

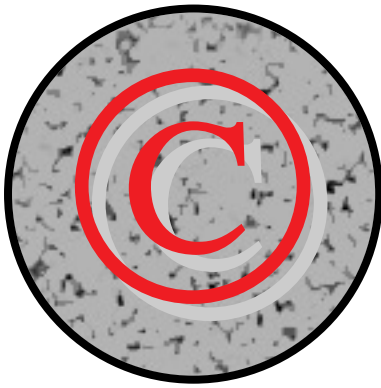
**CORPS**

# Apocalypse<sup>TM</sup>

The time of reckoning is at hand...

 **BTRC**

**Ed Rice**



## CREDITS

### Apocalypse™

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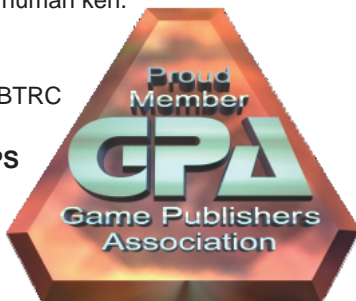
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### Intro

This is the .pdf version of **Apocalypse**, etc. It is formatted much the same as BTRC's other hypertext documents, though we're constantly evolving the "look" to make it more user-friendly. For instance, the grey headers and text bars are easier on those of you who use ink-jet printers. Text in **red** is normally a hyperlink that provides more info on the item in question. Areas blocked out in color are general information, the same as the regular **CORPS** rules. This document is also bookmarked and thumbnailed if you want to use it that way. Naturally, it also prints perfectly on regular size paper. It's designed to be a lower cost alternative to traditional game supplements, and we hope you find the 120+ pages to follow worth the price of admission.

### Author's notes

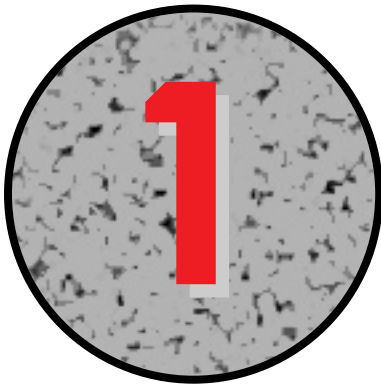
**Apocalypse** is more than a simple work of fiction for me. The concept of this oppressive world was born in my nightmares. For too long I ignored my dreams, not wanting to give them life in my conscious world. Then, one day someone convinced me to be creative and share my nightmare with the rest of the world. The rest is history. All I can say is...*you people are really sick*. I've been avoiding these nightmares for years and now you're ready to dive right into them. Good luck! You'll need it.

I'd like to thank several groups of people who helped bring this nightmare to life. First there is Greg Porter and the BTRC team who really brought it to life. Next, I'd like to thank those few people who actually believed this would finally be completed (my faithful gaming group and my kids). Finally, I'd like to express my appreciation to all those who doubted **Apocalypse** would ever make print for one reason or another. The need to communicate my overwhelming desire for you to kiss off has been a driving factor in the book's completion. Last but not least; Red, this one's for you.

This *isn't* your ordinary role playing game. There are no cute fairies hanging around and looting, pillaging, and hoarding treasure won't make your characters superhuman rulers of the planet. You're only goal will be *to survive*. You don't have to go looking for trouble. It will find you. You can't take the easy way out and kill off your character either. If your character dies, you're still stuck with them, only the rules have changed; you're no longer the hunter, but the hunted.

Sure this world is oppressive and terrifying. It was born of a nightmare. What do you expect? The challenge of **Apocalypse** is trying to become something other than one of the horrified, depressed masses. Rise above the rest of the cattle. Take control of your destiny. Become a tyrannical Alferi herzog, lead the humans in revolt against the Lunarri, seek a way out of this nightmarish world, or explore its unknown dangers. Prove you are a step above the average gamer. Show us what you've got. We're ready and waiting.

- Ed Rice



## INTRO- DUCTION

*"These are the words of the Lord Almighty: Your house is abandoned. I will toss you away like straw before the wind...I will hand over your home to a people soon to come..."*

*2 Esdras, v.33-35*

### Welcome!

**Apocalypse** explores a theme that has gained popularity as the end of the millennium approaches, that of global disasters of shall we say, Biblical proportions. **Apocalypse** is about an alternate history, using figures from myth and legend to create an apocalyptic nightmare world of wheels within wheels. Disaster, war, pestilence and horror are the norm. Most seek just to survive, but a few see a larger hand at work, and seek either the salvation and redemption of humanity, or its final damnation by its own hand.

**Apocalypse** deals with dark themes. Some parts of the game world you may find disturbing, not because of some aspect of eldritch horror, but because humanity has already shown itself capable of the deeds portrayed, and players will have to confront those issues on a much more personal level than seeing it on the news.

Regardless, prepare to enter a world without fancy high-tech gadgets, where you live or die by your wits, talents, and a little bit of luck. You'll need it...

### The Nightmare

From his sanctum deep within the bowels of the earth, accessible only through a vast maze of mystically warded passages, the Dark Angel gazed at the images which formed before him. Here he viewed the world above, occasionally dipping his hand into the images and imbuing mortals with his favor or wrath. There were no set plans which he followed in order to ensure a grand scheme was completed. Rather, he acted chaotically, allowing his whim at the moment to govern his actions. Here he resided alone, the last of the Fallen, for he, and he alone, had not succumbed to the damnation that was their punishment, the Sleep of Ages. He had spent almost an eternity far removed from the world of mortals, caring little what befell the Almighty's final, greatest creation. Unfortunately for mankind, the Dark Angel had become bored. This state of mind, intermingled with the entity's already psychotic and unstable personality, could only spell disaster for the Earth and all of its inhabitants.

In the beginning there had been the Almighty.

The first of the Almighty's creations were the **Empyreals**, celestial beings to whom would be given the task of governing and maintaining the universe. They were perfect, holy, and pure. Then, eons before the creation of mankind, the Great Rebellion ravaged the heavens. For both an eternity and yet, but a single moment, a devastating war was fought between the Eternals, who had separated into three distinct factions: Empyreals, those who maintained their loyalty to the Almighty; **Diaboli**, those who did forsake their oaths and rebelled against the Almighty and the Empyreals; and finally the **Fallen**, those who allied themselves with neither side, but chose to remain neutral.

Only those who kept their covenant with the Almighty retained the title of Empyrean. The others would no longer have that honor, but be referred to generally as Eternals.

Of the outcome of the Great Rebellion there is no doubt, for countless versions have been recorded in the annals of mortal history. The rebellious faction, whose numbers shall henceforth be known as the Diaboli, was forcibly cast from the heavens, falling into the pits of the Abyss. They are often referred to in mortal writings as either demons, devils, or pit dwellers. The continual warfare between the empyreals still dwelling in the heavens and the Diaboli has been well documented already and needs no further explanation.

Finally, there were the Eternals who did not swear allegiance to either of the other two factions. Theirs was a crime of pride and arrogance, for they did willingly forsake their oaths of fealty and servitude to the Almighty, waiting to see which side would prove victorious in the heavenly war. Their punishment was to be their continued existence; cast out of the heavens, stripped of most of their powers, and cursed to remember their past glory. Amongst the other Eternals these fallen Empyreals became known as the Fallen. As Fallen have ethical views ranging from pious and holy all the way to evil and nefarious, it is not uncommon for them to have occasional dealings with either the Empyreals or the Diaboli. Those fallen who favor the ethos of goodness and neutrality may be referred to as celestials, while those practicing diabolical behavior are also known as infernals. They may also be seen as lords of order and chaos, but their true nature is shrouded by the limits of human understanding.

Over the course of the millennia that followed the Great Rebellion, the Fallen witnessed the creation of mankind, man's rebellion and destruction at the hands of the Almighty, and their forgiveness and resurgence across the face of the earth. When encountered by humans, the Fallen were often times thought to be gods and were worshiped by the overwhelmed and fearful humans. The Fallen reveled in this new found glory, basking in the praise of their mortal worshippers. Through this "godhood" they found a small reprieve from their eternal punishment.

Yet, the justice of the Almighty was not to be denied. The human masses were enthralled by the words of the Almighty's prophets warning against paying homage to false gods. Worship of the Fallen among mankind dwindled. Finally, the Fallen withdrew altogether, secluding themselves in specially prepared sanctums and abandoning mankind. Overcome by their abandonment by the Almighty, the Fallen succumbed to the Sleep of Ages; a deep, nightmare filled slumber from which only a major psychic phenomenon could awaken them.

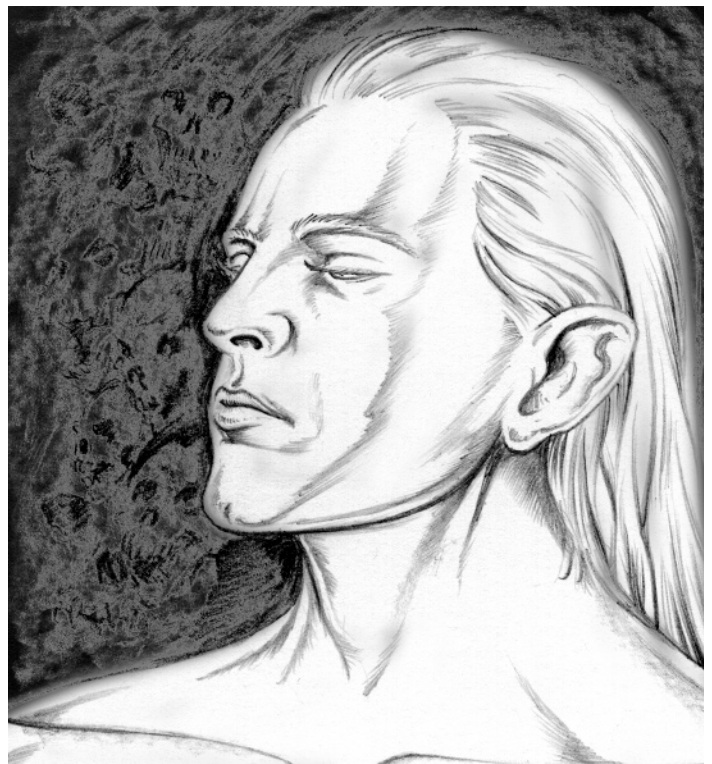
The Dark Angel, however, did not choose to partake in the other Fallen's self pity or the Sleep of Ages. He was the strongest of the fallen Empyreals. If any of their number was to break the punishing curse of the Almighty it would be him. He viewed the world from deep within his sanctum, patiently awaiting the day when mortals once more would ply him with their adoration and worship.

But, alas, that day never came.

But, from some far away place, voices cried out in agony and despair. He had heard many different voices inside his head over the eons. Was his mind once again playing tricks upon him, or were the voices real this time? Could this be the opportunity for which he had waited so long, a reemergence of the "new gods"? Or, was this a trap laid for him by the Almighty, intended to use his arrogance and vanity to lure him into an ambush of Empyreals? He would have to take that chance.

With but a thought, the Dark Angel dispatched a portion of his essence to the world above. The avatar surveyed the war that threatened to overwhelm the globe with an avid interest. Having carefully studied all the circumstances at hand, the avatar leapt into action, traveling at a tremendous speed toward an island empire engaged in a war they had no hope of winning...without his assistance, that is.

As the Emperor of the Isle of the Rising Sun knelt upon an elaborate prayer mat attempting to contact his ancestors for guidance in matters of state, a celestial fanfare engulfed him. Suddenly, appearing from nowhere, the avatar of the Dark Angel stood before him. His body was slender, yet well muscled with skin the color of bronze and hair of pure gold. His features were sharp and angular. The avatar's deep, brown eyes bored holes straight through to the Emperor's soul. With but a minute exertion of his power and boundless charisma the Emperor fell victim to the Dark Angel's will and became his first devotee in over 1,500 years. As the Emperor's enigmatic new advisor, the Dark Angel's very presence began to corrupt not only the Imperial court but the entire populace of the Empire of the Rising Sun. Thus began the Revelation.



## The Revelation

*7 December, 1941*

Acting upon the orders of the Emperor's advisor, the Dark Angel, the Imperial Fleet attacks the American Naval base at Pearl Harbor, Hawaii, inflicting horrible damage upon the ships of the Pacific Fleet stationed there.

*8 December, 1941*

The U.S.A. declares war upon the Empire of the Rising Sun, officially entering the Great War.

*7 May, 1942*

The Battle of the Coral Sea. In the first battle fought entirely by aircraft carriers, the Imperial Fleet suffers an apparently crushing defeat and is forced to retreat.

*4 June, 1942*

The Battle of the Midway. In another major conflict of the war, the U.S. Navy surprises the retreating Imperial Fleet off the island of Midway. An enormous battle erupts. Both sides suffer heavy casualties, but again it is the Imperial Fleet which retreats.

*19 June, 1942*

The Battle of the Philippine Sea. The United States Task Force 58 downs 219 Imperial fighter planes and sinks 3 aircraft carriers. Once more the Imperial Navy retreats.

*23 October, 1944*

The Battle of Leyte Gulf. The Imperial Fleet suffers a crippling defeat, losing 26 ships, including the giant battleship, the *Musashi*. The battered remnants of the Imperial Fleet retreat in shame.

*16 March, 1945*

United States Marines secure Iwo Jima.

*7 May, 1945*

The Fatherland, the last ally of the Empire of the Rising Sun in the Great War, surrenders to the Allied Forces.

*21 June, 1945*

Okinawa is taken by the American forces.

*1 August, 1945*

With the hopes and intentions of finally destroying the Imperial Fleet, General Douglas MacArthur, Commander in Chief of the Allied forces in the Pacific, disregards orders from President Harry S. Truman and presses the U.S. Fleet onward toward the Isle of the Rising Sun. Upon reaching the Isle of the Rising Sun the U.S. Fleet is surprised by a gigantic Imperial Fleet, composed of newly constructed battle ships and aircraft carriers, as well as the scarred wreckage of ships that had already been sunk, still manned by their dead crews. In the ensuing battle, the U.S. Fleet is decimated by the Imperial Navy.

*6 and 9 August, 1945*

The U.S.A. drops an atomic bomb on the Imperial cities of Hiroshima and Nagasaki. Damage caused by the bomb blasts is catastrophic, inflicting massive casualties.

*17 August, 1945*

The titanic Imperial Fleet, led by the *Yamato* and the *Musashi*, both of which had been previously sunk along with their now dead crews, sets sail for the U.S. mainland to retaliate for the atomic attacks on Hiroshima and Nagasaki.

*30 October, 1945*

American citizens watch in terror as the enormous Imperial Fleet anchors off the California coast. The deafening thunder of 5,000 fighters fills the air as the horror of the attack manifests itself. Destruction rains down upon the American West Coast. Tidal waves, which do not harm the Imperial Navy, crash upon the shores, while earthquakes reduce the buildings that remain to piles of rubble. Fires spread unchecked across the countryside.

As if this supernatural onslaught of destruction was not enough, the nightmare worsened. The winds roared and storms pounded down upon the lands. Horrific creatures, denizen of humanity's nightmares, began to emerge from the storm. They crawled forth from the fissures, swam out of the sea, swept down from the storm-filled skies, and burst out of the inferno of the wild fires. The Earth had become their feast hall and mankind their feast, upon which they fed and gorged themselves to the point of bursting. The **Juxtaposition** of the natural and supernatural by the Dark Angel would have side effects greater than he anticipated.

Satisfied that the Americans would be destroyed by the supernatural destruction they had loosed upon them, the Imperial Fleet ceases all attacks and set sail for the Isle of the Rising Sun. The supernatural phenomenon initiated by the Empire of the Rising Sun was not to be isolated to the Western Coast of America, however, for the storm winds grew more fierce and the destruction was spread across the globe like a contagious disease.

*31 October, 1945*

Weakened by the unheard of supernatural forces unleashed on this side, The Great Barrier, the impenetrable boundary that separated *this* earth and *this* time from other realities, is broken and several apertures form upon its surface. From these apertures the sub-races of the **Alferi** emerge upon the Earth. Aware of the impending dimensional rift, they prepare for it and burst unchecked across the landscape, each sub-race unaware of the other's presence at first.

*1 November, 1945*

The beginning of the **Lunarri** Blitzkrieg. From their entry point near Berlin, Germany, the organized, militaristic forces of the silver Alferi swoop down upon the war-torn European continent like a ravenous bird of prey. Their armies callously exterminate any human who refuses to bow down before them in the shackles of slavery.

*31 December, 1945*

Back upon the Isle of the Rising Sun, the Dark Angel introduces the **Solarri** (gold Alferi) to the Emperor and his subjects. The Dark Angel makes immortals aware of his fallen Empyrean existence by virtue of a display of raw power. wherein he destroys the previously sunken ships and their living dead crews.

The gold Alferi are henceforth regarded as incarnations of the spirits of their ancestors and the Dark Angel as the Great Power of Preservation. The human Emperor abdicates his throne and empire in favor of the gold Alferi ruler. Thus is born a new nation and religion upon the same day. The Dark Angel withdraws to his underground sanctum to observe the repercussions of his actions, while the Empire of the Rising Sun retreats within its much enlarged borders and ceases all communication with the outside world.

*1 January, 1946*

The silver Alferi Kaiser accepts the unconditional surrender of humanity and proclaims the conquered European continent to be the Empire of the Fatherland. The Kaiser also announces plans for the construction of the Great Border, an enormous, defensible wall to be built around the Fatherland by the human slave population.

*13 March, 1946*

Huge masses of the dead arise from their final resting places. For three days they stand still upon the land listening to a voice only their dead minds could hear. On the end of the third day, the millions of undead issue forth a soul wrenching scream heard around the world. While many of the animated corpses crumble into dust, the vast majority are left whole. The **living dead** then descend upon mankind and Alferi alike, gaining some comfort and relief from their tortured state of mind by terrorizing and preying upon the mortals. Any mortal who succumbed to death was assured of joining the ranks of the dead, unless their remains were consumed by fire or otherwise completely destroyed.

This uprising of the dead was the final and unexpected side effect of the Juxtaposition initiated by the Dark Angel. The Great Barrier between dimensions had healed enough to prevent any more mass dimensional coalescings. The damage had already been done, however. Numerous "gaps" still exist in the Great Barrier that allow for passage to and from other dimensions, assuming these apertures can be located, that is.

*1 January, 1961*

The Great Border is finally completed and is officially recognized during the ceremonies commemorating the 15th anniversary of the birth of the silver Alferi nation. The Imperial Psyche Korps announce the creation of a Foreign Legion and the Imperial Affairs Agency; the former to protect, defend, and monitor their human subjects dwelling in Africa and abroad, and the latter to police the Legion itself.

*4 April, 1961*

The first cases of "the rot" are reported among the human population residing in the P.I.T. (Polezei Imperialis Territorium, the lands of Northern Africa where humans live, work, and die for their silver Alferi overmasters). The "rot" is a disease that encompasses all the fears of leprosy, but manifests them faster. The affected person's body becomes covered with festering lesions. Body parts slowly rot away while the internal organs fight to stay functional. Eventually, the rotted one dies and is immediately transformed into one of the living dead.

While humans suspect the silver Alferi are somehow responsible for the rot, they have not been able to find any evidence linking them to the disease's creation. It is a coincidence, of course, that none of the Alferi races is susceptible to the effects of the rot.

*17 August, 1961*

The silver Alferi announce the discovery of an antidote to stave off the effects of the rot among the humans. All humans may receive the antidote by either purchasing it or enrolling in the Alferi labor camps to earn the right to receive the antidote. Any slave or human laborer showing any outward signs of possessing the rot are forcibly expelled in the African or Asian badlands.

*19 December, 1969*

The Fatherland launches several Imperial expansion expeditions. These expeditionary groups are dispatched into the African and Asian badlands, as well as across the Atlantic Ocean to the ruins of the North American continent. A second naval expedition is launched to reestablish ties and treaties with the Empire of the Rising Sun.

*22 April, 1970*

The wild Alferi, also known as the **Indomitarri**, begin raiding the P.I.T. and attacking the Great Border. The silver Alferi, once made aware of their enemy, begin forays into the Asian badlands to eradicate the Indomitarri. None of these are successful, however, and constant warfare between the two sub-races of Alferi becomes a normal feature of everyday life in the Badlands.

*7 March, 1971*

One member of the African expeditionary force returns. Apparently, the group encountered another sub-race of alferi, the **Obscurarri**, or dark Alferi. These Alferi were even more brutal than their Lunarri cousins, for they view any non-Obscurarri as an enemy, fit only to become sacrificial victims upon the altars of their dark gods. The dark Alferi also prove to be practitioners of the dark art of necromancy, raising their sacrificial victims from the dead to serve as their protectors and slaves. The expedition survivor was forced to bring back the animated, living dead heads of his fellow explorers. After having compiled all the information on the Obscurarri that he possessed, the surviving member of the expedition developed the rot and was exiled into the African Badlands.

*17 August, 1988*

A contingent from the Americas expedition returns to the Fatherland with news on the newly settled colonies. Apparently, the American continents are the home to many millions of wild Alferi, who bear open animosity towards the silver Alferi and care little whether humans live or die. They have viciously defended their homeland against the silver Alferi invasion force.

Seeing this rediscovered continent as the perfect expansion state for the Fatherland, the Kaiser attempts to enlist humans into various labor contracts and land development programs for the far-away Americas. When few humans actually volunteer, many missing person reports are suddenly filed with the Imperial Foreign Legion in the P.I.T. None of these missing humans are heard from again.

*21 August, 1989*

New expeditions are launched to reach the Empire of the Rising Sun, the Obscurarri-controlled African badlands, Antarctica, the Indomitarri-ruled Asian badlands, and Australia.

*4 February, 1992*

Members of the expedition to the Empire of the Rising Sun return to the Fatherland, victorious in their mission. They have brought with them a Solarri ambassador of the Empire's whose mission it is to forge a treaty of cooperation with the Fatherland. Negotiations begin, but no foreseeable agreement is in sight.

*1 January, 1996*

Large cadres of the living dead have been repelled of late. Scouting reports indicate several of the cadres advancing towards the P.I.T. from the African badlands, while several more approach the Great Border of the Fatherland from the Asian badlands. Monstrosities and mutations have been appearing in the Fatherland, attacking any living creature that comes within reach. Furthermore, powerful storms have been assailing the European continent, rolling inward and on through Asia without ever dissipating. A human rebellion looms in the air and the Indomitarri have stepped up the frequency and ferocity of their attacks, adding to the ever-present woes of the Lunarri.

No word has been received from any of the last expeditions that were sent out. The Kaiser is recruiting more explorers and workers for sea voyages to the Americas, Antarctica, and Australia. Rumors of a secret trade agreement between the Obscurarri and the Lunarri have the humans in the P.I.T. fearful for their lives and souls.

## The Juxtaposition

The Juxtaposition was a time of coexistence of several different realities upon the Earth brought about by the energies released by the Dark Angel. These realities were of opposing natures; magic and science, life and death, order and chaos, and the future and the past. When the opposing forces met, disaster ensued. When the Great Barrier was able to reassert its presence once more, a boundary was uplifted preventing the dimensional overlap. But, many creatures and powers had already made their way to the Earth and had no will or way to leave it.

An infinite number of planes of existence border the universe, our reality of existence. Each is a separate reality which has followed a different course through the river of time, many similar to our own reality, others completely different, each with different environments and inhabitants. One of the conditions of the Fallen's punishment was that they were not able to venture beyond our single reality, a horrid curse for creatures of a multidimensional essence. There was no stipulation that others could not be brought through the Great Barrier to them, however.

Mythology and legends speak of such creatures both good and evil who were transplanted here by the fallen Empyreals.

The Dark Angel decided to take this summoning process a step further. If he could not venture to other dimensions, then he would bring those dimensions to him here on Earth. The feat would require many sacrifices of human life, both voluntarily and involuntarily made, as well as massive, concentrated expenditure of mundane energy. The atomic bombing of the Empire of the Rising Sun and the subsequent Imperial counterattack on the American West Coast provided him with all the necessary elements of the Juxtaposition dweomer.

As the Imperial Fleet attacked the American coastline, the Dark Angel finished the incantation of the Juxtaposition. The Great Barrier between the dimensions was torn asunder. Strange creatures, fantastic and horrible, poured forth from other dimensions through the rents in the dimensional barrier. The storms, wild fires, and natural disasters intensified, seemingly taking on a life of their own. America would surely perish, for even the elements had turned against her.

The storms and natural disasters were not confined to the American continent, however. The Earth poured out her wrath upon the mortal fools who had enabled the demented fallen Empyrean to cause such destruction. The Dark Angel no longer controlled the Juxtaposition. He, like mankind, was now nothing more than a spectator.

