2 Service Tunnel Access	Final evidence, tracks, logbook, collapse.

THE BAY NUMBER

Public signage labels the bus positions A-F. Staff colloquially call the central platform positions Bays One through Six. "Bay Three" refers to Bay C in public-facing plans. This small mismatch helps the incident sound like workplace shorthand rather than a public announcement.

CHAPTER 3

Cast of Characters

RAFI SOLIS

Security shift lead

Goal: Restore normal operations and avoid panic.
Personality: Direct, practical, skeptical.
Motivation: Protect staff and preserve a clean chain of evidence.
Secret: Rafi quietly stored prior unexplained objects rather than file reports that would go nowhere.
Voice: "Give me facts, not theories."

MIRIAM ASHCROFT

Records archivist

Goal: Explain the impossible document references.
Personality: Patient, exacting, persistent.
Motivation: Records should describe reality. These do not.
Secret: Miriam once found a blank archival box with a valid accession number.
Voice: "Missing is a condition. This was never created."

ANIKA MOSS

Transit operations supervisor

Goal: Determine whether the schedules threaten service.
Personality: Focused, efficient, blunt.
Motivation: Protect passengers and the live timetable.
Secret: Route U-14 resembles an internal designation used before the current scheduling system.
Voice: "Incorrect routes look wrong. These look discontinued."

TOMAS RHEE

Chief building engineer

Goal: Keep the Exchange operating safely.
Personality: Calm, experienced, guarded.
Motivation: Infrastructure is a promise that people can depend on.
Secret: Tomas has heard metal movement beyond the southern collapse during overnight callouts.
Voice: "Buildings make noise. That does not mean every noise is normal."

KIT ROWAN

Curious Cart vendor

Goal: Learn the story without losing access to unusual stock.
Personality: Sociable, observant, selective.
Motivation: Every object has a buyer and a history.
Secret: Kit retained the contact card of the collector who bought a similar badge.
Voice: "The price tells you what someone knows."

J. CRESS

Unknown maintenance signatory

Goal: Unknown.
Personality: Known only through concise, routine entries.
Motivation: Keep Utility Junction 14 operational.
Secret: The same handwriting appears across more than five decades.
Voice: Never encountered in Session 1.

RELATIONSHIP RULE

Each NPC should provide help for a reason, not merely because a check succeeds. Characters can earn cooperation through professionalism, empathy, useful expertise, discretion, or by protecting ongoing work.

CHAPTER 4

Clues and Progression

THE THREE-REVELATION RULE

Every critical conclusion has at least three supporting clues. A failed check changes when or how a clue arrives, not whether the adventure continues.

Conclusion	Available Clues
The crate did not enter normally.	No mud trail; intact lock; 14-second camera loss; no delivery record.
The documents are genuine.	Correct form stock; valid numbering; engineering terminology; route syntax.
Junction 14 was real.	Obsolete diagram; repeated work orders; Route U-14; tunnel sector references.
Someone recently came from beyond the collapse.	Fresh outward tracks; cart wheel mark; unlocked access door; new logbook.

CLUE LADDER

1. **Impossible arrival:** establishes the mystery.
2. **Authentic procedure:** removes simple forgery as an answer.
3. **Repeated location:** gives the group a concrete objective.
4. **Obsolete infrastructure:** connects the objective to B2.
5. **Recent activity:** makes the contradiction physical.

FAILURE COSTS

- Security restricts access and requires an escort.
- A contact provides only one clue instead of two.
- The group loses time and reaches B1 during shift change.
- An NPC records character names in an incident report.
- The final door is relocked, requiring Tomas' master key.

OPTIONAL TENSION CLOCK

Start at 0. Increase the clock after disruptive behavior, conspicuous failure, or unnecessary delay.

Step	Effect
1	Rumors spread through the Market Hall.
2	Administration asks Rafi for a formal incident report.
3	The crate is scheduled for off-site evidence storage.
4	B2 access requires Tomas to stake personal authority.

CHAPTER 5

Scene 1: Rain at the Exchange

PURPOSE: INTRODUCE THE PARTY AND ESTABLISH ORDINARY CITY LIFE

Rain streaks the high windows of Meridian Exchange as six buses arrive in quick succession. Wet tires hiss across the concourse. Departure boards click to new times. Above, the smell of coffee and warm bread drifts down from the Market Hall. Then a transit worker shouts near Bay Three, security begins moving, and the crowd bends toward a narrow service door.

