

Requires the use of the d20 Modern Roleplaying Come, published by Wizords of the Coost, Inc. LINICYCTEM



SOUTHERN DISCOMFORT

A dual-stat d20 Modern/Unisystem adventure of exploration for the Odyssey Prime game Requires the use of d20 Modern, published by Wizards of the Coast®

CREDITS

Mission Control (Publishers & Production): Eden Studios & Misfit Studios

Communications Director (Adventure Author, Development, Design, Editing): Christina Stiles

Operations Coordinator (Original Game Concept & Design): Tony Lee

Operations Technician (Additional Design): Jim Montgomery

Chief of Operations (Development & Publication): M. Alexander Jurkat, Steven Trustrum

Procedure Engineer (Unisystem Rules): C. J. Carella Topographic Intelligence (Cartography): Steven Trustrum

Chiefs of Optical Logistics (Layout, Graphics): George Vasilakos, Steven Trustrum

Visual Profile Specialists (Illustrations): Gary Dupuis

Insignia Engineer (Cover): Gary Dupuis with William McAusland (base)

Odyssey Teams (Playtesting): Rich Arendt, Jimmy Ashley, Michael J. Brisbois, Roger Calver, David Carroll, Todd Cash, Isaiah Choczynski, Daniel R. Davis, Christine Doering, Katrina Fairchild, Guy Fellows, Mike Fellows, Chris Fisher, Jeff "Venture" Fournier, Lisa Fournier, D.J., Joshua Gekeler, Ashley Harper, Alan Harrison, David Harrison, Ben Hubbard, Jeremy Hunt, Jerome Ingall, Douglas S. Kilmer, Naia Kirkpatrick, Nick Kirkpatrick, Jeff Kiser, Dan Lambert, Curtis Lanford, Brian Larbig, Sandie Law, Tony Law, Stephen B. Lombardo, Matt Macintyre, Joseph E. Martin, Colin McGaffrey, Jim Montgomery, Cindy Moore, Scott Moore, Scotty Nelson, Joe O'Brien, Jeremy Patterson, Andy Peregrine, Corey Perez, John Polack, Megan Raynak, John Reavis, Tammey Reed, David Sharma, Wayne Shaw, Gaylene Sutton-Monk, Ryan Walsh, Jonathan Wilson.

Wetwork Crew (Christina's Special Thanks): C.J. Carella, Dave Chapman, Daniel R. Davis, Joseph Goodman/Goodman Games, M. Alexander Jurkat, Douglas S. Kilmer, Tony Lee, Joseph E. Martin, Ron McClung of ConCarolinas, Jim Montgomery, Steven Trustrum, and George Vasilakos.

Unisystem and the Unisystem logo are trademarks of CJ Carella and are used under license. Unisystem game mechanics are copyright 2006 CJ Carella. All rights reserved.

D20 Modern(R) and Wizards of the Coast(R) are Registered Trademarks of Wizards of the Coast, and are used with permission.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20.

Keep up to date on **Odyssey Prime** news at http://www.misfit-studios.com/op/



ODY55EY PRIME

Table of Contents

Project Odyssey and Parallel Earths	3
Game Information	3
Dam Con Adventure Background	3
Dam Con Adventure Summary	5
Charleston or Bust!	5
Act One: Briefing the Dam Con Members	6
Act Two: The Investigation Begins	6
Act Three: Southern Nessie	8
Act Four: An Off-World Gate Opens	9
Act Five: Debriefing	12
Dam Con Conclusion	12
Odyssey Team: Hing's Gate	13
Odyssey Team Adventure Summary	13
Act One: Briefing the Od Team	13
Act Two: Gating Out	14
Act Three: The Grailsmen's Lair	15
Act Four: Keeping Them Busy	17
Act Five: Debriefing	17
Od Team Conclusion	18
Further Adventures	18