The storms of the Juxtaposition not only allowed other worldly creatures passage to Earth, but it freed those dangerous beings already here who had been confined by the Empyreals earlier. First came the Diaboli, crawling up out of their pits to ravage all living beings. Next, the Fallen awoke, turning their attention once more towards mankind and designing plans of glory for both mankind and themselves. Finally, the new mortal masters of the world strode forth from the storms, the Alferi. These fearsome and domineering creatures were to become the bane of all human kind.



## The Races of Apocalypse

*Casablanca is a dangerous place to be regardless of what race you hail from. Yet, this was where the Reverend would find the contact he sought. No one seemed to take notice as he and Sister Antoinette made their way across the crowded bar room. Why should they? After all, no man or alferi owned this city.*

*The room was filled with a wide range of cutthroats and vagrants. The wary Lunarri Psyche korpsman sat in the corner of the room, pretending to drink large quantities of liquor while waiting for his contact to arrive. Human sailors, all of whom claimed to be merchants but were most probably pirates, lined the bar proper. Seated around a table comparing war scars and smoking a strange pipe, was a group of fierce Indomitarrri horsemen.*

*A party of Obscurarri warriors eyed them with evil intentions from across the room. Even a Solarri magi sitting alone at a corner table, self absorbed, gazing into a crystal orb was to be seen here. Only the living dead and the rotted ones weren't represented here, for rather obvious reasons.*

*Reverend Edgar Riess made eye contact with the Lunarri Psyche korpsman. The Alferi gave him a slight nod. The contact had been identified. Now he could get to the matter at hand. With that the Reverend threw open his trenchcoat, pulled his sawed-off shotgun out, and calmly unloaded both chambers into the Korpsman. The Alferi slumped to the floor. Riess reloaded and holstered his weapon. Hands went back from holsters to drinks. No one else was involved, so no one else cared. Life, such as it is in Casablanca, went on as usual.*

The world of **Apocalypse** is home to several different species of intelligent living and unliving beings. Each of these species has a geographical center of control, as well as outposts in other areas. We will use the following section to detail the races, and sub-races there in, that populate the planet. We will only give you a very general idea of the race's or sub race's mindset. We will primarily give a physical description of the race or sub-race and detail ability and skill **Ads** and **Disads**. A more complete description of the society of the below listed races will appear in the section detailing the **various geographical areas** and their inhabitants.

**i** All of the races are *not* created equal. The Alferi are in fact superior overall to humans, a fact which tends to generate even more resentment in the human population towards the Alferi, in addition to the fact that the Alferi *know* they are better, and tend to act the part.

## The Alferi

The Alferi are a humanoid race, very much resembling that of mankind. The average height of an Alferi (this is both the singular and the plural pronunciation) is approximately equal to that of a human of the same sex, although they have a much slighter build. This thinness should not be mistaken for fragility, however, for the Alferi are, as a whole, very muscular and fit. Alferi stamina is approximately equal to that of the average humans' of the same sex, while their strength is somewhat less.

The Alferi are divided into four distinct races. Other species identify the various types of alferi by their coloration, while the Alferi each have their own name for their sub-race. The sub-races of Alferi are: the gold Alferi, also known as the **Solarri**; the silver Alferi, identified amongst themselves as the **Lunarri**; the dark Alferi are the feared **Obscurarri**; finally, the **Indomitarrri** are recognized by the rest of the world as the wild Alferi. Any creature other than an Alferi of the same sub race who refers to Alferi by their native name (Solarri, Lunarri, etc.) is likely to be engaged in a fierce and brutal melee, as this is considered a great insult. The name Alferi was thought to originate from the old Anglo-Saxon word Alfar, meaning elves. This notion has since been abandoned, for evidence suggests the origin of the name and the race predates the Norse culture by several thousand years.

**i** Alferi are called "gold", "silver", etc. by the human races much as they call each other "yellow", "red" or "black". It denotes a tinge of coloration that sets them apart. Their skins do not look metallic.

## Origins

Alferi and human once shared the same world, some thousands of years ago, distant enough to be legend rather than history. Alferi were much as they are now, and for thousands of years ruled over humanity with the paranormal powers that were their heritage. They did not follow the distant and silent Almighty, but the Fallen and Diaboli, while the oppressed humans largely put their faith in the silent Creator.

While Alferi were physically and mentally superior in most respects, humans were more prolific, and gradually pushed the Alferi back, until they were isolated on a single island continent, the homeland of Alfar. There they remained isolated and secure until the island was wiped out in the wake of meteor strikes upon the earth, strikes felt by the humans as the wrath of the Almighty. Earthquakes rocked faultlines, and tidal waves inundated coastal cities across the world. The skies were blackened and bitter rain fell for months before the skies cleared and the waters receded. Of Alfar, and the Alferi, there was no sign. They were gone.

Sensing their impending doom, they opened a gateway to an alternate plane of existence, and left with what little they could take with them. Their deities, the Fallen and Diaboli, found little sympathy or worship among the humans, and the power they drew from Alferi worship was inaccessible by the punishment laid on them by the Almighty. Gradually they succumbed to the Sleep of Ages.

Meanwhile, the Alferi were bereft of the stabilizing influence of their patron Eternals, and their stressed culture fragmented. They gradually became the sub-races previously described, geographically and ideologically isolated from one another. A subtle psychic link between dimensions led to their development of cultures parallel but not identical to humanity's. It would be a convenient excuse to blame the cruelty of human history on influence by the Alferi through the world of dreams, but while it can be supposed, it cannot be proven, and humans ultimately had no one to blame but themselves.

When the Juxtaposition brought the Alferi in their millions into humanity's midst, they were different than they are today. They had different technology, social structures and customs than they do today. But they still felt the same way towards humans as they did countless thousands of years ago. Whether tribal, nomadic, imperial or bureaucratic, all the Alferi took on authoritarian roles where they were at the top, and all others were their servants and slaves. They stepped into current and historical human authority structures like an old pair of shoes, doubtless highly influenced by the Fallen and Diaboli awakened from the sleep in which they glimpsed history and possibilities like half-remembered dreams. Within a few years of the Juxtaposition, the Alferi were thoroughly in charge, and that is the way they have remained since.

## Solarri

The gold Alferi, or Solarri, are slightly taller than their human subjects of Asian descent. The Solarri possess a lustrous bronzed skin tone and have hair of a deep golden hue, usually kept long and bound with ornamentations of gold and precious jewels. Like all Alferi, they have angular features, with sharp, upward pointing ears and slanting rise in the corner of their eyes caused by extremely high cheek bones.

Having been personally presented to the Emperor and his subjects by the fallen Emphyreal, the Dark Angel, the gold Alferi are considered divine by their human servants, at least within their own realm. The reverence shown to the Solarri by the humans is fanatical, for the humans are all to willing to give their lives up in the service of their gold Alferi masters. Were it to come to light that the Solarri are not earthly incarnations of their most beloved ancestors the human population might not be so kindly disposed towards their Alferi masters.

The gold Alferi view humanity much as a homeowner views a trained guard dog. They are extremely proud of the loyalty and devotion their subjects show them, but expect their fierce guardianship and protection. Although humans are appreciated for the roles they serve in, the Solarri are more than willing to sacrifice them up to danger in order to protect themselves. Marriages or relationships other than those of master and servant are forbidden in the Imperial society upon fear of death, then subsequent undeath.

The gold Alferi are not immortal as their human subjects believe. Assuming they do not meet with a violent, untimely end, they are extremely long lived, however. The average natural life span of a gold Alferi is about 1,200 years.

The Empire of the Rising Sun is under the firm rule of the gold Alferi. The Solarri government consists of a forum of all Solarri, which is in turn overseen by the Imperial Council, the ministers of state and advisors to the Emperor. The word of the Emperor is law, indisputable by anyone, yet he (or she) prefers to consult his advisors before making Empire-affecting decisions. The Emperor is chosen from among the ranks of the Imperial Council.

Solarri characters start with 150AP and 150SP to purchase attributes and skills, plus or minus any **Ads** or **Disads** they take. The gold Alferi have been gifted with a mastery of the forces of magic. Their magi are able to control and channel great powers through the completion of complex rituals and by using power foci. All gold Alferi have the potential to become magi, yet only a small percentage actually succeed in harnessing their innate abilities. All non-magi Solarri delve into religion, education, and warfare studies. Any player whose character is a gold Alferi mage may only utilize **ritual magic** powers.

Average Solarri male (147AP)			Average Solarri female (140AP)		
Attribute	Level	Cost	Attribute	Level	Cost
STR	4	16AP	STR	3	9AP
AGL	5	25AP	AGL	6	36AP
AWR	6	36AP	AWR	6	36AP
WIL	6	36AP	WIL	5	25AP
HLT	5	25AP	HLT	5	25AP
POW	3	9AP	POW	3	9AP

## Lunarri

The silver Alferi, or Lunarri in the Alferi tongue, primarily reside within the boundary of the Great Border of the Fatherland. Lunarri control extends far greater than the former European mainland, however. The Kaiser, or Emperor, reigns over the P.I.T. where the majority of humanity dwell, receives fealty, taxes, and imported products from the American colonies, and has launched numerous forays into more dangerous parts of the world now known as the Badlands. It was noted by one descendant of the former British Royal Family that the silver Alferi have seemingly absorbed all the worst characteristics of Germany, Great Britain, the U.S.A., and Russia and put them to use in conquering the planet. Three days later the noble descendant was listed as missing and has not been accounted for since.

At first glance the silver Alferi appear to suffer from albinism, the lack of pigmentation. Lunarri complexion is extremely fair, leaving them susceptible to the dangerous rays of sun (the Lunarri thank Frey that the weather is most often storm ridden). Much like human albinos, the Lunarri's hair is pure white, however, it is often times tinged with highlights of brilliant silver-gray. They have sharp, angular features and the pointed ears distinct to the Alferi race in general.

The Lunarri are a technologically dependent race. Magic is discredited as heresy in the silver Alferi culture, a crime punishable by a tortuous death. The lack of a rational explanation for the living dead and other obvious manifestations of power inexplicable by science is a painful thorn in the Lunarri psyche, and is universally blamed on the **Syndrome**. In the Fatherland, science, regardless of its specific field of study, is held in the highest regard; so long as it can be manipulated to allow the Lunarri to achieve greater domination of Apocalypse. This natural interest and intuition in regards to higher learning gives Lunarri a generally higher intellect than the other races.

Despite, or perhaps because of their unusual approach to science, the silver Alferi have encountered an impassable roadblock in their path to scientific advancement. Lunarri scientists believe the strange radiations emitted during the Juxtaposition are to blame for the Lunarri condition known as "the Syndrome". This term reflects the mental block experienced by all Lunarri which prohibits them from advancing their current level of scientific advancement any further than it already is at the present moment (late Tech Level 9 in **CORPS** terms). Because of the Syndrome, the Lunarri have a high insanity rate. It is estimated that well over 25% of their leading researchers are certifiably insane (though still brilliant), and the rate of aberrant behaviors in the rest of the population is high as well.

These mentally ill Lunarri range from harmless to extremely dangerous. Unfortunately for humans, silver Alferi will not commit suicide unless it is to prevent information from falling into enemy hands, and they tend to take out their insane aggressions on any humans they come in contact with, either as violent outbursts, or psychotic experiments that they alone can fathom the purpose of.

Because of the Syndrome, the silver Alferi forbid humans from attaining positions in the scientific community, lest their disgrace become public knowledge. Exceptionally intelligent humans often turn up missing from the P.I.T., and are presumed to be used in experiments to see why humans are not affected by the Syndrome.

Ever the aggressive, forward moving race, the Lunarri have tried to make up for their lacking in scientific development by focusing their attention on other avenues of power control. The sub race as a whole has great potential in the field of Psychic Manipulation, otherwise known as psionics.

Lunarri characters start with 150AP and 150SP to purchase attributes and skills, plus or minus any **Ads** or **Disads** they take. While the vast majority (98%) of silver Alferi psionics specialize in the area of mental control and domination, a select few have been reported to possess and be able to harness psionic powers of a more physical nature; pyrokinesis, telekinesis, energy and matter absorption, etc. With this in mind, any player controlling a silver Alferi with paranormal powers may only utilize them within a **psionic power** framework.

Average Solarri male (147AP)			Average Solarri female (140AP)		
Attribute	Level	Cost	Attribute	Level	Cost
STR	4	16AP	STR	3	9AP
AGL	5	25AP	AGL	6	36AP
AWR	6	36AP	AWR	6	36AP
WIL	6	36AP	WIL	5	25AP
HLT	5	25AP	HLT	5	25AP
POW	3	9AP	POW	3	9AP

The Lunarri are a cruel and hateful race. They are organized, law abiding (only *their* laws, however), aggressive, and militaristic in the extreme. The Lunarri view all other intelligent life forms as inferior to themselves, and therefore fit only to be subjugated to the Lunarri will or be exterminated. This mindset also extends to the other sub-races of Alferi, although it is rarely publicly pronounced as such. Since the Lunarri do not control their brethren yet, public claims of superiority can wait.

## Obscurarri

Until recently, the only known home of the dark Alferi, also called the Obscurarri in the Alferi language, is the dark continent of Africa. So powerful are the reins of control of the dark Alferi, that the continent is no longer even known as Africa but only as the Dark Continent, the name reflecting the people who are its masters.

As their name implies, the dark Alferi's skin tone is indeed black in color, usually a deep hue, resembling polished obsidian. Heights range from 1.5 meters to over 2 meters, although the build still remains wiry, typical of all Alferi. All body hair is kept meticulously shaved. These physical features combined with the Obscurarri's love for body painting and decoration allows them to either completely camouflage themselves against the natural background or appear as fearsome abominations.

Upon their arrival during the Juxtaposition, the Obscurarri captured as many human females as could be found (nearly 75% of those on the continent) and began using them as breeding stock. Although the dark Alferi could reproduce amongst themselves this allowed them to drastically augment their numbers in but a short period of time. After forty years of such breeding, the human stock was deemed unnecessary for future use. A mass sacrifice of the human slaves was soon made to the terrifying Alferi gods (all of which are either Infernals or Diaboli.)

The Obscurarri have no central government. Rather, they are a loose confederation of tribes, each ruled by its own chief, or chaka.

These tribes vow loyalty to a king, known as Shaka. Thus, an Obscurarri nation is created. These nations act independently of one another; warring on one nation, agreeing to an alliance with another nation, or pledging their allegiance to a more powerful nation. This disorganization more than anything else has kept the dark Alferi from gaining control of the P.I.T., for which the humans are extremely thankful.

The dark Alferi are masters of the art of necromancy. As such, an unusual symbiosis exists between the Obscurarri and the living dead of Apocalypse. Any living dead created by the dark Alferi will not attack any member of the sub race. Furthermore, the Obscurarri magi may compel these living dead to obey their commands.

Finally, the dark Alferi magi may seek to control any undead of lesser status which they encounter. This is done by making a successful necromancy skill check (compare the magi's skill level vs. the WIL of the living dead to be controlled, then roll the dice normally). It is not surprising to discover large numbers of living dead dwelling in close proximity to dark Alferi communities.

While the dark Alferi society mirrors that of their human African counterparts in many ways, there are several exceptions. The dark Alferi are xenophobic, arrogant, cruel, and resort to violence with little or no provocation. Dance rituals are commonplace, but unlike the African human cultures they usually involve living dead participants, as well as sacrifices and mutilations. Surprisingly, the Obscurarri are very family oriented, willing to set aside any torture session to help one of their own. Tribes do not allow for separation into mated couples and child rearing is the communal responsibility of the entire tribe. Males and females compete on equal ground with equal opportunity for advancement or failure. Positions of true power are limited to pure-blooded Obscurarri, but their half-blooded numbers may hold subordinate positions, and while not equal, have certain rights that place them above the unfortunate humans that still live there.

Obscurarri characters start with 150AP and 150SP to purchase attributes and skills, plus or minus any **Ads** or **Disads** they take. As has already been stated, the dark Alferi are a race of warriors and necromancers. With this in mind, anyone playing a Dark alferi capable of using paranormal powers may only use them within a **necromancy** framework.

Avg. Obscurarri male (156AP)			Avg. Obscurarri female (154AP)		
Attribute	Level	Cost	Attribute	Level	Cost
STR	5	25AP	STR	4	16AP
AGL	6	36AP	AGL	6	36AP
AWR	5	25AP	AWR	6	36AP
WIL	6	36AP	WIL	5	25AP
HLT	5	25AP	HLT	5	25AP
POW	3	9AP	POW	4	16AP

Obscurarri do not take kindly to invaders, which is exactly how they define *anyone* entering their territory without their invitation and express permission. Anyone caught within the Dark Continent will most likely end up as a sacrifice for the next ceremonial dance, and later still a living dead guardian. This policy is inclusive of all races, including the other sub-races of Alferi. The only exception to this is the free city of Casablanca, but be warned: Enter at your own risk!

## Indomitarrri

The presence of the Indomitarrri, known to mankind as the wild Alferi, was only recently discovered by the other three Alferi sub-races, for the Indomitarrri clans were hidden away from the Lunarri and the Obscurarri by the expanse of the mighty Atlantic Ocean on one side and by the unnatural fires of the Arab oil fields on the other side. The expeditions sent by the Lunarri Kaiser not only made humanity, the silver Alferi, and the dark Alferi aware of them, but made the wild Alferi aware of their presence as well. Open warfare soon erupted between the various races and sub-races.

The Indomitarrri's skin tone is a copperish hue with tinctures of green. Their hair is of a dark, green-tinted black. Like all their Alferi brethren they have sharp, angular features and pointed ears. Their physical build is stockier than the other Alferi sub-races, often times allowing them to pass for human (assuming they can disguise their pointed ears and sharp features).

The wild Alferi are completely "in tune" with the environment of Apocalypse. They do not seek to conquer or destroy any other race or sub-race for their political views or foreign policies. They view the world as the Grandmother, therefore unable to be owned by anything so insignificant as mere mortals.

Anything on the planet belongs to the Grandmother. They may be used by any whom possesses them, all one need do is wrest them away from whomever is using them at the moment. As those who are "born free" (as their name implies), they see this as not only their right but as their responsibility.

The clans of Indomitarrri had cultures similar to humans whose mindset and attitude mirrored their own. Thus, those Indomitarrri dwelling in Asia conformed their society to match those of the Mongols, while the wild Alferi residing on the American continent found the Native American culture suitable for cultural adoption. This merging of cultures was enhanced by the merging of the Indomitarrri with humanity.

After traveling through the Great Barrier, the Indomitarrri soon discovered the radiations which they had been subjected to had rendered them sterile. A raid upon a human village and the rape of a village girl that followed led to the birth of the first half-Alferi child.

Some experimentation with human males and wild Alferi females also proved to be a fruitful venture. Apparently, the Indomitarrri were only sterile in regards to one another. With this new found evidence, the raiding of human villages, and in some cases the envelopment of entire towns began, in hopes of breeding a new generation of conquerors.

Not surprisingly, the Indomitarrri clans are composed of more half-Alferi than true wild Alferi. True Indomitarrri are loathe to admit that their race's inability to reproduce within its own ranks had anything to do with the envelopment of the human cultures, claiming that the feat was undertaken to allow the cultures to better understand one another and let them live together in peace.

Oddly enough, this did not stop the wild Alferi from raiding human settlements. Henceforth, any references made to the wild Alferi will be referring to the half-Alferi. Physically, there is very little difference between the two; the half-alferi are stockier and more muscular and they do not live as long as their true Indomitarrri forefathers (true Indomitarrri live for approximately 1,200 years, while the half-Alferi only live to see 300 years at best).

Wild Alferi clans are separated into tribes, each ruled by a chieftain, or khan. Each tribe has a totem, or spirit animal which they consider sacred. This totem appears upon all of their banners when riding into battle. When all the tribes of a clan unite they choose a clan leader (known as the Il-khan.) The Il-khans meet in a Quritai, or council, to select a new Kah Khan, or emperor, from the ranks of the Il-khans.

A new Kah Khan is selected only when the current Kah Khan dies. The frequency of the Quritai is a good indication that life expectancy of the Kah Khans is very short indeed.

Interestingly enough, the Wild Alferi believe in and practice equality among the sexes. Since tribal chieftains are chosen by the tribe as a whole, there are possibilities for advancement for women as well as men. Once chosen as chieftain, the Alferi can expect to remain chieftain for the rest of his or her lifetime. There has never been a female Kah Khan, but there is currently one female Il-khan and the current Kah Khan's health has been rumored to be rapidly deteriorating (aided in part by being poisoned, no doubt).

The Indomitarrri are adept in the use of elemental and spiritual magic. Every Alferi possesses the potential to wield elemental and devotional power, but only a handful are able to cultivate it to a mastery of the art. Wild Alferi practitioners of this spiritual, elemental power are called the shamanii. While not the leader of the tribe, their advice is readily heeded by the rest of the tribe and the chieftain.

The wild Alferi are a vigorous race, and usually healthier and hardier than their more civilized cousins. Those Indomitarrri who do not succeed in becoming shamanii will follow the way of the warrior. After completing an excruciating ritual known as the totem dance, wild Alferi warriors will be able to put up to 10SP into a single totemic power. This will be the only power they will ever possess. Furthermore, these warriors will generally be more agile and hardier than those who have not.

**i** In game terms, the totem dance is a Difficulty 15 task based on the sum of AGL and HLT. Failure results in numerous small but lethal impairments (amount roll failed by). Success results in mystical visions brought about through pain and exhaustion. Any wounds are largely healed during the final vision, leaving unique and unmistakable scars but no impairment. The totem dance is held only during the Dance of the Dead, once a year. Those who have successfully done the totem dance should have a level of **Fame** within the Indomitarris, as the scars proclaim one worthy of respect.

Indomitarris characters start with 180AP and 120SP to purchase attributes and skills, plus or minus any **Ads** or **Disads** they take. As has already been stated, the wild Alferi follow a path closer to nature than the other Alferi. With this in mind, anyone playing a wild Alferi capable of using paranormal powers may only use them within a **totemic** framework.

Avg. Indomitarris male (178AP)			Avg. Indomitarris female (178AP)		
Attribute	Level	Cost	Attribute	Level	Cost
STR	5	25AP	STR	4	16AP
AGL	6	36AP	AGL	6	36AP
AWR	6	36AP	AWR	7	49AP
WIL	6	36AP	WIL	5	25AP
HLT	6	36AP	HLT	6	36AP
POW	3	9AP	POW	4	16AP

Aside from their tribe's totem animal, much of wild Alferi society is built around their equine steeds and their tribal dances. All major tribal meetings are in the form of a type of ceremonial dance. Each clan also has special religious ceremonial dances which are performed at different times in the year: the Green Corn Dance; the War Dance (always performed with the aid of their steeds); the Dance of the Dead (performed simultaneously with a ceremony known as the Feast of the Dead); the Spring Dance; the Harvest Dance; and the Midwinter Dance. Each clan will have a dance in tribute to its totem animal as well. War is often averted by having the hostile tribes participate in a ceremonial dance of endurance. This is a tribute to the Grandmother which settles the matter as to which tribe is more physically capable.

The Indomitarris are rugged and fierce people, unafraid of any other race or threat. They are not the heartless killers the silver Alferi portray them to be, however, for they often offer besieged communities the opportunity to surrender, therefore ensuring their lives. If the opportunity is refused it is far better to kill one's self than to allow the wild Alferi to take you as a prisoner. Indomitarris prisoners are always tortured and usually the recipient of a horrible death. The Indomitarris are not particular about whom they capture, torture, or kill, for we are all equal in the Grandmother's eyes. This belief does not make them oblivious to the silver Alferi's plans and machinations, however. Any member of any other race or alferi sub-race may be adopted by the Indomitarris tribes, but must prove him or herself in a death-defying act before gaining the tribe's complete trust.

## Humanity

Already suffering from the damage it had inflicted upon itself in the Great War, humanity was humbled even further by the forces unleashed by the Juxtaposition. As if the natural disasters, monstrosities, and mutations had not been enough to destroy their society, then the Alferi invasion came. The final element of mankind's downfall can be attributed to the semi-resurrection of the earth's dead. Human population dwindled from billions to but a few hundred million survivors scattered across the globe.

These survivors were not so easily eradicated, however. Having been exiled from the newly founded Fatherland, denied the Middle East by the burning of the oil fields and subsequent poisoning of what arable land remained, and prevented from advancing into the Dark Continent by the tribes of the dark Alferi, the human population of Europe settled in Northern Africa. The silver Alferi's Imperial Foreign Legion is the governing body of this annexed state, now known as the P.I.T. (Polezei Imperialis Territorium). Several Imperial expeditions have verified the existence of several other human cultures; the Americas, the Asian mainland, and the Empire of the Rising Sun. It is quite possible that other outposts of humanity exist in other parts of the world as well.

Life in the P.I.T. is hazardous on its best days and lethal on its worst. The silver Alferi draw upon the human population for slave labor within the Fatherland (none of those taken have ever returned). Because of its location between the Badlands and the Fatherland, the P.I.T. is constantly under threat from the cadres of living dead and the hordes of the rotted ones. Finally, the marauding horsemen of the wild Alferi make a habit of crossing the waterways and raiding the human settlements for both booty and breeding stock.