BRINGING THE CHARACTERS TOGETHER

Ask each player why the character is at the Exchange and what catches the character's attention. Then give each character one immediate opportunity: steady a fallen passenger, recover a dropped folder, translate a shouted instruction, notice the crate's mud, or help security clear space.

ENCOUNTER: CROWD CONTROL

Rafi needs room to work. A commuter is filming, a delivery worker insists the room was empty, and a bus is blocking the adjacent lane.

Perception	DC 10	The room has mud around the crate but no trail crossing the threshold.
Investigation	DC 12	The lock and hinges show no forced entry.
Insight	DC 12	Rafi is irritated rather than shocked. Something about this feels familiar.
Persuasion	DC 13	Rafi allows supervised access before the room is sealed.

AUTOMATIC CLUE

The crate is real, damp, and unregistered. Even if the group is kept back, Rafi later recruits competent witnesses because the incident report needs independent statements.

COMPLICATION: THE MOVING BUS

A bus begins rolling before the driver sees a maintenance trolley in the merge lane. A character can intervene with Athletics, vehicles, a commanding shout, or another suitable check at DC 11. Success prevents a minor collision and earns Anika's later cooperation. Failure causes noise and delay, but no serious injury.

RAFI'S INITIAL POSITION

> *"Somebody got access, somebody placed the crate, and somebody thinks the cameras make a good joke. That is the explanation until evidence gives me a better one."*

CHAPTER 6

Scenes 2-3: The Room and the Crate

SCENE 2: SECURED RECEIVING ROOM

The room contains shelving, folded barriers, cleaning signs, and the crate. Dust is disturbed only beneath it. The floor drain holds fresh grit unlike street residue near the bus lanes.

ROOM EXAMINATION

Forensics	DC 12	The mud contains pale mineral grit and rust-red clay, not ordinary roadway dirt.
Security	DC 13	The lock was opened with a correct key or equivalent credential.
Technology	DC 14	The camera feed lost exactly 14 seconds at 03:17. The crate appears when video returns.

CAMERA REVIEW

If no character checks the footage now, Rafi supplies the anomaly after the group follows another lead. The repeating number 14 should feel suggestive, not conclusive.

SCENE 3: OPENING THE CRATE

The lid is secured with ordinary nails. Inside, documents and equipment are packed by category rather than value.

VISIBLE CONTENTS

- Maintenance work orders and conductor notebooks.
- Transit badges carrying unfamiliar department names.
- Utility keys with machine-stamped codes.
- Folded uniforms in an obsolete but plausible style.
- A lunch pail containing a recent receipt with unreadable location data.
- Route schedules and repair reports.

GROUP CHALLENGE

Gain 3 successes before 2 failures. Each character may lead once.

Investigation	DC 12	Find repeated references to Utility Junction 14.
History	DC 12	The paper, badges, and uniforms span several decades.
Perception	DC 12	Different reports use strikingly similar handwriting.
Bureaucracy	DC 12	The forms follow real approval and numbering conventions.

OUTCOME

Success: The group identifies Junction 14, Tunnel Sector C, and dates from three days ago.
Failure: The group identifies Junction 14. Miriam later finds the tunnel and date references, but the Tension Clock advances.

CHAPTER 7

Scene 4: Five Routes Through the Exchange

Characters can pursue these leads in any order. Complete any three to proceed. Completing four or five grants advantages during the descent.

A. ARCHIVES

MIRIAM Valid file and accession numbers point to records that do not exist.

Investigation	DC 13	Reveal ghost index entries.
Technology	DC 12	Show that the entries predate the current database.
Persuasion	DC 12	Gain access to unprocessed engineering storage.

Benefit: Advantage on the Junction 14 research challenge.

B. TRANSIT OPERATIONS

ANIKA Route U-14 follows internal standards, but no current or historic passenger service used it.

Investigation	DC 13	Identify it as a maintenance route.
Systems	DC 12	Trace stops to freight elevators and service nodes.

Benefit: Identify the B1 freight route without delay.

C. SECURITY

RAFI Prior keys, passes, and tags appeared near infrastructure.

Persuasion	DC 12	Rafi opens the informal evidence locker.
Insight	DC 12	Rafi withheld the incidents to avoid ridicule.

Benefit: Obtain a utility key stamped UJ-14.

D. CURIOUS CART

KIT A similar badge sold to a collector for 600 crowns.

Persuasion	DC 11	Kit describes the sale.
Insight	DC 12	Kit retained a buyer contact card.

