

UNKNOWN ARMIES™

HEROIN HIGHWAY 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.

In *Heroin Highway*, the players take on the roles of members and allies of a recovery group in a depressed town in Massachusetts, brought together not just by addiction

but by the recent death of a loved one. Through the course of the campaign they learn about the occult connection between events in their town and the lives and deaths of those who live in it.

The characters are:

- **Mamie Leery:** An avenging soccer mom and avatar of the Guide.
- **Archie Grogan:** A Boston police detective and neurophilosophical thinker.
- **Danny Jaydon:** A self-destructive former US Marine.
- **Kimberly Jeane:** An avatar of the Mother who still clings to the trappings of youth.
- **Sixx Finnigan:** A goth bookworm addicted to opioids.

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.