Humanity is far from willing to give up their existence, however. Humans find employment in the Lunarri operated oil fields that once belonged to Egypt, farming, fishing, industrial labor, or service in the Imperial Foreign Legion. A growing trend among the humans is to bid for a silver Alferi charter to explore the Badlands of Asia or the Dark Continent. While the majority of these fools never return and are presumed dead, a handful wander into Cairo every week bearing treasure recovered from destroyed human cities.

Humans do have a voice of sorts in the government of the P.I.T. The Board of Aldermen represent the humans of the P.I.T. Although they have very little actual authority, these positions are greatly coveted for the luxuries the office brings (significant **Authority** and **Fame** over the P.I.T. human population). Every two years an "election" is held. Interested groups form into political parties, then pay a "registration" fee to the Kaiser Reich, the government of the Fatherland. These political parties then proceed to war against one another until only one party remains in con-

tention for the seat of power by virtue of the other parties resignation or elimination. As these political conflicts are fully sanctioned by the Lunarri masters, war is literally waged in the streets during election time. Any bystanders taking part in violence during the election season are fined for obstructing justice; likewise the family members of “political staffers” killed during the political wars are levied with an equally hefty fine. Fines for being an involved bystander go to the Kaiser Reich, while the fines for being a political casualty are split between the Kaiser Reich and the winners.

In terms of faith, humanity has turned away from the Almighty, having chosen to worship the Fallen in his place or simply practice atheism. Priests of these fallen Emphyreals are commonly found among the population trying to convert the masses to the worship of their deity. The ancient Egyptian pantheon has the largest following among the Humans dwelling in the P.I.T.

The Lunarri consider religion another form of magic, but tolerate it among the human population as long as it is kept indoors and out of sight. However, they prosecute anyone caught worshipping in public.

Avg. human male (99AP)			Avg. human female (92AP)		
Attribute	Level	Cost	Attribute	Level	Cost
STR	4	16AP	STR	3	9AP
AGL	5	25AP	AGL	5	25AP
AWR	4	16AP	AWR	4	16AP
WIL	4	16AP	WIL	5	25AP
HLT	5	25AP	HLT	4	16AP
POW	1	1AP	POW	1	1AP

Human characters start with 120AP and 80SP to purchase attributes and skills, plus or minus any **Ads** or **Disads** they take. As you can see, they are a pretty downtrodden lot compared to the Alferi, weakened both physically and spiritually by the burdens they must carry. Human characters will be better off, but have to realize that most of the human population lacks either the will to fight or resist, and can't be counted on when push comes to shove.

Humans older than 50 will automatically have a **Natural Debility** in their POW attribute. Those born after the Juxtaposition can have POW at normal cost. Humans can have paranormal powers based on any framework they want. However, they must have a *full* **Background** to explain this, as humans would have had to taught Alferi techniques or been loaned powers by Emphyreals of some kind.

## The Rotted Ones

The origins of the first rotted ones can be traced back to mankind, for they are in fact humans or wild Alferi who show the symptoms of the rot. The rot is a debilitating, wasting disease similar to leprosy. Unlike lepers, however, those suffering from the rot are actually experiencing their bodies going through the decaying process while they are still alive. Therefore, rotted ones are for all practical purposes walking dead. When the primary organs finally cease to function the rotted one immediately becomes one of the living dead, a zombie of low reasoning capability. The disease's progression is rather random; a person may succumb to the rot within weeks of infection or may linger on for decades while suffering the effects of the plague. Only humans and half-Alferi can contract the rot. Alferi and Indomitari of pure blood do not, but those of half-human blood (some of them) can. Indomitari who contract the rot usually volunteer to perform suicidal acts of heroism while they are still capable of dying like warriors.

**i** In game terms, roll two ten-sided dice and multiply the results together. The victim loses 1AP off a random physical attribute (STR, AGL, HLT) each time this number of days elapses. In addition, AP may not be gained through training or other processes. Only application of Eternal power is capable of removing the rot once it is contracted. However, such a cure would be permanent and probably confer a non-transferable immunity. Obviously, characters should be careful as players would be about something like AIDS, and the gamemaster shouldn't be infecting them with it without good reason.

At present, there are two ways to become a rotted one. First, a human or half-alferi may contract the disease from one of the rotted ones or through an airborne pathogen. Second, any child born to a rotted one parent or parents will *eventually* display the symptoms of the rot. While the Lunarri offer a yearly vaccination against the rot (for those whom can pay, of course), the vaccine cannot halt or reverse the effects of the disease once it has been contracted. It may delay its course in advanced cases, however (re-roll the dice for time increment on attribute loss).

Due to nature of the rot and its eventual effect upon humans and half-alferi, living dead will never attack rotted ones. Perhaps this is caused by a feeling of kinship brought on by the suffering both species must endure, or possibly because the rotted ones will eventually join them in the ranks of the living dead cadres. Only the living dead know the answer to this question but, as of yet, they have not answered it.

**i** If you *really* want to have a character start the game with the rot, simply count it as 5 levels of negative **Fame** among any non-rotted population. This fame will counter the negative reaction the living dead would normally have towards the uninfected living. The time interval for a starting character is rolled normally, but may be rerolled for 1ASP per die.

The rotted ones are shunned and persecuted by both the alferi and humanity. Dwelling in the Badlands and on the border of the P.I.T., they organize themselves into huge nomadic hordes with no apparent leaders. Healthy humans and half-Alferi will receive a cold, unfriendly reaction when encountering the hordes, while the hated Alferi can count upon nothing less than torture and death. Occasionally, one or more of the hordes will launch into an attack upon either a human or Alferi settlement, killing all healthy individuals they perchance to happen upon. Once these attacks are repelled the population must deal with the threat of living dead from the newly created corpses and disposing of the disease contaminated bodies.

The presence of the rot is easily detectable with simple blood tests, which are done if and when a person gets their yearly vaccination. People in early stages of the rot are indistinguishable from normal people with lousy hygiene. Eventually, discoloration of the skin, puffiness and a more cadaverous stench make its presence obvious even to the most casual observer.

## The half-alferi

With the exception of the previously mentioned wild Alferi, half-alferi do not form nations amongst themselves, instead residing in human or Alferi communities. Half-alferi are seen as outcasts in both cultures, for they are usually the product of rape, unaccepted by the Alferi as half-breeds, and resented by humans for their Alferi features. If a half-alferi breeds with either a human or an Alferi, the child born from the union will be a member of the full-blooded parent's race (most young Indomitarris are full-blooded, born of Indomitarris fathers and half-alferi mothers). A child born from the union of two half-alferi will be half-alferi like its parents. Offspring born of Alferi from different sub-races are also considered half-Alferi in regarding society's view of them.

In regards to power and special abilities, the half-alferi have the *average* AP and SP of their parents, and have no particular slant on paranormal powers. They are limited much as humans are, for their Alferi parents will not teach them, and they have to learn what they can from where they can.

Half-Alferi have some of the angular features and pointed ears of their Alferi parent. While their physique is slender, it will be of a greater girth than their Alferi parent. Skin tone will vary between the human parent and the Alferi parent's skin tone, as will hair and eye color. Half-alferi from mixed Alferi lineage can display any combination of features indicative to either of their alferi parents. Offspring born to two half-alferi of mixed alferi parentage themselves will develop into a full blooded Alferi of one sub-race found in the half-alferi parent's genetic code. There is no way to know which sub-race this will be until the child is born, however, since genetic analysis is a technique that is not available. It may also be difficult for the child to be integrated or accepted into the culture it is technically part of.

## Monstrosities and Mutations

Monstrosities are creatures of nightmare and fantasy that migrated to Apocalypse from other realities. These creatures traversed the dimensional separation by way of the gaps created in the Great Barrier by the Juxtaposition. They come in many different shapes and sizes, as well as ethos and mind set. They possess forms of creatures of legend such as the powerful and cruel wyrms or Scylla, the catch-all name for the ancient legendary creatures that terrorized the Mediterranean Sea.

As monstrosities tend to be voracious eaters with fierce territorial instincts, there are very few of them on Apocalypse. Those that do still dwell on the planet are fearsome predators, threats to all the other races.

Mutations differ from monstrosities in that they are not creatures of other worlds, but a corrupted form of a creature native to Apocalypse.

These mutations were genetically warped by the powerful emanations of the Juxtaposition. Any creature native to circa 1945 Earth can be a mutation. The type and degree of mutation will vary from creature to creature. Mutations take the form of additional appendages, gigantic or minute size, increased intelligence, body malformation, normally impossible genetic combinations with other species, or even special abilities.

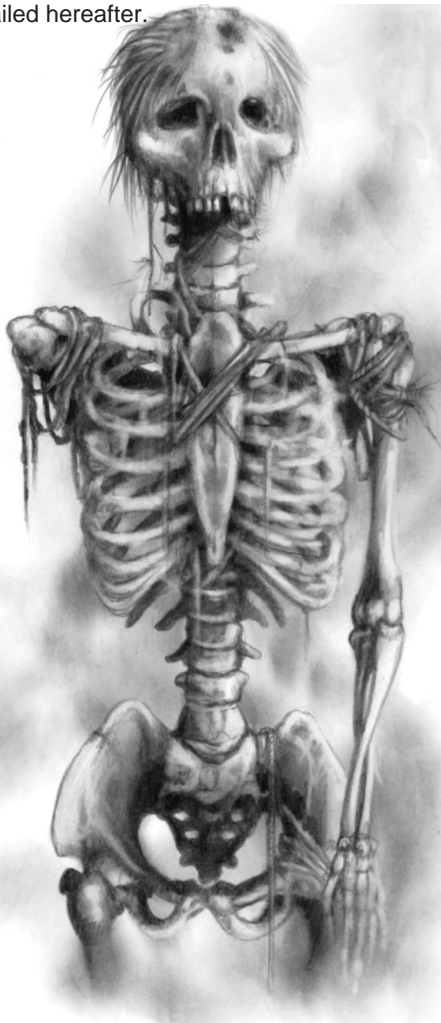
On very rare occasions an explorer will happen upon a monstrosity which is suffering from mutation. In such occasions it is quite possible to encounter more than one such creature, for the mutations of Apocalypse tend to be a fertile and productive lot, rather than the usually sterile mutants born from scientific radiation absorption. Such mutated monstrosities might also be found in the company of normal mutations whom revere it and supply it with a steady supply of food.

Mutations will primarily be found in the Badlands of Asia and the Dark Continent, due to the high levels of residual energy from the Juxtaposition found there. Many forms of mutations can be found in the oceans, seas, lakes, and rivers of the planet as well. Mutations rarely occur outside of the Badlands, though the mutated creatures will occasionally migrate into civilized areas. There is a high occurrence of this in the Mediterranean sea, the Nile river, and along the coast of civilized lands, where the mutations can grab a quick meal and retreat to the safety of the water without worrying about being pursued by the humans or Alferi.

## The Living Dead

There are perhaps no more feared creatures dwelling upon the world of Apocalypse. Since their "resurrection", those whom did not taste death's final kiss have preyed upon all living creatures. Despite the horrid death they visit upon living creatures, the dead themselves suffer far greater than their mortal prey, for it is their conscious, aware minds that are forced to endure the torture of bodily decay and possible eternal existence as a walking corpse. The living dead gain a small reprieve from their personal hell through the consumption of living, cognizant creatures. The dead gain some sort of empathic, psychic nourishment from the terror the living creature experiences during their dying moments. This terror is easily invoked by personal attacks with their rotted teeth and nails.

The vast majority of the hordes of living dead possess only a low degree of intelligence. If left to their own resources they will seek out living creatures and attack without any concern for their own welfare, hoping to overcome any resistance with brute force and feed upon the terror of the mortals. While the living dead are occasionally encountered individually or in small groups, they are most often encountered in massive hordes known as cadres. These cadres are composed of various different types of living dead, which will be detailed hereafter.



## Skeletons

They are the weakest and most common of the living dead, consisting of bones, ligaments, and little else. They possess only the most rudimentary awareness, leaving them unable to reason and incapable of completing complicated tasks.

### Skeleton

STR	4
AGL	6
AWR	1
WIL	2
HLT	-
POW	1

### Skills:

Combat skills are generally melee only, at 3

### Ads & Disads

Toughness x .3

Not very bright

Skeletons move quickly owing to their lightness, but are deceptively hard to incapacitate, suffering neither exhaustion, stun, unconsciousness or eventually lethal injuries. If their bones are broken they will continue to function independently with any remaining intact portions, although they cannot be reattached by means other than rudimentary methods, such as tying them back on. Any of the other varieties of living dead that lose more than 70% of their decomposing flesh can be considered to have become skeletons.

## Zombies

These are the next most common form of living dead. These are the animated, decomposing corpses of humans, Alferi and other intelligent creatures. They possess a low degree of awareness and few reasoning skills, leaving them incapable of performing all but the simplest of assigned tasks. Zombies form in three ways: When a rotted one's organs cease functioning they become a zombie; those slain and resurrected by the Dark Alferi are zombies; and finally, when any intelligent creature's life expires, their corpse will sometimes reanimate as a zombie, depending on if there is any mystical energy about to facilitate it. Regardless of origin, zombies are largely all the same.

### Zombie

STR	6
AGL	4
AWR	2
WIL	3
HLT	-
POW	2

### Skills:

Combat skills are generally melee only, at 2

Can use AWR skills at level of 1

### Ads & Disads

Toughness x .5

Still not very bright

A zombie's skin and internal organs are crucial to retaining their intelligence, and thus status, among the living dead. While their flesh and organs are in a constant state of decay, the zombie will never decompose more than 50% due to the supernatural energies found upon Apocalypse. If more than 70% of their flesh and/or organs are lost to accident, exposure, or conflict, the zombie's intelligence drops further, leaving them a skeleton for all intents and purposes. Like skeletons, severed appendages continue to function independently, but cannot be regenerated or reattached by any means other than crude methods, such as simply sewing them back on to the corpse.

## Ghuls

Ghuls are “born” when a human or alferi of considerable Awareness or Will perishes. The corpse reanimates, just like a zombie, but the creature has a much higher degree of intelligence and reasoning ability. Ghuls are very much aware of their undead status, and generally feel a tremendous resentment and loathing toward all living creatures. The ghuls are the officers of the cadres, directing the mob's of zombies and skeletons in their movement and attacks.

It is not known whether the intelligence inhabiting the ghu's body is that of the person who perished or not. Some retain memories and fragments of skill from their previous life, others seem to have lost all connection with the world of the living. Even if the spirit is that of the original person, it is easy to see why ghuls are always in a foul and evil mood. Ghuls are forced to experience the continual pain and suffering of unending rigor mortis, and are also aware that their intellect used to be much higher than it is now. To stave off the torturing pain and prevent the decay of their corpse beyond what damage has already been done, the ghuls must take nourishment in the psychic torment of living beings. They gain no benefit from digesting dead organisms.

### Ghul

STR	5	<b>Skills:</b>
AGL	5	Combat skills are generally melee only, at 3
AWR	4	AWR skills as in life, at level of 3 or 4
WIL	4	<b>Ads &amp; Disads</b>
HLT	-	Toughness x .7
POW	3	Authority over lesser undead

The ghuls are the commanders of the cadres, answering only to the overmaster and his or her lieutenants. While a ghul could conceivably pass for a human or Alferi, their disfigurements usually make them stand out in a crowd of mortals. Ghuls in a mob of undead will have “rank” related to their WIL in life, and possibly residues of rank structure that would be accepted by other ghuls. For instance, in the eyes of ghul soldiers, a ghul military officer would “outrank” a ghul shopkeeper of equal WIL. The only time there would be conflict is in exactly equal situations, which is usually resolved immediately by one of the two dismembering the other.

**i** If it eventually matters, a player character who dies will likely come back as a ghul, while non-player characters will be zombies (see, being a character has its advantages!). In this case, the ghul's physical attributes (STR, AGL) are 1 point less than those in life, except HLT, which is irrelevant as undead neither tire nor need to sleep. Mental attributes (AWR, WIL) are half(u) the rating the living character had, and POW is half(u) the WIL rating the living character had.

Without HLT, ghuls don't “heal”, but can have damage “repaired”. Whether crudely or aesthetically done, the parts *will* function if stuck back together. The ghul will still take permanent lethal impairments at half the rate a living character would, and will eventually become decrepit.

## Apparitions

Apparitions are the spiritual essences of humans and Alferi who have died and whose bodies were totally destroyed. They have no physical form, and as such are mostly unaffected by physical means which do not employ some form of paranormal power. If they are affecting the physical world, it is possible for them to be affected by it, barely. When manifest, apparitions can physically attack living beings. This attack takes the form of a chilling touch that can drain a point of HLT to recover from a point of any impairment it has suffered. This is a POW vs. POW task.

Apparitions use their physical attack as a last resort, preferring to attempt a possession of either a human, Alferi, or half-alferi. This attempt is no more than a matter of wills. The victim must make a successful WIL check vs. the apparition's WIL, modified by conditions like appropriate Psych Lims, drug effects, etc.. Success means the attempt is detected and repulsed and the apparition may never possess the victim's body. Failure means the possession was successful and now the apparition is in full control of the victim's body. The victim is still aware and able to sense their surroundings, but unable to use any part of their body. The apparition uses this to its advantage to create psychic torment for the victim. This possession lasts until the apparition decides to vacate voluntarily, or is exorcised. They will often arrange to have a host die shortly after acquiring a new one, to hide their identity.

### Apparition

STR	-	<b>Skills:</b>
AGL	-	Half that of possessed victim, or as apparition
AWR	5	had in life
WIL	5	<b>Ads &amp; Disads</b>
HLT	-	Toughness x .1 vs. non-magical attacks
POW	5	

Apparitions are primarily used as spies in the cadres of living dead. During a siege it is not uncommon for the apparitions to possess mortals within the besieged area to attack other living beings holed up there or to open gates and destroy barricades to allow other living dead access to the mortals.

Scholars are unable to explain the relatively low numbers of apparitions on Apocalypse when compared to the corpse burning that takes place every day all over Apocalypse.

## Phantoms

These are akin to apparitions, but are not bound to this world. Rather, they are usually contacted by living beings who request or demand they perform a service for them. How these phantoms escape Apocalypse when so many others are confined to the planet in a living dead status is a question priests and magi simply cannot answer at this time.

All phantoms are ethereal in form, and as such are immune to physical attacks which do not utilize some form of paranormal power. The phantoms themselves can attack physically by means of a telekinesis power. This is used to either hurl large and/or sharp objects at the intended target or propel the target towards other objects, fortifications, or off of high ledges. Many phantoms will have other powers, but these differ from phantom to phantom.

### Apparition

STR	-	<b>Skills:</b>
AGL	-	Usually one AWR skill at 6, power use at 4
AWR	6	
WIL	6	<b>Ads &amp; Disads</b>
HLT	-	Completely insubstantial, vulnerable only to magic
POW	6	Can use POW as telekinetic STR

Phantoms need not be of an evil ethical mind set. In fact, the vast majority encountered on Apocalypse favor neutrality or goodness. There are evil phantoms, however, whose origins predate the Juxtaposition on Apocalypse. No one knows what motivates these beings, much less how they came to Apocalypse in the first place.



## Nosferatu

The origin of the nosferatu, or vampires, needs little explanation. On this world partially populated by the living dead, it seems only fitting that the lords of the night should find themselves a kingdom to rule. It is the nosferatu who command the cadres of living dead and seek to control all of Apocalypse.

If they have any motive other than the lust for power fueling their quest, it remains unknown. To destroy all living creatures would serve only to bring their existence to an end as well. Therefore, the vampires are watchful of their cadres, careful not to allow the living dead to decimate the mortals while whetting the appetites of their servants.

Each cadre of living dead is usually under the control of one nosferatu overmaster. Those without such wander more or less aimlessly, without tactics. While this master vampire has several lesser nosferatu lieutenants in his or her service, the overmasters of the various cadres are not united in their common goal. Each master vampire desires to be the sole ruler of Apocalypse. It should come as no surprise that wars among the cadres of living dead are not unheard of in the Badlands, or that one cadre has attacked another to prevent that cadre from gaining an advantage over them.

The abilities of a nosferatu vary, combining those known in life with those learned after death. Magical talents may vary, but are almost always corrupted forms of those the nosferatu did or could have known in life, as well as abilities that could be granted by fallen Emphyreals.

### Nosferatu

STR	7	<b>Skills:</b>
AGL	6	As in life, several skills at level of 4-6
AWR	6	
WIL	7	<b>Ads &amp; Disads</b>
HLT	7	May be able to change form
POW	6	Toughness x.3

Vampires can take many forms: bats, rats, wolves, human, alferi, half-Alferi, and mutations of these forms. One definite similarity between the nosferatu is their need of fresh blood, however. Players should consider themselves forewarned not to accept a vampire's offer of protection when entering a cadre. Their is no honor in their promises. While the lesser living dead may not harm the mortals, they will most likely end up as nourishment for the overmaster.

## Mummies

Mummies are not exclusively indigenous to ancient Egypt. They have origins in many ancient cultures, and were living beings who deliberately chose to become undead, working with great care to preserve their mortal remains and thus provide an adequate home for their awareness. These living dead usually possess an immense intelligence and ambition, and wield great power through sorcery. Like the nosferatu, they can command large populations of living dead. They differ from the vampires in that they do not allow their vassals to roam about the continents. Mummies prefer to reside in a stronghold, rule a particular area and surround themselves with their army of undead.

In lands controlled by a mummy, mortals are forced to exist side by side with the living dead. Once each month they must offer up some of their number in sacrifice to the living dead to ensure their continued existence. If a community fails to make adequate sacrifice, the living dead will descend upon the town or village killing all which they encounter. Since the required sacrifices are usually more than a community can sustainably support, the import of slaves and kidnap of travelers is common, well-practiced and efficiently done. While humans and Alferi may freely *enter* the territories controlled by a mummy, only those with written guarantees of safe passage, such as merchants, are allowed to depart.

### Mummy

STR	5	<b>Skills:</b>
AGL	5	Usually as in life, almost always includes numerous
AWR	7	spells or paranormal abilities
WIL	7	<b>Ads &amp; Disads</b>
HLT	7	Toughness x.8
POW	6	Substantial wealth and resources

Each mummy ruler decides its own foreign policies. Whether they attack human or Alferi lands or if they engage one of the nosferatu cadres in combat is entirely up to the mummy ruler. Like their nosferatu counterparts, their words hold no honor, so deals made with mummies are precariously made at best. The motivations and intentions of these ancient, enigmatic beings remains unclear at present.



## The Eternals

If there was any further confusion, we will now define the term Eternals. All of the beings now known collectively as the Eternals began their existence as Emphyreals, energy-based creatures possessing great power. The Emphyreals were the personal servants and representatives of the Almighty, the force of creation. These celestial beings were multidimensional creatures simultaneously dwelling in numerous different realities and timelines, attending to the affairs of the Almighty. After the Great Rebellion swept through the various planes of existence, the Eternals separated into the various different factions that now exist: the Emphyreals; the Fallen; and finally, the Diaboli.

How the Eternals will fit into their **Apocalypse** campaign is entirely up to the gamemaster. The first point that needs emphasis is that followers of opposing Eternals *will* come into direct conflict with one another at some point during the game play. While this is normal in most role-playing games, the distinct possibility of direct confrontation with a deity-like figure is not. Because the Eternals are bound to this particular world, on this plane of existence, they have become enmeshed in the affairs and goings on of Apocalypse on a day-to-day basis. It is suggested that only those characters of the greatest personal power, skill, and luck attempt direct contact with an Eternal and make sure that any agreements between the two parties are clearly spelled out with no room for interpretation or debate.

## Emphyreals

These are those celestial servants of the Almighty who chose to honor their vow of eternal servitude and stood in defense of the Almighty during the Great Rebellion. After eons of battle with the rebel Emphyreals, they were finally able to defeat their former comrades and cast them from the higher planes of existence. The Emphyreals exist to serve the Almighty. They are his messengers and representatives in all dealings with mortals and the other eternals. They are actively involved in the affairs of Apocalypse, but are not confined to this reality. Being loyal to the Almighty, they represent the side of Good. It is very important to remember, however, that what is good for *them*, may not be good for *you*. The eternal forces are at war, and every war has 'friendly fire' casualties.

## Diaboli

The Diaboli, also known as the damned, are the remnants of the rebellious faction of Emphyreals who unsuccessfully attempted to overthrow the reign of the Almighty.

Most of the exiled Emphyreals are physically disfigured, a punishment that makes their outward appearance resemble the emotions contained within their soul. A small number of the Diaboli, however, were not physically corrupted. These devas have all of the beauty possessed by their Emphyreal brethren, allowing them to take advantage of mortals who are all too often influenced by outward appearances.