Benefit: Gain a Session 2 lead and establish that a market for these objects exists.

ROLEPLAY PROMPT

Ask each NPC what would make the incident personally difficult. Security fears reputational damage. Archives

E. BUILDING MAINTENANCE

TOMAS The work orders use authentic terminology and internal form logic.

Engineering	DC 14	Confirm readings are technically coherent.
Insight	DC 14	Tomas recognizes the southern tunnel implication.

Benefit: Tomas personally escorts the party and brings correct safety gear.

fears institutional erasure. Transit fears service disruption. Kit fears losing a source. Tomas fears that a dangerous system is operating outside engineering control.

CHAPTER 8

Scene 5: Finding Utility Junction 14

PURPOSE: CONVERT SCATTERED CLUES INTO A PHYSICAL DESTINATION

Miriam assembles the group in Archives after closing the public desk. Flat files, microfilm scans, and engineering binders cover a worktable.

RESEARCH CHALLENGE

Gain 5 successes before 3 failures. A skill can be repeated only if the player describes a new method.

Investigation	DC 13	Follow form references across departments.
History	DC 12	Identify a reconstruction period after structural failure.
Technology	DC 12	Recover a low-resolution scan of an obsolete utility diagram.
Persuasion	DC 12	Reach a retired worker or after-hours records custodian.
Engineering	DC 13	Infer where pressure readings would be taken.
Administration	DC 12	Decode old project and cost-center numbers.

SUCCESS

The characters recover an infrastructure diagram showing B2, Service Tunnel Access, Sectors A-C, and Utility Junction 14.

A red stamp reads **ABANDONED AFTER STRUCTURAL FAILURE**.

EXCEPTIONAL SUCCESS

With 7 successes before 3 failures, the group also learns that Sector C carried utility and narrow-gauge maintenance traffic farther south.

FAILURE

The diagram is incomplete but still identifies Service Tunnel Access on B2. Tomas must interpret the rest on site, and the Tension Clock advances.

THE CONTRADICTION

The crate includes forms dated three days ago: "Tunnel Sector C clear," "Utility Junction 14 operational," "pressure stable," and "service access confirmed." Every modern plan marks the route as collapsed.

DECISION POINT

Tomas refuses unauthorized entry but can conduct a legitimate safety inspection. To secure cooperation, the group must show credible risk to the building, protect staff confidentiality, or invoke Rafi's security authority. Use Persuasion, Engineering, or another suitable approach at DC 13. On failure, Tomas still goes, but no one enters B2 without signing the incident log.

CHAPTER 9

Scene 6: The Working Basement

The freight elevator opens onto bright concrete and ordinary work. A forklift reverses with a warning tone. Pallets wait in marked bays. Cold-room compressors cycle behind insulated doors while a mechanic calls for a wrench across the fleet workshop. Nothing about B1 feels abandoned.

THE ROUTE THROUGH B1

Tomas leads the group from Loading and Receiving past Central Storage, the Building Maintenance Workshop, and the south service corridor. Use the map to let players orient themselves.

EXPLORATION CHECKS

Perception	DC 12	Find small patches of pale mineral mud near a maintenance threshold.
Tracking	DC 12	The residue is recent and includes a narrow cart wheel.
Investigation	DC 13	A cleaning log shows the same mud was removed twice this month.

ENCOUNTER: FREIGHT LANE HAZARD

A pallet stack shifts as a forklift turns near the group. This is not sabotage. It is a credible industrial hazard made worse by distraction.

Perception	DC 11	Warn the operator before the stack falls.
Athletics	DC 13	Stabilize a light outer crate or pull someone clear.
Authority	DC 12	Clear the lane without causing panic.

Failure costs time, advances the Tension Clock, and reinforces why Tomas takes access rules seriously. Avoid serious injury unless the table wants a harsher tone.

HUMAN MOMENT

A B1 worker asks Tomas whether the strange crate means layoffs, inspection trouble, or service closure. Tomas answers, "It means we check the building." This reminds the group that institutional mysteries affect ordinary livelihoods.

OPTIONAL ENCOUNTER: THE MISPLACED KEY

A utility key from the crate fits an obsolete B1 cabinet. Inside are blank forms, a dry grease pencil, and a tunnel safety lamp whose battery was charged recently. This encounter is optional and provides another physical contradiction.

CHAPTER 10

Scene 7: Basement B2

Heat and vibration replace the warehouse noise. Pipes rise in ordered banks. Pumps thrum through the floor. Indicator lights mark the working rhythm of boilers, chillers, ventilation, electrical distribution, water systems, and emergency power. Every room is labeled. Every system has a purpose. The official map is exact.

