

UNKNOWN ARMIES™

RAIDERS OF THE LOST MART CAMPAIGN STARTER KIT

Unknown Armies campaign starter kits help you get started running your *Unknown Armies* campaign quickly.

Each kit features the following:

- Five characters, broken and damaged and ready to go.
- One group objective for the cabal to pursue.
- A first session scenario to get things moving quickly.
- GM hooks, additional objective ideas, GMCs, and suggestions for the antagonist phase.

With this campaign starter kit, you have all that you need to fuel your imagination and get things moving. The kit takes the place of the initial planning and collaborative character and setting creation system provided in *Unknown Armies*. Players select a character, choose one or two additional relationships with the other player characters, and make these obsessed individuals their own.

Raiders of the Lost Mart is about the night shift employees at a bulk discount superstore whose shelves occasionally manifest dangerous occult artifacts. Their cabal is one of

necessity and mutual employment, but as they dig further, the magical truths of the superstore's nature are revealed.

The characters are:

- **Tori Hill:** An avatar of the Captain and young leader-by-default of the cabal.
- **Mike Shaw:** A military vet who believes in the power of destiny.
- **Ann Paddington:** A hard-working employee who is not at all who she appears to be.
- **Darby Carter:** A rebellious former anthropology student with a chip on her shoulder.
- **Dustin Druthers:** A big, balding, broad-shouldered guy with a sixth sense for magick.

Like most *Unknown Armies* scenarios and stories, this kit includes and deals with mature themes, characters, and situations. Talk with your players if you are concerned about the content, and be prepared to explore the world of the occult underground through new eyes and alternate points of view.