## The Fallen

The last of the Eternals are the Fallen. Like the devas, they retain their Empyrean appearance and power. The Fallen are not completely devoted to dominance and corruption, however. The crime of the Fallen is perhaps greater than that of the rebellious Diaboli, for they chose not to join the ranks of either side during the Great Rebellion, preferring to await the outcome and pledge their allegiance to the victorious faction. Unfortunately, the Empyreans would accept neither their allegiance or their presence in the higher planes. The Fallen could accept this banishment for there were an infinite number of realities to explore. The full weight of the Almighty's punishment was felt upon the discovery that they were confined to the planet Earth, unable to travel the distances of the universe, much less shift through the infinite expanses of alternate realities.

It is assumed that the Almighty allowed the Dark Angel to rip open the Great Barrier because the punishment of the Fallen and the Diaboli would not change. The forces of the Juxtaposition proved greater than the fallen Empyrean ability to control them. Despite the changes brought upon the earth by the Juxtaposition, the Fallen and the Diaboli were still unable to escape the planet or traverse the distance between alternate realities.

Eternals are separated into different categories, divided by the level of their personal power. These levels of power are: Greater (1st rank); lesser (2nd rank); and least (3rd rank). All Eternals, regardless of whether they are Empyreans, Fallen, or Diaboli, fall within these ranks.

Greater Eternals, those of the 1st rank, have the greatest power. These beings are capable of destroying a large metropolis without raising a metaphysical sweat. With time, Greater Eternals can create avatars, physical shells to contain their power, each with a portion of the Eternal's power. These avatars function independently of each other, yet are aware of the other's actions and environments. Destroying an avatar simply forces an Eternal's power to return to its primary essence. It may take significant time to reconstruct a dissipated avatar. Eternals of the 1st rank *will* have other lesser Eternals serving under them.

In **CORPS** terms, Greater Eternals have an effective POW of approximately 100, an innate and perfect use of all magic associated with its nature, including Area, Power, Target and Time Multiples, and an ability to manifest their essence into human form, known as an avatar, worth about 50AP or SP per point of POW devoted to it. They can create as many as they have the power to do so. Greater Eternals have no innate physical form, and their true form is untouchable by mundane matter or energy. Each Greater Eternal also has weaknesses associated with their nature. All this is in addition to their ability to grant (and revoke) paranormal powers to those beings who have adequate POW and pay spiritual homage to them.

This would be much like a tiny avatar grafted onto the person, extra AP or SP devoted to a power. Lesser Eternals may either serve a greater eternal or choose to function independently. These Eternals of the second rank are best described as quasi-deities, for while they too could destroy an area as large as a human metropolis, it would take a very long time. These Eternals may simultaneously create and control up to two avatars of approximately equal power. It is common to find many of the Least Eternals serving a Lesser Eternal, regardless of whether or not the Lesser Eternal is in the service of a Greater Eternal or not.

In **CORPS** terms, the lesser eternals have an effective POW of 25, an innate and perfect use of all magic associated with their nature, including Area, Power, Target and Time Multiples, and an ability to manifest their essence into one or two avatars. The nature of their sphere of affect and control is much more specific than the Greater Eternals. Each of them also has weaknesses associated with their nature as well.

Eternals of the 3rd rank are the least powerful of all the Eternals. They are used as servants, messengers, and foot soldiers in the armies of both the greater and lesser eternals. While they too possess power, it in no way compares with that of the Lesser or Greater eternals, putting them on par with powerful human and Alferi magi. This is not to say that all least eternals have the same level of power, for they do not. Rather, the level of power differs in every least eternal; some are easily controlled by mortals or used as familiars, while others can only be bound and managed by the most powerful of magi.

In **CORPS** terms, least Eternals have a POW of 1-10, a limited magic associated with its nature, and a pretty good knowledge of all that happens in its sphere of influence. All least Eternals have personalities which mimic the personalities of the greater or lesser Eternals they serve. Least Eternals may also be granted additional power by their masters as needed for a specific task or as a reward. They have only one form, which appears the same on the physical and spiritual planes. Unlike greater and lesser Eternals, if the material form of a least Eternal is destroyed, they are forever gone, their spirit and energy dissipating and being reabsorbed into either their Eternal master or into the plane of existence itself (and hence, the Almighty). This makes them the most cautious of the Eternals. However, being tied to a physical form also makes them the most worldly, and many are in positions of mortal power, offsetting their divine inferiority by ruling over mortals.

## Staying Pumped

All Eternals have a power level, but this is maintained and renewed by their followers, and may wax and wane. The level of this power can be decreased by power expenditure and which will be regenerated naturally over a period of time. Power may be gained by draining external sources or by harnessing the devotional energy created by mortal worshippers. While any Eternal can gain power from the devotion of a mortal, the Empyreals receive their power directly from the Almighty, and are sure to educate any mortal directing their devotion to channel their worship towards the Almighty.

Thus, power can be measured in the number of worshippers an Eternal possess. In game terms, a Lesser Eternal could have worshippers numbering from 0 all the way up to the tens of thousands. For a Lesser Eternal to be promoted to the 1st rank the devotion of no less than several hundred thousand worshippers would need to be maintained on a consistent basis.

Power can also be acquired from energy absorption. This absorption can be made from three sources: psychic, kinetic, and magical energy. Psychic energy absorption involves draining energy directly from the minds of mortals who possess potential and actual power, such as the Alferi sub races and exceptional humans. Kinetic energy absorption involves the direct draining of existing energy sources (this is the least effective of the methods of energy absorption, requiring enormous amounts of energy to be effective). When absorbing magical energy, the eternal actually drains the power from foci. This is dangerous, for the procedure is subject to a chance at backlash, which drains power from the eternal.

Just as power can be acquired by Eternals, it can also be lost. The predominant way power is lost is through its voluntary expenditure by the eternals. Power spent in this method can be regenerated naturally through rest and recuperation. Power expenditures come in many forms, the most common of which are creating supernatural effects, granting power to worshippers, and the creation and sustaining of avatars.

**i** Eternal power is much greater than that of mere mortals, but it can still be sapped. With this in mind, each eternal has a minimum power, and a re-attainable power based on the number of worshippers. They can have more than this from hoarded power or temporary gains, but they will only recover to the level appropriate to the current number of devout followers. Power that is violently or unexpectedly stripped from an eternal, like the unexpected "death" of an avatar can take months or years to recover, based on the power of the avatar and the eternal in question. So, the actions of mere mortals can significantly hinder an eternal. Of course, this is an action the eternal is not likely to overlook, and they have *long* memories...

Creating and sustaining avatars is not costly to the eternals, though the more complex the avatar, the more time it takes to shape it from raw magical energy, another reason why destroyed avatars don't just pop back into existence as good as new, but holding a grudge. These things take time, often significant when compared to fleeting human lives. Each 50AP or SP in an avatar costs 1 point of power. This drain lasts until the additional avatars are reabsorbed into the Eternal's primary essence, however. Any power used by an avatar is subtracted from the primary essence's total power score.

Worship of the Eternals is a dangerous matter for mortals. Any mortal who becomes a devotee of an Eternal is doomed to have their soul absorbed into the Eternal's primary essence upon their death. Through this process the worshipper does gain immortality and retains its consciousness, yet loses its independent identity, being overwhelmed by the personality of the Eternal. The worshipper then becomes a powerless bystander with no vote in the decisions made by the Eternal. Not surprisingly, the Eternals do not mention this drawback to their mortal devotees, or portray it as a benefit, a timeless oneness with that whom you worship.

There are far too many Eternals to list here in this text. It is simple enough to assume that for every figure mentioned as one of the gods in mythology, there is an Eternal who has been dabbling in the affairs of mortals, some of whom have gone through several names as they passed through differing cultures through the centuries. Therefore, the gamemaster can decide (with player participation, of course) which Eternals, and their associated pantheons, are active in his or her campaign. Although it is possible that all of the Eternals are once again awake and in complete control of their faculties, it is rare for more than one pantheon to take an active interest in a particular group of mortals or specific geographical area.

**i** If you've noticed that human and half-alferi are always spelled lower-case, while Alferi, Eternal, etc. are always upper case, this is the way they are written in the world of **Apocalypse** as well. Alferi feel themselves closer to the Eternal than the mortal, and consider human, half-alferi and animal largely as one category from their particular moral worldview.

## Eternals and your campaign

As the gamemaster, you have thousands of years of mythology to draw upon when choosing the Eternals you want in your campaign.

A few suggestions are as follows: the silver Alferi pay homage to Eternals embodied in Frey and Freya from Norse mythology, so it stands to reason that other members of the Norse pantheon are taking an interest in the area as well. The Lunarri religions are heavy on precedent and ceremony, tomes of catechism and mighty cathedrals, mixing medieval Christian trappings with old Norse concepts.

The gold Alferi are ancestor worshippers, paying homage to the spirits of nature, their ancestors, and the Dark Angel. Worship is more personal and private, homes having shrines, and common spirits having public temples and even monastic orders.

The dark Alferi show their religious devotion to the Diaboli deva, Azazel and his horde of lesser and least Eternals, most of which are deformed and disfigured Diaboli. Worship is personal and important in the way daily life is led, especially since the Diaboli are often at odds with each other. An Obscurarri's faith is truly tested in the presence of his enemies.

All of the wild Alferi revere the power of creation in the form of 'The Grandmother'. While the tribes of North America simultaneously offer homage to clan totems, the Asian Indomitari venerate Ulgden, the lord of the skies, and the wild Alferi cities of South America pay their respects to a pantheon identical to that of the ancient South American humans (Incans, Mayans, and Aztecs). The Central and South American religions are more fixed on ceremony and ritual (often bloody), while the more nomadic Alferi view their religion as a way of life, not a ceremony done in a fixed way in a certain place. Their Eternal is less talkative than others, and seldom speaks in an understandable voice. But when it does speak, the message is obvious and unambiguous ("If I am lying, let me be struck down by lightning.") ZZZAP! (message received loud and clear).

Humans are influenced by the ancient Egyptian pantheon in the P.I.T., the Norse pantheon in Scandinavia and the Fatherland, the Alferi cultures in America and Asia, and most probably others in places not yet explored. Their forms of worship are along those historically practiced, usually a theocracy where the leader is seen as having divine power and/or is a direct representative of the Eternal (and often has a bit of added Eternal power).

It is unknown who or what, if anything, the living dead pay tribute to.

In the end, conflict between the Eternals, played out through their mortal pawns, is the name of the game on Apocalypse. The conflicts and alliances of the Eternals are easily defined, however. The Diaboli oppose both the Fallen and the Emyreals, while opposing each other at the same time. The Fallen oppose the Diaboli and each other. The Emyreals oppose both the Diaboli and the Fallen, but will make occasional alliances with the Fallen opposing the Diaboli, while the Diaboli do so with other Fallen opposing the Emyreals. The Almighty resides in the heavens, carefully monitoring the conflict, awaiting a day of return to judge all of his squabbling children, eternal and mortal. In the meantime, the Almighty remains silent and enigmatic.





## CHARACTER GENERATION

### Character Generation

Each race lives their lives very differently. The humans are treated little better than animals; constantly disappearing in the middle of the night, forced to live in dirty, overpopulated cities and towns, and living their lives knowing that they are little more than a buffer between the silver Alferi and the rest of the world.

The silver Alferi are immersed in their fruitless and often degenerate scientific studies to overcome the Syndrome, and in their overwhelming ambition to rule the world, heedless to the pain and suffering they inflict upon other races.

The xenophobic dark Alferi keep within the confines of the Dark Continent which they control, prepared to sacrifice and reanimate any intelligent being entering their territory without their permission.

The wild Alferi live their lives free, roaming the continents following the winds and taking what they desire from Grandmother Earth.

The unapproachable gold Alferi live as gods while practicing their sorcery in the far east.

The hordes of rotted ones roam about with no apparent purpose until they unite to attack human or Alferi settlements. The living dead arise, terrorize and kill, and are destroyed, yet their ranks never thin too drastically, for mortals perish and reanimate every day.

Finally, the Eternals take an active role in the manipulation of mortal lives, using them as pawns in their contest against one another.

Because of this diversity among the races, their stats and skills should show a very different reflection. Alferi characters have certain skill preferences and personality quirks, the living dead have statistics which were described earlier, and the Eternals are all unique and immensely powerful creatures and even most of the Least Eternals have statistics far beyond those of mortals.

### Strength (STR)

Humans work for a living, laboring at all the menial physical tasks that are below most Alferi except some of the Indomitari. While the Alferi avoid what they consider manual labor, which they consider to be beneath them, their lack of strength is due more in part to their smaller skeletal structure and their lack of large muscle mass. Strength is the first ability to be affected by humans and half-alferi suffering the detrimental effects of the rot. Please keep in mind parentage when determining half-alferi strength. Most humans have a relatively low strength because they often do not really get enough to eat. Malnutrition and various deficiency diseases are common, but well-fed and trained humans can be stronger than any Alferi, the sole natural human superiority.

### Agility (AGL)

Agility is an average of 4-6. This score rarely drops below 4, however, for the ability to wield weapons is crucial to survival in **Apocalypse**, regardless of who you are. Those who fight often and live to tell about it generally have an AGL of 6 or better. Conscripts and average folk who take up weapons usually are at an AGL of 4-5.

### Awareness (AWR)

This is an average of 4-6. Remember, intelligence is not measured by the level of technology a culture has attained, but is in fact the degree of comprehension and intuition a person exhibits. Many humans in **Apocalypse** are just barely getting by, and have neither the talent or interest to look beyond their immediate survival needs. The average human is around an AWR of 3-4. They don't know, and don't care. Adventurers need to have their wits about them and should have an AWR of at least 5. AWR is a necessity when utilizing technology or shaping the forces of magic, and a level of 6 or better is recommended.

### Will (WIL)

This is an average of 4-6. This is the primary ability in determining leadership skills, for without it one does not possess that air of confidence and authority needed to command the devoted loyalty of underlings. Again, the majority of humanity is "beaten", and is easily cowed, with a WIL of 3-4. This ability is also the primary ability for the use of devotional, necromantic, and elemental magic.

## Health (HLT)

This averages 4-6 for the various mortal races excluding the rotted ones (living dead don't need it). Life on Apocalypse is hard, even on good days. The inhabitants of Apocalypse must be able to endure the spontaneous natural disasters, warfare among the various races, rampant spread of disease, and the ever present threat of the living dead. Natural stamina combined with hard work and regular exercise (in the form of weapons training, naturally) would keep the people of Apocalypse hardy, but lack of proper nutrition and the often appalling conditions tend to pull it back down.

While there are hospitals in the civilized areas of Apocalypse and the technology level is that of the 1950's, characters should not get too comfortable and assume that they can be simply be "fixed up" at a moment's notice. The times you need a good HLT are usually when you are far from civilized care.

## Power(POW)

Power is the foundation for all paranormal powers. The higher the power score the better, especially when one considers the presence of flux areas which can drastically increase the effects of paranormal powers. Everyone, of every race, can have exceptional powers scores because of the unique and powerful radiations, both scientific and magical in origin, found on Apocalypse. The Alferi have the greatest average POW among all the mortal races, and as such, possess the greatest number of paranormal power wielders. Only those persons with a POW of 2 or higher can possess or train a paranormal power.



## Ads and Disads

Ads and Disads can be a tricky subject for **Apocalypse** characters, for what is deemed an Ad in one geographical area can be viewed as a Disad in another region. With this in mind, choose your Ads and Disads carefully.

### Age

Age can be both an advantage and disadvantage at the same time. Although a character gains useful experiences and contacts with age, he or she also becomes more susceptible to diseases, especially the rot, and more likely to succumb to any injuries they sustain. Any human character over 50 years old has to take a **Natural Debility** in their POW attribute. Alferi age so very slowly as to almost be immortal, and are generally considered to have the **Immortality** Advantage at no point cost. For game balance, assume a starting Alferi character cannot have extra AP or SP from aging at more than they would get for being 50 years old. They may be physically older, but do not get any direct benefit (it is considered a tradeoff for the Immortality Ad).

### Authority

Authority is the Ad/Disad most likely to be turned against a character in another region. There are many different types of authority: a human official of the P.I.T.; a silver Alferi korpsman; an Imperial Affairs Agent; a dark Alferi chief; a wild Alferi shaman; a gold Alferi magi; an Imperial Foreign Legionnaire; etc. As you can see, each position has its local power, but out of their jurisdiction they have little or no power. Furthermore, in territories hostile to the culture granting the authority, the character will find that they are considered an **Enemy**, likely to be tracked down and executed if captured. There is a high probability that there will be an overlapping of jurisdiction among the different authority organizations in civilized regions. These organizations often times end up in conflict with one another. In such instances the organization with the most physical power usually prevails, but keep in mind that many conflicts are resolved by a well placed dagger in an adversary's back.

Also note that many authorities are subject to greater ones. For instance, while all Alferi have the "may bully humans at will" authority, some Alferi have more than others, so an Alferi who cripples a human that a *more important* Alferi values, is an Alferi in a lot of trouble.

Likewise, people often get away with using authorities that they do not actually have. For instance, human officials in the P.I.T. *technically* do not have the legal authority to shoot fleeing felons or engage in open political warfare. This does not mean it doesn't happen or isn't known by Alferi administrators. It is something that can be used should a human administrator fall from Alferi favor for some reason, but is otherwise largely ignored.

Reasonable authorities	Cost
Authority to arrest within jurisdiction <sup>1</sup>	1SP
Authority to use lethal force to stop violent crime	1SP
Authority to search person or premises with cause <sup>1</sup>	1SP
Authority to render civil judgments <sup>1</sup>	1SP
Authority to render criminal judgments <sup>1</sup>	1SP
Authority to openly carry weapons <sup>1</sup>	1SP

Unreasonable	Cost
Authority to bully humans at will <sup>2</sup>	2SP
Authority to collect taxes <sup>1</sup>	2SP
Authority to use lethal force more or less at will	2SP
Authority to confiscate property <sup>1</sup>	2SP

Delegated	Cost
Authority to deputize <sup>1</sup>	+2SP
Authority to give military orders <sup>3</sup>	+2SP

1. Possible for humans in human-controlled areas of the P.I.T.
2. All Alferi must buy this authority, and generally live by it
3. This may be purchased several times, and would represent increasing levels of rank (sergeant, lieutenant, captain, etc.)

## Background

A *player-created* Background is not mandatory. While this may sound unusual, it is said with good cause. A prime example of this would be a character suffering from amnesia, totally unaware of what world they are on or how they came to be there. The Reverend Reiss is probably not the only unwilling and unwitting immigrant to the living hell of Apocalypse. The gamemaster could give the character some free AP or SP and write up the background themselves, which the amnesiac would only find out later. If you are planning to bring characters from other campaign worlds into an **Apocalypse** campaign then a background summary (200-500 words) is required. Remember, background helps to determine characters' Ads and Disads as well as give the player a feel for their character, not to mention being worth extra AP or SP.

Some things a character might have will *require* description. The character *does* get the AP or SP for the background in these cases. Things that require a background:

- Having an attribute that deviates 2 or more points from the listed norms for your race.
- Being a half-breed of any type.
- Any human with paranormal powers.
- Any character 50 years old or more.
- Having a total skill of 6 or more in a field.
- Anything else the gamemaster sees fit to mention.

## Contacts

Next to an assault rifle and a molotov cocktail, contacts are the greatest asset a character can possess. Contacts can be both temporal or spiritual, ranging from intelligence agents, old friends, former associates, family members, nature spirits, living dead, rotted ones, or even one of the Eternals. Contacts can save a characters life, help them accomplish a task, offer them spiritual guidance, or just about anything else. Characters must keep in mind that their contacts usually give information to other sources as well, and as such decide how much trust to place in their contacts. Contacts also will require favors from characters on occasion. Also, a well paid contact is a happy one and likely to remain loyal to the character. Contacts of any type have the same cost, so a Level 2 rotted one Contact costs the same as a Level 2 Eternal Contact. The utility and *quid pro quo* aspects of each are proportional. A character may not have Eternal Contacts whose alignments are opposed, i.e. Empyreals and Diaboli. The taint of one would be detectable and unacceptable to the other.

Contacts and Enemies can counter each other. For instance, the Legion and the Psyche Korps are often at odds with each other. Legion Contacts are a deterrent to Psyche Korps Enemies in that they (Psyche Korps) knows that the character's friends will make it more trouble than it's worth. If the level of Enemies is *higher* than the Contacts, or if the character goes where the Psyche Korps has influence and the Legion does not, then things get more interesting...

## Dependence

All human and half-alferi characters have this disad by virtue of needing the Alferi manufactured antidote for the rot. This is a special case, and has no cost except the 1000Cr or more it costs per year per person.

Alcoholism and addiction to psychological and mood-altering drugs are common dependencies in **Apocalypse** as the populace tries to gain some reprieve from the nightmare they call daily life. Perhaps the most unusual dependency is found in the Empire of the Rising Sun, where human inhabitants are often addicted to a drug supplied to them by their gold Alferi masters that is actually spiritually addictive. It influences human perceptions such that one can see and feel the spiritual warmth of paranormal entities, and users bask in the divine light of the Solarri. It also has the beneficial side effect of making magical assault or espionage much more difficult. Going without the drug drops one's perceptions back into the mundane, and is emotionally traumatic.

## Destiny

All characters may have a destiny in **Apocalypse**. How else could one explain the character's unfathomable luck in regards to success and survival thus far? It is up to the players to figure out what this destiny might be and how it will affect play. Characters in the same group may share the same destiny if the gamemaster approves.

## Enemies

Characters start the game with enemies, regardless of who they have or haven't met or offended. Sorry, but that's **Apocalypse** and everyone has an enemy or opposition from birth; Alferi vs. human, living dead vs. the living, rotted ones vs. the healthy races, or one Alferi sub-race against another. I'm sure you get the idea.

The greatest of enemies are often encountered in public on a daily basis. An example of this can be found in the P.I.T. among the Imperial Foreign Legion. Here the legionnaires, which are predominantly human, are responsible for protecting and governing the silver Alferi controlled territory. But, their authority and jurisdiction are preempted by the Lunarri Psyche Korps who terrorize the human occupants regularly. They supposedly are on the same side, and may have to work together frequently, but they still hate each other's guts.

The hardest question to answer in **Apocalypse** is *not* "How many enemies do I have?" Rather, characters should ask themselves, "Who are my enemies and how much do they hate me?" This can be a good indicator of where the next attack on them is coming from.

Enemies a character gets points for may not be a group that is a "universal" Enemy. For instance, the dark Alferi are hostile to anyone who enters their lands without permission, so buying them as an Enemy is largely redundant. However, if the character is hated so much that the dark Alferi will attempt to hinder the character even in the P.I.T. or the Kaiser Reich, that's a possibility, and should be discussed between the player and gamemaster.

## Extra Limb

With all the strange radiation abounding on **Apocalypse** this form of mutation is not impossible. Characters are likely to be viewed as freaks, possibly assaulted, or even murdered for their different physical appearance. **Enemies**, negative **Fame** and other Disads are likely companions.

## Fame

Fame is a double edged sword. Being well known (in a positive manner) allows the character to exert an influence upon many matters both public and private, but also makes them the target of ethically opposed groups and those eager to earn a little bit of fame (or infamy) for themselves. Unwanted, unearned fame can thrust a character into a dangerous position.

Furthermore, any influence the character gains from his or her fame is only effective in regards to those of the same race as the character which reside in the same region as the character. Opposing races will *always* view the character's fame in a negative manner, or with hostile respect at best.

Thus, a well respected person, such as a high ranking human officer of the Imperial Foreign Legion, might be shunned, enslaved, or even executed if captured in another races' territory.

As stated in the **CORPS** rules, each level of positive fame costs 2AP or SP, while each level of negative fame earns a character 2AP or SP, with a maximum of 10 levels in either type. Please note that a character must have a number of **Contacts** that is at least equal to their level of fame, or a like number of enemies for each level of infamy.

## Frailness

While this is allowed for skinny or elderly characters, it is not recommended. Characters who contract the rot may eventually gain a level or two of this disad as a substitute for attribute loss.

## Habitual Behavior

Like Frailness, this disad is not recommended because it makes a character stand out. Someone who is easily identified is someone who is easily located or followed. Yet, the decision to take this disad should ultimately be left up to the player.

## Height/Weight

Characters can have normal variations in height and weight. Remember the racial notes concerning relative size of humans and Alferi.

## Immortality

Unless the characters are role-playing one of the Eternals or one of the higher forms of living dead then they may not have the full effects of this advantage at the beginning of game play. While Alferi are not immortal, they age so slowly that the effects in the game are mostly the same.