MECHANICAL LEVEL TOUR

Move south through the Main Plant Corridor, past the Chiller Plant and Electrical Distribution rooms, then along the South Plant Corridor between Pump Room B and Heat Exchange. Normality is important. Let Tomas identify each system and answer practical questions.

ENVIRONMENTAL CHALLENGE

A pressure-release cycle triggers a loud burst and brief steam plume behind a protected valve cage.

Engineering	DC 11	Recognize a normal cycle and prevent panic.
Perception	DC 13	Hear a second, delayed metallic response from farther south.

SERVICE TUNNEL ACCESS

The restricted door at the south end is slightly open. The lock hangs in place, undamaged.

Security	DC 13	The door was opened with an authorized key.
Investigation	DC 13	The opening is recent; fresh lubricant marks the latch.
Technology	DC 14	The access sensor reports no opening event.

SAFETY BOUNDARY

The group can enter the access chamber and see both collapsed sections. The adventure ends before anyone crosses or excavates the rubble. Tomas will not permit unstable entry, and the visible collapse is complete.

FINAL EVIDENCE

Beyond the door lie cold air, mineral mud, and concrete dust. Several boot tracks and one narrow cart wheel emerge from the direction of the collapse.

Tracking	DC 12	The tracks lead outward, not inward.
Investigation	DC 13	At least three people and one cart passed within the last week.
Perception	DC 14	A distant metallic closure sounds beyond the rubble.

CHAPTER 11

The Logbook and Ending

THE DISCOVERY

A maintenance notebook lies beside the inner gate. It is not one of the crate's contents. The cover is damp at the corners, but the most recent ink is crisp.

MERIDIAN EXCHANGE
UTILITY OPERATIONS

DATE: Three days ago

Shift complete.
Utility Junction 14 operational.
Tunnel Sector C clear.
Pressure levels stable.
No abnormalities.

J. Cress

FINAL REVEAL

Tomas raises the flashlight. Broken concrete fills the tunnel from wall to wall. Steel reinforcement curls from the rubble. Mineral water threads between fragments that have not moved in years. In the foreground, fresh footprints cross the mud. Every print points away from the collapse.

Tomas says only:

> *"That collapse is older than I am."*

Then a heavy metallic clang sounds somewhere beyond the rubble. Cut to black.

WHAT THE CHARACTERS KNOW

- The crate arrived without a normal delivery.
- Its contents are authentic and span decades.
- Utility Junction 14 once existed beyond B2.
- Official plans mark access as collapsed.
- Someone recently opened the service tunnel door legitimately.
- Several people and a cart came from the collapse.
- A current logbook records normal operations.
- No one present understands how.

REWARDS

Use a milestone rather than combat experience. Each character also gains one useful contact among Rafi, Miriam, Anika, Tomas, or Kit. The group may retain a copy of the diagram, a photograph of the logbook, and Rafi's incident reference number.

EPILOGUE

The following morning, Miriam calls. The signature J. Cress appears in maintenance reports from 11, 29, and 52 years ago. The handwriting is identical. No employee with that name has ever worked for Meridian Exchange.

CHAPTER 12

Optional Side Content and Future Hooks

OPTIONAL SIDE SCENES

THE COLLECTOR'S CARD

Kit provides a business card bearing only a name, a private mailbox, and a hand-drawn symbol that resembles two parallel tunnel lines. This is a lead, not an answer.

THE CHARGED LAMP

The obsolete tunnel lamp found in B1 holds a modern battery cell. A small scratch reads "C-14."

THE BLANK BADGE

One badge from the crate has no photograph or name. When placed near an access reader, the reader briefly displays **SHIFT ACTIVE** without unlocking.

THE WORKER WHO REMEMBERS

A retired cleaner recalls muddy prints appearing near freight elevators years ago. The prints always vanished after the first public bus departure.

FUTURE ADVENTURE HOOKS

BENEATH THE COLLAPSE

A new cavity opens after a minor overnight tremor, exposing intact track and a powered signal lamp.

THE BUYER

The collector who purchased the badge disappears. The private mailbox contains a current Junction 14 roster.

ROUTE U-14

A transit display briefly announces a maintenance departure with no platform, vehicle, or destination.

THE PRESSURE READING

Tomas discovers that one B2 gauge has always included output from an unlisted downstream sensor.