**Note** - The gamemaster can put strict definitions on what is and what is not part of immortality; eternal youth, everlasting good health, and escape from violent deaths (or even the inability to escape by violent death) need not be a part of the deal. Imagine not being able to die when one's head is severed from one's shoulders, showing the affects of aging without the benefit of being able to finally die, having to carry on with the burden of living while one's children and grandchildren die from old age, or suffering an eternity with a debilitating, crippling disease. With this in mind, players should consider themselves warned!

## Inheritance

This Ad (or quite possibly a Disad) is only available to new characters with the gamemaster's permission. Taking up the work and benefits of a dead friend or relative might also mean picking up their enemies and liabilities. If a human dies owing money to an Alferi, the family of the human is legally liable for the debt. The reverse is not true, of course.

## Luck

Luck, good or bad, is readily available for any character who wants to partake of it. Characters should realize that a great deal of what they consider to be luck could be the unwanted attention of one of the Eternals.

## Natural Aptitude

Characters may have Natural Aptitude on only one attribute or Primary skill, which they may choose. Note that high levels of skills or Attributes may require a **Background** to explain it.

## Natural Debility

This disad is most commonly found among the rotted ones, but can be visited upon characters in many forms, mutations and magical energy dampening being but two. Older human characters who pre-date the **Juxtaposition** will have a Natural Debility on their POW attribute. Curses or other negative Eternal attention could use the optional method of dealing with Natural Debilities; simply treat the debility as a +4 Difficulty in one or more of the character's Primary skills.

## Non-combatant

Every person of every sex, age, and race is a combatant; every day is a fight for survival. From the earliest ages children are taught to handle weapons and defend themselves against the ever-present threat of the living dead and invasion by hostile forces. It doesn't mean they are good at it, but few or no people in **Apocalypse** can be considered non-combatants.

## Pain Tolerance

This is an extremely useful advantage to possess and highly recommended for any character. Those unable to ignore minor pains are likely to end up dead very quickly in **Apocalypse**.

## Papers

As with Contacts, papers which legally entitle a character to be somewhere or do something can make all the difference between success and failure or life and death. On **Apocalypse**, the primary civilized areas are the P.I.T., the Fatherland, and the Empire of the Rising Sun, and in these areas *all* legal permits have a point cost. Illegal or forged papers cost additional SP. Papers may take the form of a military ID, weapons permit, or papers allowing a human free, uninhibited passage through the Fatherland or the Empire of the Rising Sun. If a character has paid for an **Authority**, it is assumed to come with the requisite paperwork needed to use that Authority, no extra SP being required. Exactly what papers come with given Authorities are up to the gamemaster.

As was previously stated, all papers in **Apocalypse** have a SP cost. This can be easily explained. The powers which control the civilized areas do not permit vagrancy by any person, regardless of the reason. Once a person reaches the working age of 13, he or she must begin working in the Alferi labor camps, apprentice with a craftsman, or be registered as student in one of the government controlled universities. Every year individuals must register with the appropriate guilds to receive their new resident visa. Furthermore, competency with weapons must be exhibited every year to renew permits to carry weapons.

Apocalypse Papers	Authentic	Forged
Local weapons permit	1SP	3SP
International weapons permit	2SP	4SP
Concealed weapons permit	+1SP	+1SP
Military or Police ID (free with Authority)	0SP	2SP
Passport	2SP	4SP
Resident visa	1SP	3SP
Travel visa (P.I.T., Reich, Rising Sun)	1SP	3SP
Search warrant (per use)	1SP	3SP
Vehicle operation permit	1SP	3SP

Note that most types of weapon permit are handled by political appointees, and being a member of the ruling party is usually required for fast and easy processing of the paperwork. Things like an international weapon permit are restricted more than regular ones, and generally only covers the Kaiser Reich/P.I.T. international area. Search warrants are only usable by police, military (if they bother), and private individuals working on behalf of either.

Naturally, all types of papers expire in time. Legal papers are simply renewed at a local office, court, consulate or appropriate authority, provided the character has not done something to prevent the document from being renewed. The yearly renewal cost is 1Cr with a number of zeros behind it equal to the SP cost. For instance, a legal permit with a cost of 2SP costs 100Cr to renew each year. Part of this cost is renewal fees, and the rest is bribes to make sure the paperwork isn't lost. The proportion of legal and illegal cost varies with area. Multiply renewal cost by 10 if the character has somehow failed to meet the legal renewal qualifications. Remember that characters with significant starting funds can use these instead of SP to have permits at the start of the game. The revoking of or fouling up renewal of legal documentation is a good way to have the influence of minor **Enemies** be felt.

Forged documentation must be renewed, but the cost is paying the forger and records clerks to illegally insert the corroborating documents into the official record. The cost is figured the same way, and this cost can be used as a guide if trying to purchase forged documents on the black market.

## Physical Ad

This is the opposite of a physical limitation Disad. This uncommon physical advantage has the end result of allowing the character to add a +2 bonus in a certain, specific aspect of an attribute's functioning. Because of the abundance of odd radiations on **Apocalypse**, characters may have one of the following ads on POW: +2 resistance to paranormal powers, or +2 to effective POW when using paranormal powers. This resistance and POW increase may be effective toward only one type of paranormal power however, such as mind influencing powers or fire based attacks, etc. For all other physical ads refer to the **CORPS** rules.

## Physical Lim

While it is possible for a character with this limitation to survive in **Apocalypse**, they are the exception and not the rule. Most of the cultures will not permit physically malformed persons to remain within their borders unless they exhibit some degree of craftsmanship or talent and they can live self-sufficiently. A large number of people have permanently disabling conditions due to the violent nature of the world, including missing or damaged limbs, partial loss of sight or hearing and so on. For a list of sample physical lims refer to the **CORPS** rules.

**Note** - Do not use the passage above as a reason *not* to play characters with a physical lim or disability. While they are not likely to be permitted residency in the Alferi controlled territories, they most definitely can reside in the Badlands, assuming they can survive. Players will have to make use of all their intuition and roleplaying skills, but are likely to create a unique character which can provide years of enjoyable roleplaying experiences.

## Psych Lim

**Apocalypse** is a dangerous and mysterious world. As such, characters from this world are larger than life and often have larger than life character flaws. Mood swings, overconfidence, paranoia and obsession are but a few psych lims that a character may have. These psychological limitations will intermesh with Cultural Psych Lims, and the more power a person has, the more likely that their cultural biases are going to be increased. For instance, the average silver Alferi only has Level 1 Racism. Your average Psyche Korps officer is likely to have more. Characters with less education may be vulnerable to superstitions or folklore, taking on certain behaviors that supposedly prevent getting the rot, ward off undead and so on.

## Cultural Psych Lims

Each of Apocalypse's major races have their own biases, generally at Level 1-2, which *all* characters of that race are assumed to have and do not get points for. A few examples of these psych lims are:

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Silver Alferi - Fear/hatred of magic(2), jingoism(1), racism(1)  
 Gold Alferi - Technophobia(2), racism(1)  
 Wild Alferi - Claustrophobia(2), racism(1)  
 Dark Alferi - Xenophobia(2), racism(1), cannibalism(2)  
 Humans - Necrophobia(2), racism(1)

---

Racism is a catch-all term that encompasses the "we don't like you" attitude that humans and each Alferi sub-race feel for each other. Humans may hate other human ethnic groups, but generally have a "us humans vs. them Alferi" attitude that is stronger than any ethnic hatred. Note that overlapping Psych Lims in different people usually do not overlap. A silver and wild Alferi dealing with each other get their racism applied once, not once for each of them. However, the silver Alferi would get an *additional* +1 Difficulty in circumstances which would force an equal footing, since their jingoism gives them a superiority complex which would oppose any efforts by someone else to be treated as an equal. Psych Lims generally add to the Difficulty of any task the character performs which comes in conflict with it. Furthermore, it increases or decreases the chance of success for anyone using a skill against you that interacts with that limitation. As with psych limitations in general, characters gain or pay 2 AP or SP for each level of the limitation outside the norm for their culture. Refer to the **CORPS** rules for more information on cultural psych lims.

## Size

With the presence of so much radiation and residual magic, giantism and dwarfism are not unknown among the races of **Apocalypse**, but are an uncommon occurrence. Giants tend to be warriors, while dwarfs utilize their size to their advantage in performing tasks where larger humans and Alferi would be hampered or too constricted. One level of either giantism or dwarfism is permitted, and the character should have some **Fame** and notoriety as well that affects their interaction with other persons.

## Toughness

Daily life is a never ending struggle for survival, and since characters are a cut above the normal populace, they are automatically entitled to one level of Toughness at no charge. This level can be "sold off" for extra character points to put elsewhere. Any additional levels of Toughness have normal AP or SP cost. The first additional level is normal cost, and one further level may be bought at normal cost if the character has a STR of 7 or better or a level of increased **Size**. Any other levels would be double cost per level, and can only represent some form of mutation or protective attention by an Eternal of some type.

## Tricks

A character may have any trick he or she desires so long as they keep in mind that it is not a formal skill or paranormal power. After all, being able to belch the Kaiser Reich national anthem does not make the character a magi, but it certainly is a neat trick. Tricks cost 5AP or SP and require a written explanation describing how the trick was learned.

## Vulnerability

Characters may have this, but it is not recommended. This vulnerability can take many forms such as an allergy, asthma, a rare blood type, or an adverse reaction to a particular drug (hopefully not the vaccine for the rot!) If damage normally caused is lethal where as it would normally be non-lethal, the character gets 5AP or SP per level of the vulnerability. Level 1 reactions are not a serious impairment to the character, while Level 2 reactions are more severe and are often times accompanied by the appropriate aversive Psych Lim (afraid of bees, etc.).

## Wealth

Characters begin game play with an amount of money based upon their skill level and age. Players must choose their character's skill based upon the background they have created for him or her. Refer to the Savings Table on page 27 of the **CORPS** rules to cross-reference this amount, but consider all skill levels to be a point lower than they actually are. This is due to the depressed economy of the planet as a whole. For local flavor, you may want to convert the monetary figure from credits to whatever currency is prevalent in the region which the character resides. As an option, characters may choose to have their savings in a more globally accepted currency like silver, gold, gems, or jewelry.

Characters are assumed to automatically possess twice as much value in material goods as they have in savings. This can take the form of housing, furniture, adventuring supplies, transportation, weapons, the money cost of **Papers**, etc. Since there is very little in the way of installment credit in **Apocalypse**, characters can not own more than twice their savings. There are banking institutions in all the civilized areas. Lunarri-run banks are only for Lunarri, and relatively secure. Human banks in the P.I.T. are subject to the whims of politics and currency fluctuations. If a character has a significant amount of funds they want to keep in such a bank, roll a d10 and a d10+1 each game month. The d10+1 is a plus die, and the other a minus die, in increments of 10%. The total is the adjustment to the value of the character's savings for that month, so a character's money can increase by up to 100% or drop by up to 80% in any given month.

Characters may buy extra years of savings, or sell them off for extra SP. **Dependence**, bad **Luck**, severe **Psych Lims**, negative **Fame** or **Enemies** are all reasons to be poorer, while **Fame**, **Contacts**, good **Luck** and **Authority** are all valid reasons to have more starting wealth than normal.

## Skills

The skills you pick will depend on your character race and background. Certain skills are more valued in some places than others, and have an implied social status or place a character at different spots in the local "pecking order".

### Explanation of skills

The skill tree on the next page covers most of the skills readily available to **Apocalypse** characters, and explanations of how particular skills work are below.

### First aid

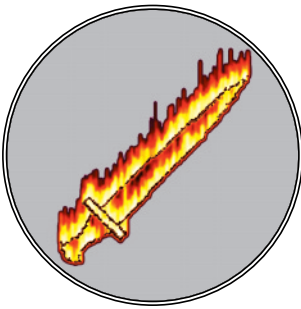
While hospital care is available in the civilized regions, characters need to know basic first aid to avoid bleeding to death from any injuries they sustain while exploring remote areas. Simple reconstructive surgery is the best that is possible with technological means.

### Aeronautics

Air travel is much more dangerous in **Apocalypse** than in a peaceful world. A scant few of the fighter jets and bombers of the Great War remain, monstrosities and mutations prowl the unfriendly skies, and fierce storms erupt, seemingly, from nowhere. Most air travel between 'safe areas' is done by armed dirigibles using helium imported from the eastern provinces. The vast majority of aircraft are the property of the Fatherland, although a scant few individuals in the badlands own biplanes (crop dusters), a hot air balloon, or possibly even a fighter plane recovered from a forced landing.

### Population control

In many of the regions of **Apocalypse** birth control is not a matter of choice but a mandatory law. Any human or half-alferi desiring to become a parent must first file a petition with the proper authorities, submit the required fees and appropriate bribes, then they have their name registered in a lottery to determine who will be allowed to have children. The department which oversees these proceedings is closely connected with the local police force and is full of bureaucratic red tape and corruption. Illegal pregnancies are forcibly terminated, and illegal children are confiscated for experimentation. As usual, the burden rests more on women than men. Humans generally consider these measures part of a larger, more sinister plan (the Final Human Solution). Due to human resentment, human enforcement of these measures is not as great as it could be, and there are large numbers of illegals, who spend their lives outside the system, working for low wages and spending a large percent of what they do make on forged papers and smuggled rot vaccine. Many take their chances in the Badlands, or try to escape the P.I.T. and live under the wild Alferi, where they at least have a chance to prove themselves (or die trying) and gain a semblance of equality and respect.



Level	Cost
1	1SP
2	4SP
3	9SP
4	16SP
5	25SP
6	36SP
7	49SP
8	64SP
9	81SP
10	100SP

## Apocalypse skill tree



### Key

#### Category (Attribute)

##### Primary skills

Secondary skills

Tertiary skills

#### Combat skills (AGL)

##### Projectile weapons

Pistols

Longarms

Launchers

Flamethrowers

Crew-served weapons

##### Melee weapons

Knife

Sword

Club

Axe

Thrown weapons

Grenades

Knives

Spears

Other

##### Unarmed combat

Punch

Kick

Hold

Block

##### Martial Arts (+1)

Punch

Kick

Hold

Block

Dodge

Throw

Lethal blow

#### Vehicle Operation (AGL)

##### Land vehicles

Cycles

Automobile/truck

Tracked vehicle

##### Water vehicles

Powerboat

Sailboat

##### Air vehicles

Dirigible

Light aircraft/autogyro

Heavy aircraft/bomber

##### Equestrian

Particular beast type

#### Medical (AWR)

First aid

Medicine(+1)

Veterinary(+1)

#### Trades (AGL)

Carpenter

Jeweler

Locksmith

Machinist

#### Trades (AGL)

Cook

(Cuisine type)

Electronics

(Security systems)

Entertainer

(Particular field)

Farmer

Mechanic

(Particular vehicle type)

#### Sciences (AWR)

Aeronautics

Astronomy

(Astrology)

Chemistry

Explosives

Civil engineering

(Demolitions)

Population control

Electronics

Communication systems

Mechanical engineering

Oceanics

Necrology

#### Liberal Arts (AWR)

Art

Forgery

Biology

Pharmacy

Economics

(Bribery)

Foreign language (specify)

Spoken or written only (-1)

Related language

History

(Secret societies (+1))

Investigative research

Forensics

Library use

Streetwise

Law

(Nationality)

Criminal law

Mathematics

(Cryptography)

Military science

Tactics

Music

Composition

(Instrument)

#### Philosophy

Arcane religions

Psionics (POW)(+1)

(Psionic type)

Psychology

(Influence)

(Interrogation)

(Seduction)

Sorcery (POW)(+1)

(Sorcery type)

Theater

(Disguise)

(Catfall)

(Pickpocket)

Writing

(Journalism)

#### Area knowledge (AWR)

Very large area/subject (+2)

Example: Known world geography

Known world politics

Large area/subject (+1)

Example: Continental geography

National leaders

The black market

Medium area/subject (+0)

Example: Country geography

Underworld leaders

Major industry leaders

Small area/subject (-1)

Example: Large city geography

City politics

Very small area/subject (-2)

Example: Small city geography

Local politics

Local criminals of note

#### Environment (AWR)

Survival

Warm climate

Cold climate

Dry climate

Urban

Aquatic

Swamplands

Hunting

(Stealth)

(Tracking)

#### Environment (HLT)

Drinking

Running

Swimming

Climbing

#### Other (?)

Sports

Hobbies (-2)

## Necrology

With the semi-resurrection of the dead, the study of this new species was destined to eventually take its place in the halls of science. This science does not offer any control over any member of the living dead, but does allow the character the knowledge of the habits of the species of living dead which is their specialty. If they make a skill check at the Difficulty of any called shot they try, they can also inflict an extra point of damage due to better knowing how to disable the undead.

Necrologists are not trusted in human, Lunarri, Solarri, or Indomitarrri societies. Oddly, they are welcomed in rotted one societies, where they are allowed to research in peace. Only three necrologists have ever been able penetrate one of the living dead cadres and survive to relate their stories to living audiences.

## Oceanics

The oceans and large inland seas are mostly untapped resources in **Apocalypse** because of fierce and dangerous predators dwelling in the briny depths. Both the silver and gold Alferi have launched campaigns to reclaim the aquatic regions. Neither technology or sorcery has proven to be very effective at this, however. Their efforts are hampered by aquatic monstrosities, mutations, piracy, and the savage storms that occasionally rise with little warning. As of late, a new nemesis has arisen to plague the colonizers; the living dead. They are unaffected by the lack of air, crushing pressure or frigid temperatures. They have mounted nighttime attacks on oil drilling platforms, coastal villages and other easy targets.

## Secret societies

Many of these societies exist in **Apocalypse**, encompassing many ethical issues. Characters may become entangled in the doings of the thieves' guild, enmeshed in the corruption of the political party battles, or join the ranks of the Black Orchid, the Alferi resistance movement headquartered somewhere in the literal underground of the Fatherland. Who knows, a character could easily become involved with either or both the Imperial Foreign Legion or the Psyche Korps, or be an Imperial Affairs Agent investigating the a Legion officer.

## Law

Law enforcement positions take many forms: Imperial Foreign Legionnaires, infintarialists of the Kaiser Reich, Psyche korpssmen, a Khan of the Indomitarrri, a samurai or ronin of the Empire of the Rising Sun, a brave of the American Indomitarrri tribes, or one of the jungle warriors of the dark Alferi. As you can see, there are a multitude of options available.

Many of the law enforcement agencies do not cooperate with one another, even those associated with the same government. This is especially true in the silver Alferi controlled territories where the army of the Kaiser Reich disdains the mostly human Imperial Foreign Legion, both fear the Psyche Korps, and everyone despises the agents of the Imperial Affairs Agency. All these are in addition to the local governments of governors, magistrates, board of aldermen, and the like.

Law and Military Science are not one in the same, but overlap in the areas of jurisdiction. Technically speaking, all law enforcement officers are a member of the military. The difference between the two is simply the soldiers area of specialization, such as infantry, cavalry, law enforcement, etc.

## Arcane religion

With the resurgence of the Eternals, organized religions have assumed powerful mantles of authority, especially in the areas of political parties. With the differences between the various races and their beliefs, there can be a large separation between church and state, however.

Being affiliated with one of the organized religions in **Apocalypse** will give the character contacts, allies, and enemies. It may allow them to find refuge in a hostile territory, become involved in a bitter, deadly political campaign struggle, or even be martyred for their beliefs. Church membership can also be financially rewarding (especially when the character needs funds for an effort that may benefit the religion) or taxing (high tithes and/or membership dues or even 'expected monetary gratuities' if the character should somehow strike it rich).

## Psionics

Psionics is one of the few skills based upon a character's POW. It takes time, concentration, and a great deal of practice to develop this skill, but when fully utilized it can be both deadly and extremely useful. When battling a non-psionic person or creature, the psionist uses the higher of their skill or AWR for determining initiative. Most psi powers are skills unto themselves, while the general Psionics skill is a more theoretical one, and would be used by itself or in conjunction with other powers when analyzing or researching psionic phenomenon.

Among the Alferi, the Lunarri of the Fatherland are psionists. Perhaps 1 in 100 has usable talent. Most Lunarri have sufficient POW to use these abilities, but cannot handle the mental discipline required to train them. Humans may also possess this paranormal power. The majority of silver Alferi psionists are enlisted in the Psyche Korps, although there are a scant few who have evaded being members of the Fatherland's psionic research department. If a human is discovered to possess strong psionic paranormal powers and has the potential to be properly trained to use their power, they are drafted into either the Imperial Foreign Legion or the Imperial Affairs Agency. Those deemed as undesirables because of an inability or unwillingness to be properly trained or those who have problems with Alferi authority are summarily executed.

## Sorcery

Sorcery is another skill based upon a character's POW level. Magical art may take several forms: evocation, illusions, conjuration, summoning, elemental magic, spirit magic, devotional magic, necromancy, and many more. Characters can choose their field of expertise at the beginning of game play, but may never change it at a later date. When battling a non-paranormal person or creature, the sorcerer uses the higher of their skill or AWR for determining initiative.

Among the Alferi, the Indomitarrri practice elemental or spirit magic, the Obscurarri are necromancers, and the Solarri may practice any of the other schools of magic. Humans, half-alferi, and rotted ones may practice any of the paths of magic. Sorcerers have also been reported among the ranks of the living dead, but no one has been able to ascertain which schools of magic other than necromancy they can pursue.

## Paranormal powers

First and foremost, it should be known that the gamemaster has the right to *retroactively* limit paranormal powers which prove too unbalancing, but should let players know this ahead of time. With the unusual radiations that abound in **Apocalypse** this can be easily explained: overuse of a power might trigger either a random power surge, create a temporary power dampening field around the character, or negate other characters' powers, etc. Characters so affected should get the character points back to spend elsewhere, or perhaps get a different ability to compensate. In any case, messing with a player's character conception should not be done lightly.

Power abounds in the **Apocalypse** campaign. Characters may possess any paranormal power, but each power must be fully described, how they acquired it or were taught to control it, how it affected their development and social status, and finally, the way the power manifests itself in game play. Only those players who are willing to do this should be allowed to possess paranormal powers.

It is not suggested that characters of the same campaigns choose the same paranormal powers. If too many characters have the same powers then there will be little diversity and adventuring often times requires many different abilities and powers for the group to survive. Case in point: It is totally acceptable for all the characters to possess a psychic blast, however, this will do nothing to help them escape the 50 meter deep pit-prison they are being held in by the dark Alferi.

In the following text players will find some examples of the most commonly possessed paranormal powers in the **Apocalypse** campaign. 'Commonly possessed' means there is a greater likelihood that it will be encountered or taught by practitioners to qualified recipients. There are countless other powers in addition to the ones listed below. Players are encouraged to create new powers for their characters, but should consult the gamemaster before finalizing anything in regards to paranormal powers. For simplicity's sake, we will divide the paranormal powers into two categories: psionics (powers which originate from the person's mind) and non-psionic powers, which include both devotionally attained and sorcery based powers.

As in the basic **CORPS** rules, powers are titled according to their **CORPS** power's ability to mutate your campaign, ● (mostly safe), ■ (creatively abusible), and ♦ (readily abusible). Be warned!

## Power Frameworks

There are four general schools of paranormal power use in **Apocalypse**, each with particular limitations common to those powers. Overall, powers which can affect the whole body or mind of a target generally require some sort of POW. vs. POW challenge, the target's lifeforce resisting the effect in some way. Powers that do this and fail usually have a backlash against the person making the attempt. Powers with a Drain effect usually only make one roll per activation of the power, rather than each second of use.

## Psionics

Psionic powers come solely from the mind of the user, who possibly taps into external sources of energy not normally detectable in a mundane sense. The powers are always Inherent to the user, and require no external trappings, though pre-Juxtaposition science had created devices to amplify existing potential. Psionic powers have a maximum of one Multiple unless a technological enhancement of some kind is used. Since the power comes mostly from the user, psionic powers almost always have a Drain of some type. Psi powers cannot be prepared ahead of time, but they do not necessarily require an extended "casting time". Powers affecting the mind generally will have a drain vs. POW, while those that create physical effects often drain the stamina (HLT) of the user. They generally have a side effect of some sort, commonly a severe headache (1 point mental impairment), though multiple use of the power does not make the headache any worse. Heavy psi users frequently have a slight **Dependence** on opium-based pain-killers (legally available throughout the Kaiser Reich and P.I.T.). These keep the headaches at bay (no impairment) without undesirable side effects, but the long-term reliance on them can cause severe mood swings if the supply runs out.

## Sorcery

Sorcery is using the mental powers of the caster to create or manipulate existing paranormal energies. Unlike psionics, the forces manipulated may be self-aware or partially aware entities residing outside mundane perceptions. Think of these as being on a different wavelength, similar to but measurably different than psionic energies.

Sorcery requires either vocalization and/or gestures, and almost always requires a focus of some kind. This could either be the item the power works on, or a catalyst that the power works through. In the latter case, new components are usually required each time the spell is used. Sorceries almost always take at least a second to use because of the gestures or incantations, and require a Sorcery skill roll or other type of skill roll, commonly with a backfire if the roll is failed. As with psionics, sorceries are draining, and generally may drain POW for sorceries that affect the mind or the spiritual plane, and drain HLT for those with mundane physical effects. Sorceries can be "prepared", all the required ritual done beforehand, and the power held in abeyance until the activation trigger (a gesture or word) is done.

## Ritual Magic

This is much like Sorcery, but has two additional limits. The casting time is at least 10 minutes, and some sort of *permanent* ritual focus is required, like an altar, chalice, dagger or similar. Necromancy is usually a form of ritual magic. Powers which can affect a target at ranges beyond line of sight may require components related to the target. For instance, a ritual that allows control of an undead outside line of sight might require a piece of that undead to act as a magical link. A tracking spell may require a piece of the item to be tracked, or clairvoyance might need a picture of the area. As with sorcery, skill rolls and backfires are common. Ritual magic is required if a power is going to have more than one Multiple of any type. This limits the amount of spontaneous firepower a character or NPC can generate. Ritual magics cannot be prepared. They activate when the ritual is complete, neither sooner or later. Precursors of the final effect will often happen as an unintended special effect, but these are usually insignificant compared to the end result. For instance, weather control would be preceded by rising winds and clouds forming.

Ritual magic may also be structured so that multiple spell-casters may or are required to combine abilities to get the effect desired. For instance, a spell could have a minimum POW requirement higher than any human could reach, but also have the special effect that multiple casters can combine their POW to reach this total.

## Devotional Magic

Devotional magic combines the trappings of both sorcery and ritual magic as needed. The power of the user simply serves to address and channel force from the Eternal that the caster is a representative of. Totemic magic is usually a devotional magic. This places a number of burdens on the caster. They must be a proper representative of that Eternal (a behavior-based **Psych Lim**), and the use of the spell might also have to be towards a goal that the Eternal is approving of. The greater the power to be manifested, the more strict this limitation is. Creating food and drink for unbelievers might be approved charity, a good will gesture that may bring new members into the fold. Blasting someone to bits because they stole your car is simply a personal act of revenge, unlikely to be tolerated unless the Eternal is fond of random acts of violence.

The Eternal seldom acts in a personal sense unless the power involved is extremely large. Backfires are simply impersonal manifestations of displeasure, and side effects are just the cost of mortals manipulating powers beyond their understanding. Devotional powers that follow sorcery guidelines can be prepared, while those that are rituals can have more than one Multiple, and sometimes get free Multiples based on how much the Eternal is paying attention and wants the job done right.

## Psychic leech

By means of this paranormal power a psionist is able to grasp another person and absorb any one psionic paranormal power which that person possesses. Contact must usually be maintained for several seconds before a power is fully absorbed, but only one skill roll is required per attempted leech. However, if the psionist fails the skill check (POW vs. POW) a backlash results, disabling this power for several hours. The leech power is retained as long as the leech can make the POW Aptitude vs. POW used drain task. So, if a power is leech at POW Aptitude points per turn, the stolen power can be retained as long as the leech stays conscious, but tasks other than use of the absorbed power are at +2 Difficulty. Remember that the total SP of a power that can be Absorbed is the effective POW of the leech. This power will not work on non-psionic powers, character attributes or any type of foci.

### Psychic leech (Absorb)

No range (self only)	2SP
You must touch the person (only affects owner)	2SP
Visible effect (glow at area touched)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (using power is always deliberate)	5SP
Inherent (no foci necessary to use power)	5SP
Requires gestures (must be free to touch)	-1SP
Must have a POW of at least 3 to use	-1SP
Requires POW vs. POW+0 skill check	-1SP
Backfire(if attempt fails, user is unconscious)	-3SP
Side effect (1 pt. headache after each use)	-1SP
Common weakness (only works on psi powers)	-5SP
<b>Total</b>	<b>6SP</b>

### Common enhancements

Power multiple (same limits as power)	6SP
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*How dare that insolent human! Grasp a Psyche Korpsman, will he? Let us see if the hairless ape feels as much bravado after my power strike transforms him into a babbling, insane fool. Hey! What happened? Why are his hands glowing, and why didn't my strike have any effect? No! He's got a power halo surrounding his head and his eyes are glowing, he's got a psychic strike of his own! Ughhh.*

*Alferi Psyche Korpsman encountering a human psionist with a psychic leech power.*

## Psychic armor

Psychic armor is the psionic ability to psychically protect one's self from the effects of other psionic paranormal powers. While the GM could allow this power to protect against *all* mind-affecting psionic powers, it is most commonly encountered in the form of an armor against one *particular* type of psionic power, usually to repel psychic strikes. It can be maintained constantly at low levels if the user devotes part of their concentration to it (+2 Difficulty to other tasks), and the headache from using the power does not kick in until the power is dropped. The level of shielding can be boosted or dropped as a regular action, and drain checks made as appropriate.

### Psychic armor (Armor)

No range (power does not extend past your aura)	2SP
Self only (power only works for owner)	2SP
Visible effect (body glows faintly)	2SP
Conscious control (user must concentrate)	5SP
Inherent (power requires no foci)	5SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Prevents special effect (affects mind-altering psi powers)	1SP
Limited effect (only vs. particular mental attack)	-5SP
Side effect (causes 1 point headache after use)	-1SP
Immutable power (power may not be altered)	-5SP
<b>Total</b>	<b>8SP</b>

### Common enhancements

Power multiple (same limits as power)	8SP
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*It's amazing what you can live through, isn't it? It took three months of recuperation, but I have finally recovered from that encounter with that psychic leech. Now I'm back on active duty and I intend to make every human I encounter suffer for the humiliation I've had to endure. There's one now... I think I'll blast him from a safe distance with my psychic strike, just to watch him suffer. He's caught sight of me; no matter, I'll just blast him with more power. Uh oh! He's glowing and the strike didn't seem to have any effect. Damn psychic armor. I guess I'll have to do this the hard way.*

*An even unluckier Alferi Psyche Korpsman, three months later*

## Pyrokinesis

This is the power to ignite combustibles with the psionist's mind and/or control other fire sources. To control the flames a pyrokinetic needs to be in contact with the fire. This does not harm the pyrokinetic in any way. Once control is established the power wielder can hurl flaming missiles, cause pyrotechnics, or do just about anything else with the flames. Water and any other extinguishing agents are the obvious weaknesses of this power.

### Pyrokinesis (Blast)

Range (may hurl fire or control it from a distance)	5SP
Self only (power only works for owner)	2SP
Visible effect (fire is easily seen)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Conscious (using power is deliberate act)	5SP
Requires focus (must be fire available)	2SP
Requires 5 seconds to use (to shape and project fire)	-3SP
Requires concentration after each use	-2SP
Causes special effect (fire may be used/shaped creatively)	5SP
May only be used at Aptitude	-3SP
Requires a Psych Lim (at least Level (POW) pyromania)	-3SP
Immutable power	-5SP
Total	7SP

### Common enhancements

Power multiple (same limits as power)	7SP
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After three days tied to a post in the center of the dark Alferi village, Omar was exhausted, dehydrated, and ravenously hungry, not to mention fearful for his life. The dark Alferi had been preparing all day for a celebration, and as the evening gave way to night they all gathered around their captive. As the wood was piled around his feet, Omar easily deduced that they intended to roast him for dinner.

An old Obscurarri magi stepped forward and addressed the crowd. Although he couldn't understand what was said, Omar knew this person was to be his executioner. The magi turned to face him, and with a wave of his hand, a few muttered words, and a pinch of sulfur, which he crumbled as he spoke, the wood around the stake smoldered then ignited. The crowd of Dark alferi cheered wildly and hurled obscenities and offal at the captive. Oh, but you can imagine their surprise when the fire refused to touch the captive. Suddenly, flaming missiles erupted from the bonfire, crashing into the Dark alferi onlookers. The magi tried to regain control of the blaze but to no avail. When a fiery bolt burst forth from the fire and struck the magi, transforming him into a human torch, Omar couldn't help but laugh. The thought of using fire to torture and execute him; how insulting!

## Echolocation

By means of this power the psionist emits a broad range sonic beam from his or her mind which reflects off of all nearby objects. By registering the return reflections the psionist is able to "see" all that is around him or her. This does not grant the ability to see through walls or behind objects, however, because the sonic waves will simply be reflected off of the walls or objects before registering what lies behind them. While the user cannot "see" around corners, movement or change of position *would* be detectable, just not its exact location. Normal use is at POW Aptitude to avoid any drain effects, giving the user an effective AWR of this level. While others using echolocation do not block this power's ability to function properly, large amounts of ultrasonic energy in an area may "blind" the power owner.

### Echolocation (Detect)

Range (power functions at a distance)	5SP
Self (power only usable by owner)	2SP
Invisible effect (to normal senses, anyway)	5SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (user must focus on ability)	5SP
Inherent (no foci required)	5SP
Side effect (1 point headache after use)	-1SP
Special effect (may be used for combat targeting)	5SP
Uncommon weakness (strong ultrasonic fields)	-3SP
Immutable power	-5SP
Total	20SP

### Common enhancements

Power multiple (same limits as power)	20SP
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The humans had escaped the work camp and had been on the run for over a week now. They had stayed one step ahead of the Psyche Korpsman sent to retrieve them, but now he had caught up with them. When the korpsman had first encountered them there had been a skirmish which left two of the humans dead and the Alferi blinded. Yet, he still pursued them, day and night. The scene of the final conflict would be an Alferi farmer's barn. The Alferi had smashed the only light, cloaking the building in darkness, but it mattered not to the humans; after all, they still outnumbered him six to one. The battle was over in but a scant few minutes. Only the Korpsman emerged from the barn alive.

## Coercion

Coercion is the ability to dominate another creature's mind, overrule their thoughts and free will, and force them to follow the commands of the power wielder. This ability can be attuned to a single species of creature, but usually isn't. This power can be can only be used on living creatures.

### Coercion (Dominate)

Ranged (power functions at a distance)	5SP
Others (power usable on unwilling subjects)	5SP
Invisible (no visible effects)	5SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (power requires conscious control)	5SP
Inherent (no focus required)	5SP
Must have POW of 6+ to use	-1SP
Requires 10 seconds concentration	-4SP
Requires POW vs. POW+4 check (battle of wills)	-3SP
Common weakness (must maintain direct visual contact)	-5SP
Backfire (3 pt blinding headache if POW check is failed)	-3SP
Side effect (1 pt. headache after power is turned off)	-1SP
Immutable power	-5SP
Total	5SP

### Common enhancements

Power multiple (same limits as power)	5SP
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*Rolff would have loved to wrap his big, strong hands around the Psyche Korpsman's thin, delicate throat and crush the life right out of her. Yet, he could not. He had been forced to watch, all the while standing immobile, while his family was butchered in front of him. This was the punishment for the third failure to pay the proper taxes. The cold, beautiful Alferi handed him her P-38 and ordered him to place its barrel against his temple and pull the trigger. Rolff resisted with all of his might, yet in the end, a lone gunshot echoed down the empty streets.*

## Psychic strike

A psychic strike is a blast of pure metaphysical, mental energy released by a psionist at another living creature. The blast can stun the victim, render them unconscious, or with enough POW applied, said to cause insanity or even kill. The pain and disorientation affects most mental activities, including use of other paranormal powers. This power is useless against any of the living dead or creatures that do not possess a central neurological processing organ (i.e. no brain, no pain).

### Psychic strike (Mental blast)

Range (power can reach out and touch someone)	5SP
Others (power works on others)	5SP
Visible (energy halo and eyes glow)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (always a deliberate act)	5SP
Inherent (no foci required)	5SP
Must have POW of 3+	-1SP
Requires 2 seconds to use	-2SP
Requires concentration for <i>each</i> use (and Drain check)	-2SP
Requires POW vs. POW+4 (overcome victim's psyche)	-3SP
Backfire (user suffers effects instead)	-3SP
Side effect (1 pt. headache after any use)	-1SP
Total	12SP

### Common enhancements

Target multiple (same limits as power)	12SP
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*The magi's henchmen rushed to engage the legionnaires and the Psyche Korps liaison, while the magi attempted to summon the diaboli, Dithferius. The Psyche Korps liaison concentrated her considerable mental powers against the magi. He could not help but notice her glare and the glow surrounding her brow and emanating from her eyes. Unnoticed by the other combatants, a fierce battle of wills was taking place. As suddenly as it began, the battle was over; a trickle of blood leaked down from the magi's nostril just before he fell to the ground.*



By now, you've probably noticed that these powers are not the end-all, be-all type of paranormal effects. To use virtually any of them at high power levels is rapidly draining. They almost always leave you with a splitting headache, and that is when they are used correctly. Many powers have to overcome the psyche or will of the target, and require high levels of power to reliably do this. The net effect is that the very successful practitioners are the ones that generate the Psyche Korps reputation. The average korpsman is not nearly so good, but he or she will have something that the average WIL 4-5, POW 1-2 human will have a legitimate respect for. The reputation of the Korps combined with the psychic halo of a concentrating korpsman is often enough by itself to get the job done.

## Psychic Damping

By means of this power, a psionist creates a damping field in the vicinity of his or her person which reduces the ability of other psionists from using their paranormal powers. Any psionist utilizing a power that controls a focus element (such as pyrokinesis) will lose control of the focus element and be subject to its normal effects. Paranormal effects passing through the field towards the user are reduced by the user's POW. This is *before* any POW vs. POW checks are made by the attacker. The psionist wielding the psychic damping power is also affected by any power they try to project through the field as well. However, any paranormal power which projects an object or focus into the psychic damping field will function normally (such as telekinetically hurling a rock). This power, or better said, the lack of power, is perhaps the most feared of the psionic powers by other psionists. It also takes a great deal of time to learn.

### Psychic damping (Block)

No range (does not extend past your aura)	2SP
Self (protects user only)	2SP
Invisible (source of damping effect is not visible)	5SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (must be deliberate)	5SP
Inherent (no foci required)	5SP
Must have POW of 6+	-1SP
Requires 5 seconds to use	-3SP
Side effect (1 pt. headache after use)	-1SP
Only affects psi powers	-4SP
Total	12SP

### Common enhancements

Power multiple (same limits as power)	12SP
Area multiple (same limits as power)	12SP

The off duty Psyche Korpsmen intended to teach the human Imperial Affairs agent a lesson on whom he should and should not be investigating. Reverend Edgar Riess stood his ground as the four Alferi advanced on him. He knew who they were and what they could do; a pyrokinetic, a telekinetic, a telepath, and a pain inducer, or so their files claimed. It didn't matter to him. As they closed around him in a circle he could see their brows knot with concentration as each attempted to tap their psychic power to lash out at him. As he drew out his P-38 he watched their expressions change from one of arrogance and hate to one of surprise and fear, for some reason their powers would not work against him.

The next morning Reverend Riess was dispatched to investigate the murders of four alferi Psyche korpsmen whose corpses were found in Cairo's harbor.

## Pain Inducement

The psionist uses this power to stimulate the portion of the victim's brain which controls response to pain. By this means the power owner is able to cause the victim to experience excruciating agony and loss of motor control (subtracts from AGL), although all pain sustained in this manner will be of the non-lethal variety and stops almost immediately after the power is turned off. Note that reducing AGL also reduces the maximum usable level of any AGL-based skill. This power is most commonly used in the Psyche Korps for crowd control and for purposes of interrogation. While the natural ability to resist pain (**Pain Tolerance**) reduces the effectiveness of this power, beings that do not experience pain (i.e. undead) are completely unaffected.

### Pain inducement (Subtract)

No range (victim must be touched, aura to aura)	2SP
Self (power only works for owner)	2SP
Visible (hands glow)	2SP
Drain (POW Apt. vs. POW to avoid 1pt HLT loss)	2SP
Inherent (no foci needed)	5SP
Conscious (owner must concentrate on power)	2SP
Must have POW of 3+	-1SP
Requires 1 second to use	-1SP
Requires a combat skill roll (to touch unwilling victim)	-3SP
Special effect (causes agony)	5SP
Uncommon weakness (pain tolerance reduces effect)	-1SP
Immutable power	-5SP
Total	9SP

### Common enhancements

Power multiple (same limits as power)	9SP
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Unlike his fellow Psyche Korpsmen, Wilhelm was not a murderer; it was a waste of his time and energy, not to mention the loss of a perfectly good slave. Under a cloudy, midnight sky a squad of legionnaires marched noisily down the street, not caring whom they awoke, blatantly flaunting their authority. They halted before a stone building which served as both business and home for one Ahkmed Ab'salaam. Not bothering to knock, they simply battered the door down and rushed inside. Before Ahkmed could level his pistol to fire, Wilhelm was upon him. A touch of his hand sent the giant human to the ground, writhing in pain. Wilhelm loved his work. And, the night was still young, for he would need to question the prisoner, and he was sure to resist...

## Psyche Sight

Psyche sight is a form of ESP or precognition. The power warns the psionicist of danger by a brief, intense feeling of danger. The psyche sight will indicate the direction in which the danger exists but will not reveal the nature of the threat. The range of the psyche sight is extremely limited, also. Therefore it does not “go off” unless the owner is facing immediate and nearby danger (within POW<sup>2</sup> meters or POW<sup>2</sup> seconds). Since it is an independent power, it is very hard to train. The Psyche Korps has tests to see if someone has latent potential and can teach the psychic to understand and use it, but has thus far been unable to teach it to those without this “knack”.

### Psyche sight (Precognition)

No range (cannot target an area to see if it is dangerous)	2SP
Self (only works for danger against user)	2SP
Invisible (no visible effects)	5SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Independent power (no conscious control)	2SP
Inherent (no foci required)	5SP
Side effect (danger warnings break concentration)	-1SP
Usable at Aptitude only (there is never a drain problem)	-3SP
Power only usable for immediate defense of self	-3SP
V.uncommon weakness (not totally reliable, works on 7-)	-1SP
Immutable power	-5SP
Total	5SP

### Common enhancements

Power multiple (same limits as power)	5SP
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*Klauss, the point man for the team, suddenly pulled up and stood rigidly stiff. His eyes seemed glazed, as if he was watching something that was not really there. Just as quickly, Klauss returned to his normal self. He rested his hand against the heavy wooden door to his left and shook his head from side to side, while pulling his finger across his throat, mimicking a knife. Somehow Klauss always knew where the dangers lie, and we had learned to trust his judgment.*

## Shreck

When this power is used the psionicist screams in a direction, releasing a pulse of destructive sonic energy that affects any creature caught in its path. Targets can be stunned or knocked unconscious by the force of the blast. The power does not affect creatures which are not alive or those creatures which are already deaf or have no auditory sensory organs. It will not work on those who are temporarily deafened by a previous attack, either. While the damage caused by the shriek is non-lethal, it will shatter nearby glass and have other undesirable collateral effects.

### Schreck (Blast)

Range (but sound starts at user)	5SP
Self (power only usable by owner)	2SP
Visible (highly audible effects)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Conscious (always a deliberate act)	5SP
Inherent (no foci needed)	5SP
Requires a second to use (concentrate and draw breath)	-1SP
Side effect (can only whisper after using power)	-1SP
Common weakness (only works vs. things that can hear)	-5SP
Immutable	-5SP
Total	8SP

### Common enhancements

Target multiple (same limits as power)	8SP
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*Anna let loose her shriek upon the advancing humans. The shriek, which the human rabble often called the “banshee’s wail” brought them to their knees with their hands brought up to clasp their aching ears. She could feel the blood rising from her throat; the power had great strength but came at a high price. She stopped as one by one the men rose, somehow miraculously cured of their deafness and disorientation. She didn’t have the strength to loose another shriek right now, she would have to physically engage them until the legionnaires alerted by her shriek arrived. As she drew her pistol she couldn’t help but wonder how the humans had withstood the shriek’s effect. Apparently seeing her questioning gaze, one of the humans pointed toward a large plaque mounted on the far wall which read, Cairo Society for the Hearing Impaired.*

## Fang Spray

This power gives new meaning to the term “offensive breath”. After performing the proper spell casting ritual, utilizing the proper spellcasting ingredients, the magi is able to spit forth a blast of sharp, damaging fangs at an opponent. This is either a single large attack or up to POW in DV1 hits to random locations, the latter representing scores of tiny fang hits.

### Fang spray (Blast)

Range (attack usable at range)	5SP
Self only (power usable only by caster)	2SP
Visible effect (fangs are visible projectiles)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Conscious (always a deliberate act)	2SP
Requires a focus (projectiles)	2SP
Requires 2 seconds to use (inhale, load, blast)	-2SP
Requires concentration for each use	-2SP
Requires vocalization <i>and</i> gestures	-2SP
Requires a combat skill roll (Range Mod of 0)	-3SP
Special effect (caster may choose large or small attacks)	5SP
Total	11SP

### Common enhancements

Power multiple (same limits as power)	11SP
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*Hussein had survived the magi's mystical onslaught and had managed to position himself close enough to strike with his scimitar. It would only take one blow to lop the scrawny magi's head off his frail shoulders. So why was the little deviant smiling at him? The magi's smile unexpectedly exploded, showering the warrior with a vast amount of shrapnel. The magi left Hussein for dead, but his companions had arrived within a scant few minutes. Though his life was spared, Hussein spent many weeks in bed having hundreds of sharp fangs removed from his body and he was to be horribly scarred forever more.*

## Inescapable Devourer

This is a dangerous close quarter combat power, because it enables a relatively physically weak magi to inflict severe wounds upon stronger foes who are wearing armor with low protection value or not wearing armor at all. With the power's activation numerous fanged mouths appear all over the magi's body. The magi may then grapple an opponent, allowing many of the fanged maws to bite the victim. Armor is the bane of this power, for good armor that covers the majority of the body practically negates its effect.

### Inescapable devourer (Shapeshift)

No range	2SP
Self (power only works on caster)	2SP
Visible effect (mouths appear on flesh)	2SP
Drain (POW Apt. vs. POW used to avoid HLT loss)	2SP
Conscious (use of power is controlled)	5SP
Focus (has ritual components)	2SP
Minimum POW of 6+ (major body change, +1 STR)	-1SP
Requires a second to use	-1SP
Requires Difficulty 6 Sorcery roll	-1SP
Requires vocalization <i>and</i> gestures	-2SP
Special effect (may cause fear checks(CORPS p.114))	+5SP
One purpose only (fanged mouths and incr. strength)	-4SP
Total	11SP

### Common enhancements

Power may be prepared	5SP
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*The magi would never break Hilde's will, after all, she was a trained Psyche Korpsman. She would tell the fiend nothing about the Fatherland and its defenses. The dark Alferi drew near her, apparently to force himself upon her. Yet, even that did not matter, for she would never break for such a weak form of torture.*

*The pain of a bite on her shoulder made her grimace. She couldn't help but question what the magi was going to do with her. With a bit of spell casting bravado the magi called upon his mystical powers. A fanged mouth materialized in the magi's palm, then another on his chest, and another upon his bicep. They fanged maws kept appearing on the magi's body until he was completely covered, then he advanced toward the chained korpsman. It didn't take long for the magi to glean the information he desired.*

## Spirit Aid

This power allows a shamanii to summon forth a spirit to do hi or her bidding. This spirit may be of any variety, but is usually an elemental spirit, an animal spirit (to match the shamanii's clan totem), or the spirit of one of the clan's ancestors. The spirit unquestionably follows the orders of the shamanii. The spirit uses its power alone to accomplish these tasks, for the shamanii must focus his or her concentration on controlling the spirit when summoned to prevent it from escaping or turning on him or her. An effective POW of 12 (remember the built-in Power Multiple) is sufficient to create a creature whose attributes and skills add up to 7, and each point past this is either a minor change in the creature (like claws) or +1 to an attribute or skill. See the Shapeshift power in the basic **CORPS** rules for more detail.

**i** This power can easily be abused by a character to wreck a campaign. It is highly suggested that the gamemaster set a limit on which kinds of spirits the shamanii can summon. If a shamanii has access to all spirits and a few power multiples, he or she could be unstoppable. If the shamanii were limited to one sphere of spirit aid, then they would have considerable power within that sphere, severely diminished powers in neutral aligned spheres, and no power (not to mention the possibility of enemies) within opposing spheres.

### Spirit aid (Create)

No range (spirit appears in front of caster)	2SP
Self (only shaman can summon the spirit)	2SP
Visible (shamanii radiates aura of power)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (summoning is always deliberate)	5SP
Focus (ritual ingredient of import to spirit summoned)	2SP
Minimum POW of 6+	-1SP
Requires 10 minutes to cast (repetition of ritual)	-6SP
Requires Difficulty 8 Sorcery roll (demonstrate respect)	-2SP
Backfire (spirit attacks caster)	-3SP
Limited effect (one type of spirit per spell)	-5SP
Power multiple	5SP
Total	10SP

### Common enhancements

Power multiple (same limits as power)	5SP
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Now was not the time for battle. Child of the Air had sat with her legs crossed, waving her totem rattle in intricate patterns, while chanting a melodious song over and over again. All the while, a group of the pale skinned invaders climbed the mountain, harboring plans of captivity and torture for the Indomitarr shamanii. As the white hairs drew nearer a shrill cry echoed through the brisk autumn air.