J. CRESS

A person using that name signs into another city facility at the same time the B2 tunnel sensor fails.

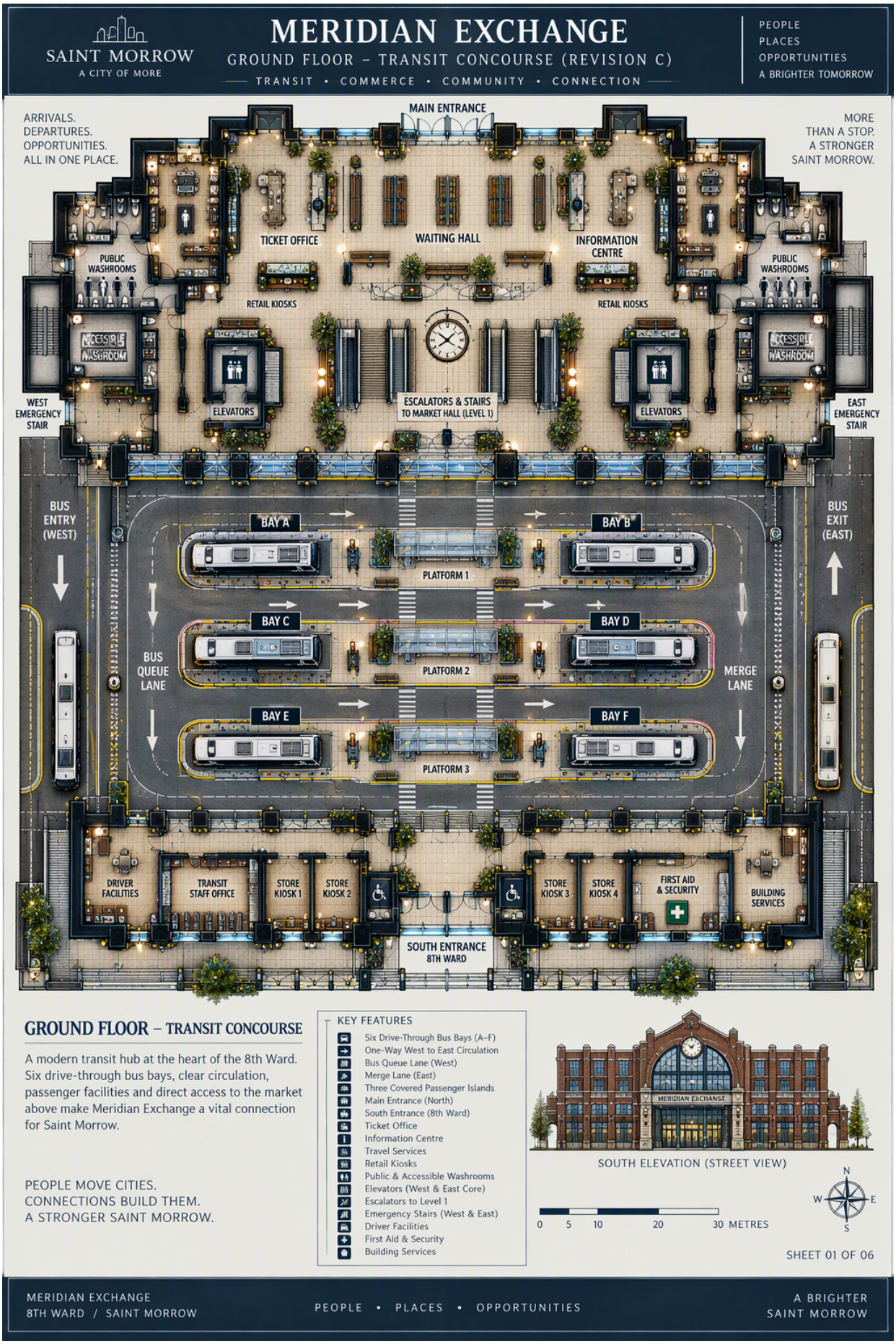
CAMPAIGN PRINCIPLE

The deeper city should influence modern Saint Morrow before it is directly explored. Let rent, work, transit, safety, trade, and public trust remain central to the consequences.

GM CHECKLIST

- Show normal city life before strangeness.
- Give every required conclusion multiple clues.
- Make the documents technically plausible.
- Allow NPCs to protect their responsibilities.
- Keep B1 active and B2 functional.
- End on physical evidence, not a full explanation.