The invaders could only watch in awe as an enormous eagle plummeted out of the sky, swooping low to grasp the shamanii, and bore her high into the sky. The shamanii cried out with exhilaration as the guardian spirit of the clan of the feathered totem soared over the mountains, westward toward her tribal homeland.

## Spirit Bane

This power was developed by the Solarri magi to counter the spirit aid power of the Indomitarr shamanii. When the power is used, it forces any one summoned spirit or created being to return to its plane of origin. However, if the spell is not powerful enough, the spirit is only weakened for a moment and then returns (POW of bane must be equal or more than the POW used to summon the spirit). This is one of the few ritual powers that can be stored in a focus, such as a weapon (or even a bullet). It is activated whenever the weapon strikes a spirit or created being, completely discharging the spell in a burst of visible and paranormal energies.

### Spirit bane (Block)

Range (attack usable at range)	5SP
Self (only caster may use power)	2SP
Visible (writhing energy bands encircle spirit)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Conscious (always a deliberately used power)	2SP
Focus (spell components required)	2SP
Minimum POW of 6+	-1SP
Requires 10 minutes to cast	-6SP
Requires concentration after each use	-2SP
Requires vocalization and gestures	-2SP
Power may be prepared in advance	5SP
Requires Difficulty 6 Sorcery roll	-1SP
Limited effect (only banishes spirits or created beings)	-5SP
Power multiple	5SP
Total	8SP

### Common enhancements

Power multiple (same limits as power)	5SP
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The samurai fought bravely, but the earth giant had destroyed them to the last man, crushing them beneath its stone heels. The chanting of the gold Alferi magi echoed over the sounds of war. If the magi could complete his spell then the day could still yet be won, and the samurai sacrifice would not have been in vain. The earth giant closed on the magi and raised its massive foot to smash the Alferi flat. The magi ceased his chanting and pointed a thin, golden finger at the gargantuan. The giant was surrounded by a aura of energy, then slowly melded back into the earth from which it had come. Seeing the magi's victory over the Indomitarr shamanii's creation, the shogun issued the order for an all out charge on the wild Alferi horsemen.

## Medusaemia

This power is an involuntary shapeshift which the magi uses on others. When the power is activated the victims hair transforms into a mass of writhing snakes which proceed to bite the victim and entangle him or her. Baldness is not a surefire escape from this spell, because the snakes will simply sprout from the victim's bald pate. The serpents may range in length from 25 centimeters all the way up to 2 meters. In game terms, the serpents do a lethal DV1 attack every turn to a random location as long as the spell is maintained. Each point of POW over the minimum increases the cumulative STR of the snakes. The character has to do lethal damage to themselves equal to the cumulative STR of the snakes to remove all the snakes, since when the shapeshift ends the severed snakes will revert to bits of hair and scalp.

### Medusaemia (Shapeshift)

No range (victim must be touched)	2SP
Others (power may be used against unwilling victims)	5SP
Visible (effects are hard to hide, and source is obvious)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (always a deliberately used power)	2SP
Focus (requires spellcasting components)	2SP
Minimum POW of 4+ (mass, STR2, fangs)	-1SP
Requires 2 seconds to cast	-2SP
Requires gestures and vocalization	-2SP
Requires POW vs. POW+0 check to succeed	-1SP
Total	9SP

### Common enhancements

Power multiple (same limits as power)	9SP
Target multiple (same limits as power)	9SP

*The lightning flashes outside were the only illumination inside the cathedral. Perseus could hear an occasional whisper; the magi no doubt preparing a spell for him. Since he intended to take that pointy eared, gold skinned menace's head home with him, it was only reasonable to assume the magi would try to prevent him from accomplishing his goal.*

*From out of nowhere, the magi appeared before him. Perseus drew back his sword to cleave the sorcerer's head from his shoulders, but the magi rushed in and laid his hand flat against the warrior's chest then retreated to the shadows of the room. As he made ready to pursue the magi, he was distracted by a burning sensation on his shoulder. He glanced down to examine the wound, and to his utter amazement found a serpent attached to the shoulder. More serpents materialized from above him, biting and entangling him. He couldn't help but laugh at the irony of his appearance as he crashed down upon the stone floor.*

## Sword Dervish

By invoking this power the shamanii summons one of the spirits of the wide open sky to do his or her bidding. The spirit is drawn to a large pile of bladed weapons (usually swords, but can be other bladed weapons, and must be provided by the shamanii). The spirit promptly lifts the weapons, rotating them at high speed, then proceeds to attack enemies of the shamanii. At minimum POW requirements it has a STR, AGL and skill of 2. Points of POW past this increase attributes equally, e.g. 3 more POW would increase STR, AGL and skill by 1. It is important to note that the spirit will not dispel until it has taken a certain number of lives, set and stated by the shamanii during the spell casting (half the POW used in casting). The dervish is physically destroyed only by the destruction of the weapons it uses (usually one weapon per point of STR).

### Sword dervish (Create)

No range (dervish appears near caster)	2SP
Self (power works only for shamanii)	2SP
Visible (swords sparkle with energy)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Conscious (always a deliberately used power)	5SP
Focus (at least 10kg of edged weapons)	2SP
Minimum POW of 4+ (STR 2, AGL 2, skill 2)	-1SP
Requires 10 minutes to cast	-6SP
Requires gestures and vocalization	-2SP
Special effect (acts independently but still follows orders)	5SP
Backfire (will take friendly lives if none other available)	-3SP
Usable only to make sword dervishes	-5SP
Power multiple	5SP
Time multiple (lasts until conditions met or destroyed)	5SP
Total	13SP

### Common enhancements

Power multiple (same limits as power)	5SP
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*The wild Alferi horse warriors stared at the shamanii in disgust, yet they feared him to much too voice their feelings. First the shamanii had ordered them from their mounts, then the old Alferi had commanded them to each offer up one of their blades, be it knife or tulwar, into a great pile. Now they stood watching in silence as the shamanii danced around the pile of weapons chanting words which hurt the ear to hear. Did he not know they had a battle to fight, and soon? A blade twitched – and another – then another. Soon all of the blades were rattling about. Within but a few moments the pile of knives and swords had been transformed into a small whirlwind of slashing blades. The shamanii never stopped dancing or chanting, but followed the whirlwind as it moved across the battlefield towards the enemy. The horse warriors mounted their steeds and followed the shamanii's lead, confident that victory would be theirs this day.*

## Death Sight

This is not as the name implies, a death gaze. Nor does the necromancer have to be deceased to utilize this power. Rather, the power allows the necromancer to create a visual communication link between himself or herself and one of the living dead. Once the link is established the necromancer can see and hear whatever the living dead can, without the creature being aware of their presence. Note that while viewing sights through the living dead's eyes the necromancer cannot see through his or her own.

### Death sight (clairsentience)

Range (usable at a distance)	5SP
Others (power is targeted through someone else)	5SP
Invisible (no noticeable effects)	5SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (power use a deliberate act)	5SP
Focus (spellcasting components and an undead)	2SP
Requires 10 seconds to use	-4SP
Requires gestures	-1SP
Requires POW vs. POW+0 check (overcome undead)	-1SP
Backfire (undead becomes aware of magi and location)	-3SP
Cannot use own senses while spell is in effect	-3SP
Immutable	-5SP
Total	5SP

### Common enhancements

Target multiple (same limits as power)	5SP
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*From the safety of the jungle Raoul could see the dead wandering aimlessly about the courtyard of the abandoned temple, but he could not see what lie within the darkness of the open temple door. He held up the index and middle finger of each hand, connected them to the same fingers on the opposite hand, and pressed them with fingers spread apart over his eyes. He stared for a moment at one of the shambling zombies headed into the temple. In a few seconds he could see through the eyes of the creature as it worked its way down the temple hall. Unfortunately for Raoul, he never saw the ghul rise from the jungle floor behind him.*

**i** The Control Weather power (next) is normally only used with power, time, area, and/or target multiples. The gamemaster is advised to impose a high cost on use of this power. The SP cost is prohibitive, and for large areas it would probably take multiple shamanii with powers that could be combined. Another suggestion would be for heavy weather tampering to cause one of the severe storms that constantly sweep across Apocalypse, a storm which the shamanii can neither control or disperse. A gamemaster might also require additional powers, such as summoning elemental spirits, be invoked before control of the weather can be established. Once the spellcasting is stopped, the weather will revert to normal at a natural rate. The most violent effects will stop almost immediately, but winds and clouds will take some time to disperse normally.

## Control Elements

As the name implies, this spell allows the shamanii to control the weather itself. Thus, the shamanii could summon gale force winds, hail, call lightning down from the skies, invoke mighty downpours of rain, or even banish unwanted weather. The basic power is telekinesis (the ability to move and shape atmospheric water, with derivative ability to alter temperature, humidity and winds by subtle manipulations). An effective POW of 1 is sufficient to create or dispel heavy winds or rain over the area of effect, and a POW of 2 or 3 can create violent weather such as heavy hail, lightning or tornados, but these cannot be directed at specific targets. The base area is the hex the magi is in and the surrounding hexes, with an effect of 1/4 POW (round down). The first Area Multiple fills this area, and each after that doubles it:

Area multiples	Radius	Area multiples	Radius
1	1m	11	50m
2	2m	12	75m
3	3m	13	100m
4	4m	14	150m
5	5m	15	200m
6	8m	16	300m
7	12m	17	400m
8	18m	18	600m
9	25m	19	800m
10	36m	20	1100m

### Weather control (Telekinesis)

No range (weather centers on the caster)	2SP
Self (power only usable by magi)	2SP
Visible (weather changes emanate from central point)	2SP
Drain (POW Apt. vs. POW used to avoid HLT loss)	2SP
Conscious (power use a deliberate act)	5SP
Inherent (no foci required)	5SP
Requires 10 minutes to use	-6SP
Requires gestures and vocalization	-2SP
Requires Difficulty 8 Sorcery roll	-2SP
Backfire (uncontrolled effects near magi)	-3SP
Special effect (actions required for weather control)	5SP
Usable only to create generalized weather	-5SP
Area multiple (fill a 1 hex radius with 1/4 POW effect)	5SP
Total	10SP

### Common enhancements

Area multiple (same limits as power)	5SP
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*Daughter of the Wind and many others had danced around the bonfire for several hours now. All the other shamanii who had started the spell dance with her had long since ceased their dancing, an acknowledgment that it was she who would control the spirit of the Grandmother which they were summoning. The raindrops began to fall from the heavens, soon to be followed by sleet and hail. As the thunder boomed and lightning arched across the sky the horse warriors mounted their hardy steeds. Clan Flowing Mane would soon avenge the death of Child of the Water, Daughter of the Wind's only son.*

## Melt

This power will reduce a living, mortal being into a liquid state, much like that of the wax when a candle melts away. This is obviously an unpleasant and fatal experience, but will serve well as an example for the other slaves on how not to act and what not to do.

At the minimum POW requirement the victim is changed to formless goo, but retains their attributes, being able to see, hear, ooze about, etc. As the effective POW increases, extra points subtract from STR and AGL to immobilize the victim.

### Melt (Shapeshift)

No range (victim must be touched)	2SP
Others (power used against unwilling victims)	5SP
Visible (blue bolt goes from magi's hand to victim)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt POW loss)	2SP
Conscious (power use a deliberate act)	5SP
Focus (spellcasting components)	2SP
Requires a second to use	-1SP
Minimum POW of 5+	-1SP
Requires POW vs. POW+6 check (overcome victim)	-4SP
Backfire (3 pt. non-lethal injury to casting arm)	-3SP
Only affects living beings, single form of change	-3SP
Time multiple	6SP
Time multiple	6SP
Total	18SP

### Common enhancements

Power multiple (same limits as power)	6SP
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*The samurai dragged the struggling prisoner before the magi and the shogun. The silver Alferi had been taken captive by one of the border patrols several months back. The pale, thin Alferi with the stark white hair had tried to escape on many occasions, often convincing others to join him in these attempts. He callously used these persons to prevent the samurai from capturing him right away, sacrificing them in cold blood to keep the hounds from tearing him apart. But now he had gone too far. His rabble-raising had caused a riot, which the Lunarri was quick to organize and appoint himself to command. A dozen samurai were murdered before the Solarri regained control of the slaves.*

*Now the arrogant, cruel silver Alferi would pay for his insolence. The magi stood, raised his arms, and pulled back his robe sleeves. He spoke a few arcane syllables, then touched his index finger to the Lunarri's forehead. A bolt of brilliant blue energy exploded in the silver Alferi's eyes. He screamed in agonizing pain as he began to slowly dissolve into a puddle of melted flesh on the ground below. A samurai drew his sword across the oozing mass, slicing it into several twitching puddles. The magi released the spell, and the Lunarri shifted back into human form...in several pieces. Not surprisingly, there has been little insurrection since the gruesome execution was carried out.*

## Dominate Dead

By invoking this power the necromancer forces the living dead to obey his will. The stronger the type of living dead, the harder it is for the necromancer to gain control and then maintain it. By combining area, power, target, and time multiples the necromancer can control large contingents of living dead for long periods of time. Once again, the stronger the living dead, the smaller number that can be controlled and the shorter the time of control will last. To offset the power cost increase created by adding multiples, the gamemaster can allow for an increase in the POW vs. POW and Difficulty skill roll categories. This should also be done when encountering higher forms of living dead, especially ghuls, vampires, and mummies. If multiple dead are affected by the spell simultaneously, skill, power and backfires are based on the strongest of them. Success vs. the strongest means all weaker ones fall under sway, while failure turns them all against you. Remember that if the leader is dominated, the lesser dead will follow its orders.

### Dominate dead (Dominate)

Range (victim must be in sight only when cast)	5SP
Others (power used against unwilling victims)	5SP
Visible (no visible effect of power use)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Conscious (power use a deliberate act)	5SP
Focus (spellcasting components)	2SP
Requires a second to use	-1SP
Minimum POW of 4+	-1SP
Requires POW vs. POW+0 task (overcome dead)	-1SP
Requires Difficulty 6 Sorcery task	-1SP
Backfire (living dead know where you are and attack)	-3SP
Power affects only the living dead	-3SP
Side effect (gauntness and pale skin with repeated use)	-1SP
Total	10SP

### Common enhancements

Power multiple (same limits as power)	5SP
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*The dead surrounded the dark Alferi magi, yet did not attack, for they had been ordered not to. A gap opened in the circle of corpses and a stately human female stepped through and walked toward the magi, M'bato. M'bato recognized the vampiress for what she truly was by the telltale glowing of her eyes as she attempted to charm the necromancer into subservience. M'bato's jaw clenched shut and his eyes seemed to bore holes through the vampiress.*

*As quickly as it had began, the battle of wills was over. The vampiress whirled about and headed toward the circle's edge, while the zombies and ghuls prepared to feast upon the mortal necromancer. Their partially decomposed jaws nearly fell to the ground when the Overmaster commanded that the necromancer was now under her control, and was to be treated as her personal ambassador. Any who hesitated to obey his orders would answer to her wrath. All the while a wicked gleam sparkled in the eyes of the necromancer.*

## Repel Dead

The templar (priest) who uses this power creates a sphere of protection around his or her person, which may or may not extend around others as well, depending on whether or not the magi uses an area multiple or not. If the spell is bought without area, the protection is only afforded the priest. An area can either affect a single hex at 1/2 POW effect, or surround a 1 hex radius at 1/4 POW effect (round down). Any undead attempting to enter this protected space is physically repelled with violent force, but if their POW is higher than the effective POW of the protection, they can pass through and act normally. This field of force travels with the templar (priest), remaining active as long as the templar concentrates on it.

### Repel dead (Armor)

No range (effect is centered on caster)	2SP
Self (power usable only by caster)	2SP
Visible (flashes of white when touched by undead)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Conscious (power use a deliberate act)	5SP
Inherent (no foci required)	5SP
Requires a second to use	-1SP
Minimum POW of 4+	-1SP
Requires a Difficulty 6 Sorcery roll	-1SP
Only repels undead and spirits	-4SP
Total	11SP

### Common enhancements

Power multiple (same limits as power)	11SP
Area multiple (same limits as power)	11SP

*As the cadre of living dead overwhelmed the legionnaires, Horus called upon the power of Ptah to save him and his companions. The power which flowed into his mortal body was so intense that it nearly overcame him, causing his eyes to view everything in a shade of vermilion. A small number of legionnaires stood by him, in fact carrying him from the field of battle. Horus could hear the screams of the dying legionnaires all about him as the living dead devoured them alive, yet those which dared to approach his party were cast aside by an unseen hand as if they were nothing more than rag dolls. Ptah's hand protected and guided them from the massacre that day, but Horus would never forget those who died, for wherever he looked he continued to see everything cloaked in shades of red, the color of blood.*

## Elemental Form

Rather than summoning an elemental spirit, the shamanii who uses this power actually transforms their body into one composed of one of the elements. By continuing to concentrate, the form can be held for some time after the concentration is stopped. This form must consist of entirely one element: fire, water, earth, or air. The shamanii may then attack with the new body form, causing damage appropriate to the body type at the time. Each element uses the POW of the spell in a different fashion:

**Earth** - Add to STR, gain POW levels Toughness

**Air** - Fly at up to POW in m/sec, gain POW levels Toughness

**Water** - Swim at up to POW in m/sec, gain POW levels Toughness

**Fire** - Touch has DV of POW, gain POW levels Toughness

Count *only* the points greater than 5, since the major change uses this much. Toughness is never lower than x.1.

**Example** - At minimum levels (POW 6), a normal person with elemental earth form would have +1 STR and toughness of x.9 instead of x1.0.

### Elemental form (Shapeshift)

No range	2SP
Self (caster is the only one affected)	2SP
Visible (caster glows and body changes)	2SP
Drain (POW Apt. vs. POW used to avoid 1pt HLT loss)	2SP
Conscious (power use a deliberate act)	5SP
Inherent (no foci needed)	5SP
Requires 5 seconds to use	-3SP
Minimum POW of 6+	-1SP
Requires Difficulty 10 Sorcery roll	-3SP
May only assume a single elemental form per spell	-5SP
Side effect (traces of element linger after spell is gone)	-1SP
Time multiple (can concentrate to increase duration)	5SP
Total	10SP

### Common enhancements

Power multiple (same limits as power)	5SP
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*As the battle raged about him, Spirit of the Dark stood tall and shouted arcane words into the air. This attracted the attention of several of the silver Alferi Imperial infinitarlists, who intended to put an end to the shamanii spell casting that had already proved so costly for their army in this battle. As they neared him the ground seemed to explode under the wild Alferi. Where the shamanii had once been, a giant composed entirely of earthen material now stood. The earth giant waded into the silver Alferi legionnaires with a vengeance, smashing a body here, crushing a skull here, and pummeling a psionist or two back there. The earth giant cut a swath through the Lunarri ranks for the wild Alferi horse warriors, leading to a rout of the silver Alferi's forces.*

## Backfires

Whenever a paranormal power backfires, regardless of whether it is psionic or magical in nature, the backfires are appropriate to the power used. Backfire possibilities for the previously mentioned paranormal powers are listed in the power cost explanation. Some other ideas for other powers are below.

Power	Backfire
Absorb	Target absorbs from power owner
Add	Subtract
Armor	Adds to damage done, frailness
Blast	Owner takes blast damage
Clairsentience	Target knows of attempt and learns information
Create	Dangerous creation
Detect	Temporary deafness, blindness
Dominate	Caster becomes weak willed
Precognition	Dangerously bad prediction
Protect	Illusion of protection only
Shapeshift	Malformed shift, caster shifts badly
Subtract	Add
Telekinesis	Power functions but owner cannot control it
Telepathy	Possession, target knows of attempt
Teleport	Random movement

**Note** - Be creative with your backfires, but keep in mind that the **Apocalypse** campaign is both a power-rich *and* power-dry game setting. Furthermore, due to the shifting nature of the radiation residual of the Juxtaposition, it is not uncommon for backfire results to randomly change from time to time. Any power use in a power damping area will result in a backfire, however, since powers won't function here, neither will supernatural backfire effects. POW and HLT loss, as well as minor side effects (headaches, etc..) will function, though.

## Aspecting

If you're familiar with **CORPS**, you probably noticed that many powers here are impractical to use for more than several seconds due to drain effects and high minimum POW requirements. This would make the powerful magics more or less useless in a practical sense. Who wants to spend several minutes turning into a powerful earth elemental, only to be exhausted by the effort in three seconds? It means that a high POW is mandatory for any sort of paranormal power use. No serious devotee of their art will have a POW of less than 6, and should have a 10 or more, for an Aptitude of 3 or 4 (use **Natural Aptitude** to make a high level of POW affordable). Another way is to pay the SP cost for one or more Power Multiples to let you use more power without drain. For instance, a person with a POW of 6 has an Aptitude of 2, so they could have effects of POW 2 without having to worry about drain. One Power Multiple on a power would let them use effects of POW 4 without any drain, and two would let them use the power at POW 8. And being able to maintain a POW 8 effect more or less indefinitely is *significantly* powerful in an **Apocalypse** campaign.

Many power modifying areas exist on Apocalypse. There are three types of these: damping zones, which impose a -1 or more penalty towards all paranormal effects (before Power Multiples), or just against certain types of power (like psionics); enhancing zones, which provide +1 or more POW towards the use of all or particular powers (again, before Power Multiples); and flux areas, regions where powers effects are randomly increased, decreased, or completely changed altogether (also known as the "gamemaster fun zones" or GFZ). These power effecting areas are for the most part immobile. These immobile zones partially explain a lot of the culture and politics of **Apocalypse**, and are either semi-permanent residues of the Juxtaposition or evidence of Eternal tampering with the laws of nature. For instance, Berlin, capital of the silver Alferi reich, is +3 aspected towards psi powers and +5 to devotional powers of Frey and Freya, but -5 towards other types of magic. This aspecting slowly becomes more neutral as one goes further from Berlin. Similarly beneficial/hostile zones radiate from the centers of Indomitari and Solarri culture. Most areas of interest (borders and frontiers) are usually of neutral aspect, or temporarily aspected due to storms or other circumstances.

**Example** - A silver Alferi psi with a POW of 7 is treated as having a POW of 10 while in Berlin. Not only are they capable of higher powered effects, their Aptitude is also increased from 2 to 3 for purposes of drain effects. On the other hand, wild Alferi shamanii who are held prisoner here find their supplications to the Grandmother fall on deaf ears, and a shamanii with a POW of 7 would find it reduced to 2 in this area.

Occasionally a moving or temporary zone will be encountered. The terrible storms that rage across **Apocalypse** have been known to create any of the previously mentioned power effects. They can also act as temporary fields in which *anyone* who meets the minimum requirements can use a particular power, until the metaphysical template branded on the landscape fades away. The gamemaster is encouraged to use these areas to really liven up an adventure, help out a struggling party, or teach a troublesome player a lesson about cooperation during game play.

Temples dedicated to the eternals serve as power enhancing zones for templars for that religion, as such are usually +3 POW aspected. An area with a large concentration of living dead, such as a mummy's temple, would allow a necromancer +3 POW to his spell effects. Large numbers of telepaths linking up consciousness with one another would increase telepathic psionics in the area by +5 POW, all other psionics by +3, and have no affect on non-psionic powers. Note that this is *why* Berlin is aspected towards psi. These are but a few examples of aspecting scenarios which could arise during game play.

## Foci

Earth history provides us with a vast amount of possible foci for use in **Apocalypse**. These powers may come from many places: high tech equipment, armor, weapons, and psionic boosters from the lost continent of Alfar (Atlantis); legendary magical items and weapons from ancient cultures: religious icons from the old religions; or even naturally occurring flora, fauna, or minerals which enhance powers or endow the ingester with temporary paranormal powers.

## The Emperor's scepter

During the Great Battle of the Shoguns, which defined the ancient history of the Empire of the Rising Sun, the child-emperor and his ceremonial sword and scepter of authority were ordered to be cast into the ocean by his grandmother, who preferred he die an honorable death rather than be dishonorably captured by his foes. The sword was recovered before the servant carrying it could dive into the turbulent waves, but the scepter and the emperor were forever lost ... until now.