GROUND FLOOR: TRANSIT CONCOURSE



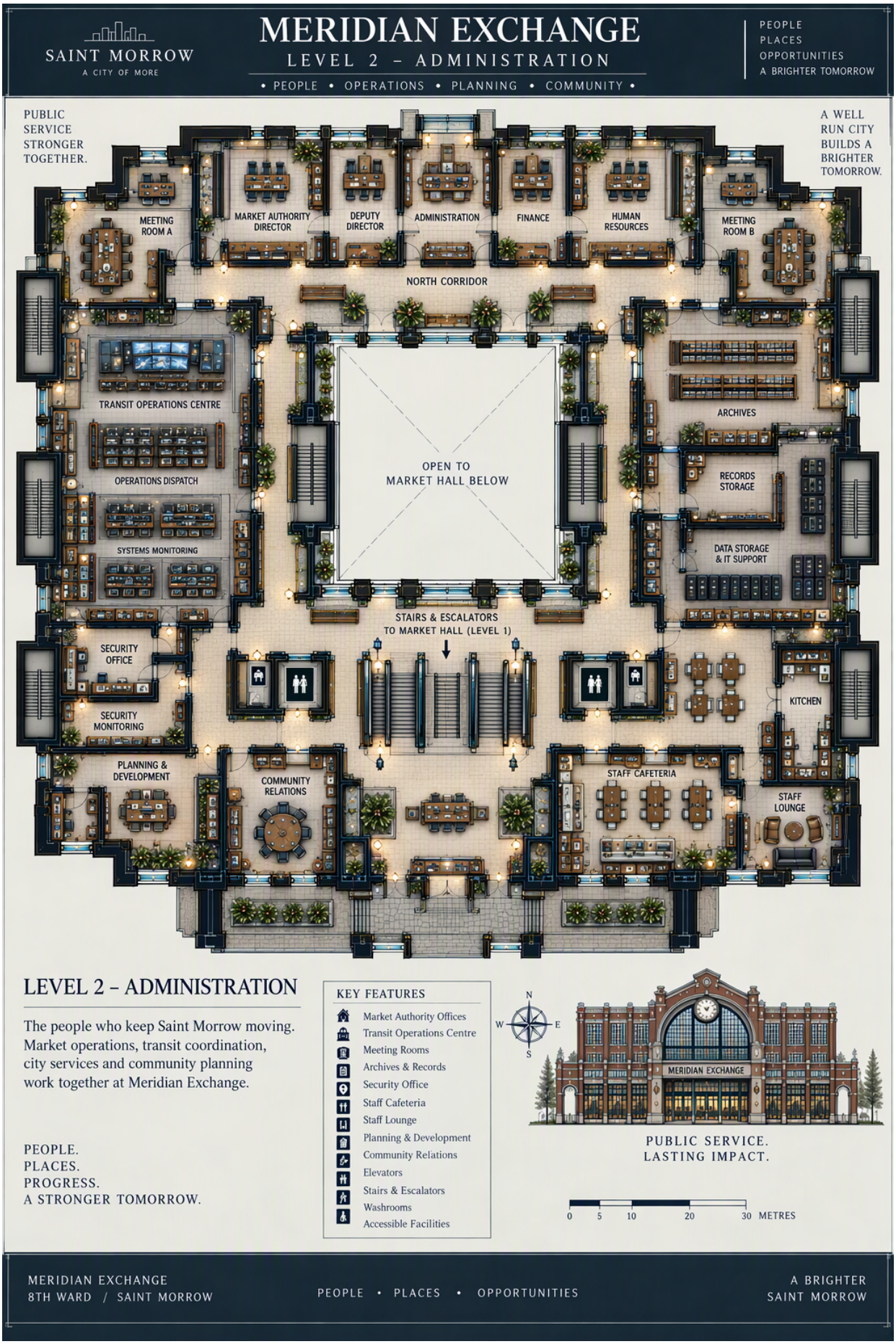
Use Bay C as staff shorthand "Bay Three." The incident begins near the southern service rooms and Bay C/D area.

LEVEL 1: MARKET HALL



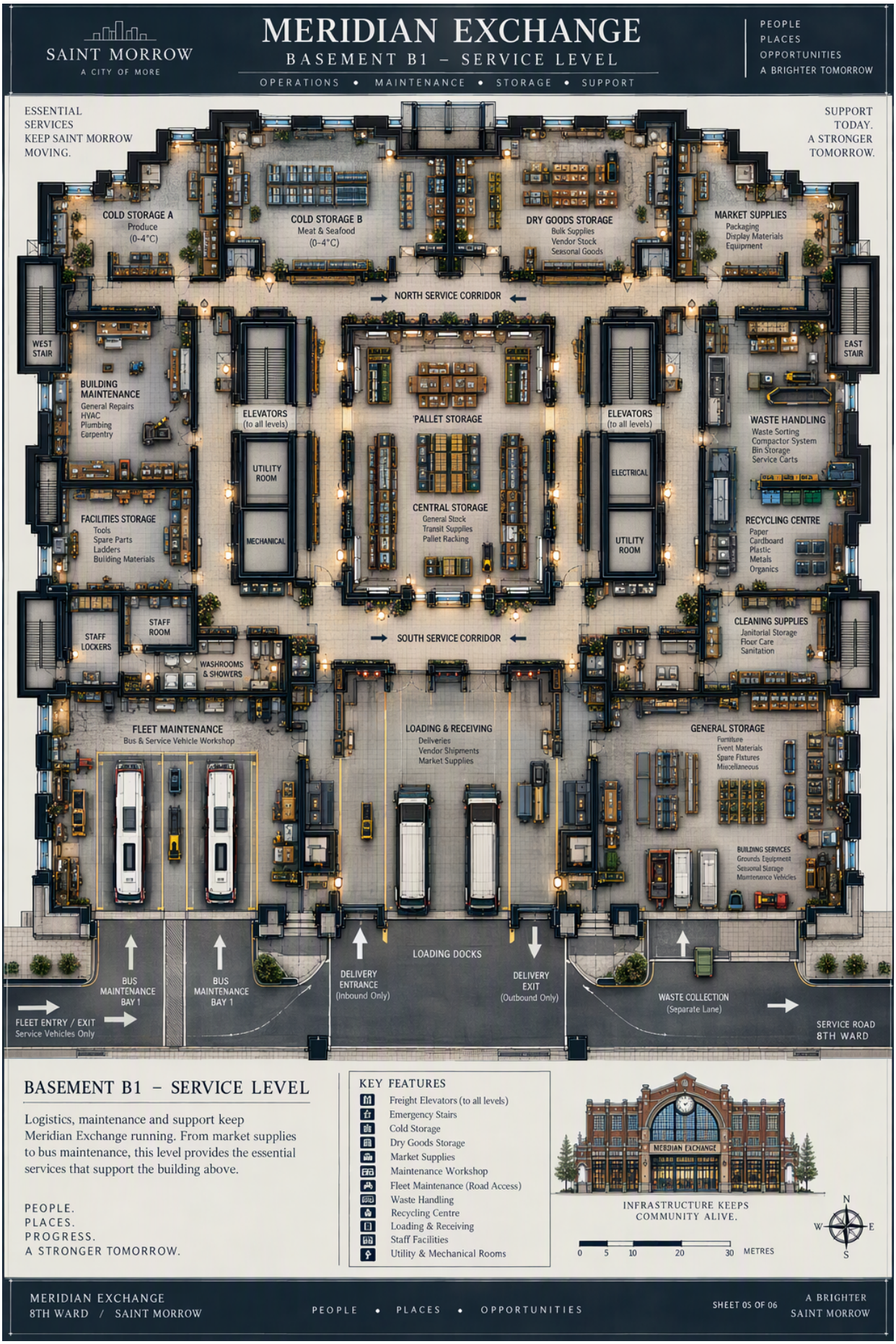
Curious Cart is Stall 7, west of the Clock Atrium.

LEVEL 2: ADMINISTRATION



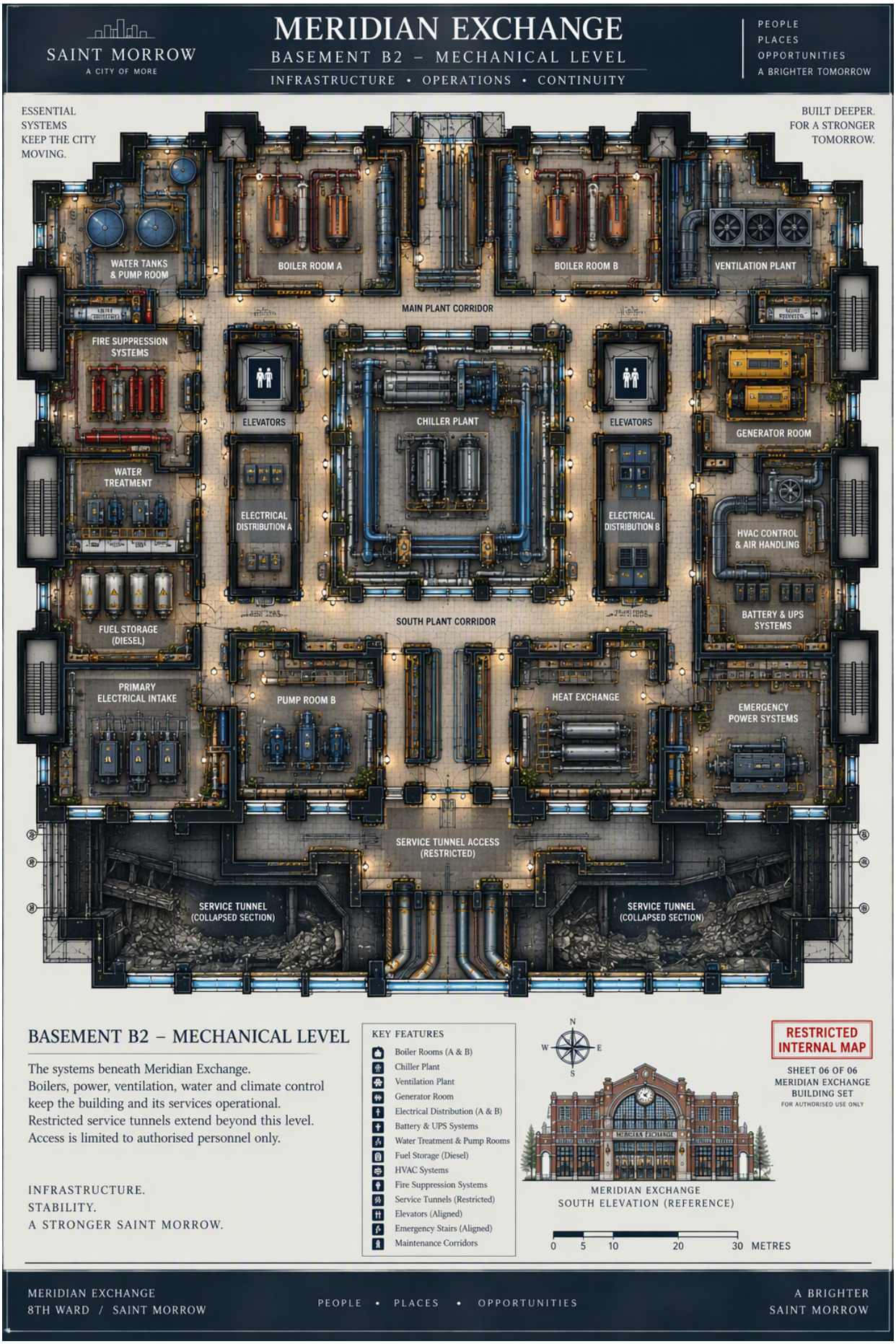
Archives, Security, and Transit Operations provide three independent investigation routes.

BASEMENT B1: SERVICE LEVEL



The working basement contrasts everyday logistics with the unexplained mud trail.

BASEMENT B2: MECHANICAL LEVEL



The final scene occurs at Service Tunnel Access and the two collapsed sections along the south edge.

PLAYER HANDOUTS

Evidence Pack

HANDOUT A: WORK ORDER EXCERPT

MERIDIAN EXCHANGE UTILITY OPERATIONS DIVISION

WORK LOCATION: Utility Junction 14
ACCESS ROUTE: Tunnel Sector C
WORK TYPE: Routine pressure inspection
STATUS: Complete
DATE: Three days ago

Pressure stable. Transit access available. No corrective work required.

AUTHORIZED: J. CRESS

HANDOUT B: RECOVERED DIAGRAM NOTES

B2 Mechanical Level → Service Tunnel Access → Sector A → Sector B → Sector C → Utility Junction 14

Archive stamp: ABANDONED AFTER STRUCTURAL FAILURE. Current floor plans end at the collapsed tunnel sections.

HANDOUT C: SECURITY TIMELINE

Time	Event
03:16:52	Receiving room camera operating normally. Room empty.
03:17:00	Signal loss begins.
03:17:14	Signal returns. Crate present.
06:41	Morning staff open room and notify security.

HANDOUT D: END-OF-SESSION EVIDENCE

Shift complete.
Utility Junction 14 operational.
Tunnel Sector C clear.

```
Pressure levels stable.
No abnormalities.

                                                                    J. Cress
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