*Yamatosan had been away from home for too long now. The samurai longed to see his home, hear his children's laughter, feel his wife's loving caress, and tell of his honorable and dangerous adventures. His ship had been patrolling the southern waters for nearly two months now, but they were finally heading back to home port. Yamatosan stood alone by a rail gazing out at the choppy waters commonly known as 'the Emperor's playground', the spot where the ancient child emperor had drowned during the great battle of the shoguns.*

*For the briefest of moments he thought he heard something make contact with the ship, but he quickly dismissed the notion. Nothing inhabited these waters, not even fish, in respect for the lost emperor. A thump on the deck beside him brought his hand to his katana as he whirled about. A scream filled the night air for but a moment, then a splash was heard over the port bow. Yamatosan was never found. It was assumed he had fallen overboard, or had given his life up to atone for some hidden sin, for only his family's hereditary katana was left behind. Along with it was a rusted metal rod, encrusted with numerous gems and odd engravings. These were returned to the samurai's family. Then the curse fell upon the samurai's family.*

## Runestones

These magical slabs of rock are of Nordic descent. They come in many shapes and sizes, from small, hand sized stones, to large, standing stones weighing several tons. All have one thing in common though. They are covered with mystical inscriptions and contain one or more paranormal powers of instant duration. The paranormal powers held within may be of any variety. They are activated when a person with a POW of 2 or greater reads the runes aloud or retraces over top of them with their hand or a writing utensil (assume a second per point in the effect).

Someone who can read the runes will have an idea of what the power is, while someone who simply traces them is taking their chances. Most of the time, the power is draining, and the user is the one who feels the draining effects.

It is worth mentioning that these are most commonly encountered in the Fatherland, where they are a curiosity and a target for the silver Alferi's hatred, because they cannot use the sorcery-endowed runestones. Imperial policy is to arrest anyone possessing one, and confiscate the runestone for official inspection. Small stones are usually destroyed, but the larger ones are often protected by guardian spirits which attack any who would harm the runestone.

*David's time was running out and he knew it. Yes, he had escaped the Alferi labor camp, but he had been relentlessly pursued for three days now. He was famished, partially dehydrated, and ready to succumb to the effects of exhaustion. Soon the silver Alferi and their damned dogs would be upon him. The thought of the torture the Lunarri would inflict upon him if he was recaptured spurred him back into action. After all, it was better to die free than live life in a cage.*

*Afternoon turned to evening and evening to night, but still he kept on running. Hoping to avoid the visibility the full moon's light shed upon him, David headed into the heart of the forest. Without warning he was knocked off his feet and hurled to the ground. He fully expected to see the Psyche Korpsmen who had been pursuing him for days when he looked up, but there was only a great stone. Not just any stone mind you, but one with a smooth surface engraved with many unfamiliar characters and images.*

*He traced his finger over the runes, not sure why he was doing so, even more unsure of what the result would be. He didn't hear the barks of the Lunarri hounds, nor the shouts of their masters as they closed in on their prey. Nor did he hear their gasps of surprise and astonishment when he disappeared. All David heard was the waves crashing against the rocks as he gazed out over the sea where he had miraculously been transported. He did not know where he was, but it did not matter, for any place was better than where he had come from.*

## Mana root

Found in the same areas where ginseng is found, this dark purple root is much coveted by the power-wielding races in **Apocalypse**. When ingested the root increases the natural POW ability of the user by 5 when using their own paranormal powers. This "high" starts almost immediately (within 10 seconds) and lasts for about an hour. Afterwards, the user comes down and their POW will not recover to more than a point below normal for a day or so.

Sometimes mana root grows in an area where unnatural storms have passed. It may sometimes be imprinted with any powers the storm may have swept across the land. Consuming the root not only imbues extra POW into the user, but also activates whatever power is in the root. This can be both useful and troublesome. Who wants to run into a herd of wild boar that have consumed mana roots turning them into giant flaming pigs?

All power users, psionic and magical, can use the mana root. Since it cannot be cultivated or stored for more than a few months, any large sources that are found usually attract a lot unwanted attention, often leading to fierce battles. Southeast Asia and the American continent have both been found to have mana root growing in abundance in the humid mountainous regions. The gold Alferi control the majority of the mana root harvested in Asia, using it to enhance their powers and produce a spiritually addictive drug which they spread among the human populace. The silver Alferi are just now receiving exports of mana root from the American continent, but rumor has it that the Indomitari have launched an aggressive campaign to stop the Lunarri harvesting of the holy root.

*Manyfeathers watched the White Hairs from the cliff top where he crouched, camouflaged against the rocks and trees. The silver Alferi had come to steal the Grandmother's root again, but this time would be their last time. As the human slaves searched the ground for the stalks, the Wild alferi shamanii brought a purple tuber up to his mouth, spoke a prayer to the grandmother, then began to chew the root.*

*Manyfeathers screamed in agony, unconcerned whether or not the White Hairs discovered his hiding place. Hairs bristled where none had been before, bones grew at incredible rates, muscles lengthened then filled out in mass and density, finally, his skin stretched so tightly that it felt as if it would shred apart. When the transformation was complete Many Feathers was gone. In his stead stood a gigantic beast; part bat, part reptile, part insect. It must have struck terror in the hearts of the White Hairs and their human slaves, for they bolted down the hill, further into the forest. Manyfeathers spread his leathery wings and pursued them.*

## Cyberware

Cyberware is the catch-all phrase applied to the advanced technology, psi-enhancing cybernetic equipment reclaimed from the lost continent of Alfar. These can take many shapes, but each one is manufactured to enhance one particular psionic power, either by enhancing its effect by +1 to +5 or by mutating the power at no cost to the power owner.

It should be noted that these enhancements are extremely rare, usually only worn by someone who has been to the lost continent and was able to survive the ordeals and return, or is someone who has most likely killed the aforementioned person to gain it. Furthermore, these items do not have an unlimited supply of energy. After so many uses they either go inert or self-destruct (both at gamemaster discretion). Simply acquiring one of these enhancers can be an epic adventure in itself.

*The old man walked with a pronounced limp, clinging to his walking staff. His clothing was threadbare and his hat crumpled and old, which he kept pulled down over his eyes, probably hiding a nasty scar acquired in his youth. The old man limped along in the pouring rain of the Cairo night, seemingly unaware of the half-alferi youths trailing him from the shadows, intent on waylaying, robbing, and murdering the old man.*

*Finally, the trap was sprung when the old man turned down a dead end alley. The youths rushed forward, brandishing knives and clubs. The old man calmly, slowly turned to face his assailants. He removed his hat, revealing a tattered eye patch, which he promptly tore off. The eye that pulsed underneath had never belonged to any man born of this world, for it glowed a fiery red, and had numerous wires sprouting from it which connected into the skin around the orbital socket.*

*The eye flared, a bright red pulse. The youths stood dazed for a moment, unsure of what was happening, then began attacking one another. Before long the alley was littered with corpses and dying young half-alferi. The old man ignored their moans and groans, stepping over and around them as he exited the alley, once more wearing his eye patch and crumpled hat.*

## Conflict of Powers

Psionics, sorcery/ritual magic and devotional magic are like oil and water; they just don't mix. A character can choose to have paranormal powers from only one of the different categories. Furthermore, if the types of powers are used in close proximity of one another continuously, they will cause either a temporary flux area to form, causes either or both of the power users to suffer backfires, or creates a temporary field that tends to damp both forms of power.

Just as the different divisions of paranormal powers do not function optimally in close proximity to one another, their practitioners rarely are able to coexist peacefully, either. Perhaps it is the fact that the different types of powers cause baneful effects towards one another, or perhaps it is the spirit of true competition and rivalry, or even the arrogant presumption that one's power is greater, and thus better than another's that precipitates this manner of thinking. Regardless of why they feel the way they do, the fact is that psionics and sorcerers often dislike each other, sometimes to the point of loathing one another.

The same antipathy can be found among the different subsections within the divisions of paranormal powers. Telepaths distrust telekinetics, necromancers scoff at invokers, mentalists hate those with physical powers, etc. This practice even extends into religions, with antipathy existing between different churches of the same eternal, and outright loathing being the emotion of choice between churches of rival eternals.

None of the different power distinctions trust one another. This creates a triangle of suspicion and warfare between the psionics, the magi, and the templars. Each side pursues its own goals while attempting to thwart the plans of the other two divisions as well. Finally, those persons who have too little potential to actually wield paranormal powers distrust *all* of the paranormal power users, envious of the powers they possess and wary of them, lest they should be subjugated to their power wielders' will.

## Daily Life

*Another day, another deustchmark. I spend every day defending this accursed silver Alferi controlled city from the dangers of the world. Apocalypse. Good name, that's for sure, because its definitely mankind's final battle. Too bad we're losing.*

*But what do you expect anyway? The Alferi almost outnumber us, and they've got loads of psionic or magical powers. The dead are constantly attacking, and if they kill one of our guys he rises up as one of them in a few hours. Oh! Lets not forget those blasted storms that blow up from nowhere and blow everything all over Ptah's creation.*

*Hell, I shouldn't complain. I've got one of the good jobs; I'm a legionnaire. Yeah, I know what you're thinking, I sold out my race to those white-haired slavers. So what. You share a run down apartment with nine other people, got cockroaches the size of my fist and no running water. A neat, dry barrack is where I hang my hat. You've gotta use your ration card and hope that there's food to be had, heaven knows there's no water; Go figure. All those storms and you can't drink the water because its too alkaline. Me, I get three squares a day and the best cheap liquor in all of Cairo.*

*Sure, I've got to put my life on the line to protect the Alferi's property, but so do you. When one of the cadres are sighted everyone is issued a weapon, so you've gotta fight just like I do. Of course, I am the man who has to meet the wild Alferi when they decide to cross the river and pillage and plunder. And, I'll admit the excursions into the Badlands of the Dark Continent aren't anything to write home about either, but with that responsibility comes authority. You better not get on my bad side. I'm the only thing standing between you and everything else: the Alferi, the dead, the rotted ones, and the creatures from the Badlands.*

## Technology

The technology level of the **Apocalypse** campaign is roughly equal to that of World War II Europe, with a few exceptions. For starters, communication is not nearly as far reaching or reliable. The best way to send messages is by telegraph because the air waves are so clouded with static that any communication signal traveling through the atmosphere unprotected is almost certain to be lost in it. Methods of travel are likewise limited. With the burning of the Arabian oil fields, the only reliable source of petroleum are the oil fields of the Dark Continent along the Mediterranean. The fields of eastern Europe are still largely wild Alferi territory. Thus, most travel is done by train or bicycle, only rich individuals or government officials have use of motor vehicles, usually motor bikes or military cars. Air travel is usually by dirigible, but these are uncommon. They can weather storms better while in the air, but need large, expensive, solidly built hangars if near the ground for any length of time.

Fighter planes and bombers are almost unheard of anymore. They still fly and are still manufactured, but the storms that twist and bend the flexible dirigible skeletons wreak havoc with more rigid airframes.

With the exception of a scant few high tech weapons recovered from the Lost Continent, weaponry also consists of mid-1940's technology. High-tech weapons (i.e. of pre-Syndrome Alferi manufacture) are unique and rarely, if ever, encountered. Neither they nor their power sources can be reproduced by any of Apocalypse's inhabitants at present because of the technology stagnation.

This stagnation is a two part dilemma. The Lunarri suffer from a condition known as "the Syndrome". This means that no member of the race is able to advance their technological comprehension level any higher than it was at the time of the Juxtaposition. Realizing the vulnerability which this condition created, the silver Alferi issued a prohibition on any scientific research by any intelligent being residing within the territories they control. By creating such a policy the Lunarri have prevented the humans from gaining superior technology with which to overthrow them and have masked their weakness at the same time. The punishment for conducting research with the intent of advancing scientific understanding is death. Of course, the Alferi will impound any scientific breakthroughs for government investigation (and use).

This has not stopped human scientists, however. On occasion a bright young researcher will set up a laboratory in the Badlands. More often than not, though, the laboratory is discovered ransacked at a later date, either the object of a Psyche Korps raid or a cadre attack. The scientist's body is usually never located, but on a few occasions similar looking walking corpses have been sighted within one of the cadres of living dead which inhabit the Badlands.

An odd side effect of this silver Alferi tyranny is the emergence of the Church of Technology. Science is revered as the ultimate example of balance in the universe, and scientists are its holy men. With underground laboratories based throughout the P.I.T., the Technologists are slowly advancing their technological levels while bringing more and more humans into their fold. The best of their efforts are currently around TL10 (early 1960's Earth). This means the best of them are hand-making transistors and unique items of Vietnam-era weaponry and weapon enhancements. If they can avoid the machinations of the Psyche Korps the Church of Technology could eventually prove itself a force to be reckoned with. No Eternal has claimed to be the patron of the Church of Technology, and the church offers no miracles or powers to its adherents, other than those things the creative mind can accomplish with the help of willing hands.

## The Living Dead

Every living race in **Apocalypse** is plagued by the presence of the living dead, whether the threat comes in the form of a single creature or a cadre of thousands. The dead have had a dramatic influence of how the races live. Death is no longer viewed as natural, but as an evil act to be avoided at all cost. Great care is taken to have all bodies cremated to avoid more uprisings. The worst punishment that can be inflicted upon an individual is to be executed and not cremated, thus ensuring that person's "resurrection" at a later time. Somber, melancholy attitudes are the norm. And, why shouldn't they be when the threat of a torturous death and gruesome rebirth are a constant threat in every day life?

Of course, there are those who have profited from the dead's uprising. The Nosferatu and mummies both have servants and spies living in the mortals' territory, unscrupulous people unfazed by the genocide they take part in. The pyrokinetics of the Psyche Korps find their services more in demand every day, and even the humans are beginning to view the Alferi psionics in a light of heroic admiration. The science of necrology has formed and now carries considerable influence within society.

## The Rot and the Rotted Ones

When the silver Alferi developed the virus that causes the rot, they had intended for it to only effect humans, giving them a measure of control over the rebellious humans, while also serving as a form of population control. The idea has grown far greater than they had anticipated. When the Lunarri scientists could no longer control who would be infected with the rot virus, they turned the huge oversight around to again use to their advantage. Instead of forcibly injecting troublemakers with the virus, they would offer the antidote to those who obeyed orders, followed the laws, and could pay the price for the serum. The antidote is made from Lunarri blood plasma, thus ensuring the silver Alferi's subjects cannot simply walk away from the Kaiser Reich or rebel against them.

Originally, the rot virus only affected humans and was lethal within six months. As the virus mutated it became able to effect a small number of the alferi/human half-breeds, and it also began to weaken in strength. Now, it is possible to suffer the effects of the rot for decades before death claims the victim. Furthermore, when the virus was first released the infected person suffered the effects, died, then reanimated within days. Fifty years later, the rotted one actually transforms into a zombie as the disease runs its course.

The rot has been the greatest yoke of control of the silver Alferi over mankind and quite possibly the most troublesome thorn in their side of all their tyranny. While it is true that the humans will do anything to pay the price for the rot antidote, it has only increased their hatred for the Lunarri. This hatred would be even greater should humanity somehow get proof the Rot was caused by the Alferi. Furthermore, the rot created the rotted ones, who also hate the Alferi, and increased the humans' animosity towards them again. Those who developed the rot were called either "the rotted" or the "rotted ones" and were detailed earlier in this text. The rotted ones have developed their own society and culture, adopting all persons with the rot into the welcoming arms of their community. They are loathed by humans and Alferi alike, and foster feelings of hatred and antipathy towards both races in return.

On occasion, a horde of rotted ones will begin to travel towards human or Alferi settlements. This is a jihad taken by the whole horde in which they attack any human or Alferi they encounter, taking no prisoners and burning villages and towns in their wake. These nomadic attacks are collectively known as "the walk". Why the rotted ones do this remains a mystery, although several necrologists have theorized the attacks mark an upcoming event of great import, such as the inevitable death of a horde elder or an attempt to gain some type of penance from a deity in hopes of being cured of the rot. More likely to the truth, however, is that the "walk" is a retaliation for numerous incidents of indignation and cruelty the humans and Alferi have visited upon the hordes of rotted ones.

## Urban and Rural Woes

Both human and Alferi must suffer the problems associated with living in either the urban or rural areas. While similar, human living conditions always tend to be worse than their Alferi counterparts, especially in the Alferi Fatherland.

In the cities of the Fatherland the Alferi families live in small, but livable apartments. Crime, depression, and poverty exist there just like in human cities. Hunger and pure need do not, for the Alferi are a very socialistic race. Food and shelter are available to all Alferi, regardless of whether or not they can afford to pay for it. Every Alferi receives a daily allotment, by means of a ration card. Those who have greater financial resources can purchase additional items as desired.

In Cairo and other cities in the P.I.T., humans are crammed into tiny apartments full of health hazards. There is no running water in any of the residential apartments. Food can be obtained through a ration card provided by the government. Unfortunately, everything is on a first come, first serve basis, and the food runs out long before the line of hungry people are all fed. On many days there is no food at all. Of course, if you have money you can purchase anything you want. Crime, sickness and despair have found a verdant spawning ground in the P.I.T.

The scenic countryside of the Fatherland is dotted with farmhouses and barns. Alferi families operate these farms, keeping half of the produce and livestock for themselves and to sell and contributing the other half to the government agriculture department. The Alferi keep human slaves on their farms, using them as the primary source of labor. Also dotting the countryside are human labor camps. These work prisons house the humans used to perform the tasks of physical labor through out the Fatherland which the Alferi deem beneath them, such as construction, road paving, and maintenance.

Numerous small communal farming villages can be found in the lands through the which the Nile river flows through. These farms along with fish caught from the Mediterranean provide the majority of the food supply for the P.I.T. Unfortunately, they are also the target of many living dead, rotted one, monstrosity, and mutation attacks. When a farming village is razed, any survivors always recruit more potential farmers from the cities. When one of the cadres or hordes is sighted the farmers and their families evacuate the farms for the safety of the nearest city.

The areas where the civilized territories meet the Badlands are commonly referred as the MZ, or militarized zones. They are patrolled by contingents of armed troops, but are a lawless, hazardous region where the dead, rotted ones, monstrosities, and mutations are frequently encountered. This is the last outpost of civilized control. Anyone crossing the MZ is warned to be on guard at all times. This is where the fun ends and the nightmare begins. Movement through the Militarized Zones is slow and ponderous because travelers must either explain their presence in the Zone and display the necessary paperwork or avoid the Imperial Legionnaires altogether, be careful not to activate any of the numerous hidden traps, and watch out for invaders traveling through the Zone.

Humans, Alferi, or half-alferi residing in the Badlands must be rugged individuals, a cut above everyone else in Apocalypse. The Badlands are plagued by many cadres of living dead, mutations, monstrosities, and hostile Alferi. Not only must a settler survive encounters with these other inhabitants, but must also be aware of damped and power enhancing zones, flux areas, and roving dimensional gaps. The weather furthermore hampers existence here because of the frequent storms and the lack of sturdy shelter in which to wait it out. All in all, this is the place where one goes when you have no other place to go, for the only law in the Badlands is "kill or be killed".



## THE CAMPAIGN

### Setting up the Campaign

Before you begin, remember one thing about the **CORPS** system: you can make it as easy or as complicated as you want it to be. **Apocalypse** is designed to be both fast paced and volatile, so if the whole group is new to **CORPS**, try to avoid getting immersed in too many game mechanics. For the gaming group with mixed levels of experience, try out all the advanced rules, see which work well for your group and which don't. The experienced **CORPS** gamer can dive right into the material and begin fighting for survival immediately.

Have you ever wanted to bring a character from another gaming campaign into a new campaign? This is the perfect rpg to do it with. Players should be forewarned that their powerful characters from other gaming worlds are very likely to meet with a tragic end if they get in the way of a flamethrower or other high-power weapons in **Apocalypse** and expect the gamemaster to reduce their damage just because their character got to do so in another game.

How do you start? *Anyway you want to.* Have your character get sucked through a dimensional portal on another plane of existence and end up in **Apocalypse**. Does your character suffer from amnesia and have no idea what's going on around him or her? Are you a criminal on the lam from the Psyche Korps? A korpsman chasing down a criminal? A member of a political party preparing for a "debate" with a rival party? Or are you an explorer mapping the Badlands? If you can imagine it, you can do it. We won't impose any ridiculous rules on you right here. Start wherever you want, however you want. We don't mind.

In the text to follow, you will gain a detailed look at the regions inhabited by the humans and the silver Alferi. While your game play is not limited to these areas, these are the basic adventure locales in **Apocalypse**. The world is a very large place, however. Other areas of the globe will receive mentioning as well, but as the humans and Lunarri have little information on these places yet, they will only be briefly touched upon. These areas are untouched for the moment, awaiting the arrival of intrepid heroes and nefarious villains from other parts of the world to throw their ecology and environment into a state of total chaos.

### The Fatherland

Welcome to the world of Kaiser Reich, the adopted homeland of the Lunarri, also known as the silver Alferi to their human subjects. The Fatherland of today was formerly the mainland of the European continent. After conquering the human population following the Juxtaposition, the Lunarri forced their subjects to build a five meter high, 1 meter thick, spike and concertina-wire topped, mine-surrounded wall of stone and cement around the continent. This surrounding wall was officially named the "Great Border of the Fatherland". This massive undertaking required decades of human slave labor to complete, but was well worth the time and effort to the Alferi for the security and protection the Great Border provides. To the human slaves kept in the forced labor camps of the Fatherland it is a constant reminder of the Lunarri superiority on **Apocalypse**, while to the humans of the P.I.T. the wall means something entirely different; a safe haven from the ever-present dangers of the world, so close, yet still unattainable.

The modern day Fatherland is very similar to Europe of the 1940's. Civilization is present, but not grown beyond its ability to support itself. Armed troops constantly patrol the land, watchful for invaders, living dead, or even humans escaped from the forced labor camps. Local travel is primarily achieved by either bicycle or horse and buggy. Only government officials or wealthy persons own motor vehicles and even then special operating permits must be obtained to use these vehicles on public property and roads. Most long distance travel is by rail, which is fairly reliable and not too expensive.



## Government

The Kaiser, or Emperor, is the undisputed ruler of the Fatherland. This position is not a hereditary office, however, which passes from parent to child. When the Kaiser dies the Herzogs, or Dukes, gather together and select another Emperor from among their ranks. The Kaiser may not be removed from office, nor may he or she abdicate the throne in favor of another. Assassination is the most common cause of death among the Lunarri Kaisers. Since the Alferi migration in the 1940's there have been six different Kaisers, an alarmingly high number considering that the Lunarri usually live in excess of 1,000 years unless they perish by other than natural causes.

Immediately beneath the Kaiser in the rank of authority are the Herzogs. Deciding that it would be easier to assimilate the Lunarri dominance over the existing human states of authority than to spend years arguing over land distribution, the Herzogs agreed to each rule a province composed of one of the previously controlled human countries. Each Herzog has absolute authority in his or her province, but defers this authority to the Kaiser's wishes should his highness choose to issue any Imperial edicts.

Further beneath the Herzogs are the petty nobles, rich land owners granted their titles by the Herzogs. Gaining a noble station has little to do with capability and more to do with friendship, allegiance, contacts, influence in the region, and net worth. Every year the Herzog of each province holds a great ball which his lesser nobles are required to attend. At the ball, nobles who have served their Herzog well have a slight chance of being recognized by their lord or even being promoted to higher station of nobility. Those who fail the Herzog are stripped of title and lands and publicly flogged before the crowd of nobles. When a Herzog dies or is chosen to be the Kaiser, the lesser nobles wage war against one another, each seeking to gain enough power to be chosen as the new Herzog by the Kaiser.

It has been previously stated that the Alferi are for the most part socialistic in nature, and this is indeed true. True control of the nation is in the hands of the Imperial Parliament. The Imperial Parliament is comprised of two divisions of lawmakers: the House of Nobles, whose members are all land owning, titled gentry; and the House of Commoners, made up of everyday people elected to office. In matters of lawmaking, each side has an equal vote, but it should be noted that no commoner may be put on the election ballot without the official endorsement of the Herzog, who prefers that each petitioner have a noble sponsor. This practice does not apply to any person who has previously held the office and is seeking reelection. On rare occasions the Herzog will allow a candidate who has great popularity with the common people to run for office without a noble sponsor just to throw a curve into the plots his nobles are conspiring against him or her.

One would assume that this arrangement would lead to a great deal of disagreement, and thus stalemate, between the two houses. This is not the case, though. Since the commoners must have noble endorsement to be elected, they tend to vote in agreement with their sponsor. On occasion a representative from the House of Commoners will rebel and take up his or her own agenda. This is done without fear of impeachment because representatives are elected to ten year terms which they must fulfill, excusable only by death or dismissal by the Kaiser. A representative breaking away from his or her noble sponsor will have a great deal of opposition getting reelected, however. It should also be noted that assassination attempts are common during election years when controversial issues are about to be voted on in either house. All decrees must be approved by the Herzogs. All other positions of government are filled by appointment from Imperial Parliament. A Lunarri citizen may either apply for one of the positions or be involuntarily appointed to one by the Imperial Parliament. Regardless of how an Alferi gains the position, he or she *must* complete its ten year office term or face prosecution for not doing so. Punishment usually consists of being stripped of all assets, a public flogging of one's self and one's family, as well as a one to five years sentence in one of the forced labor camps.



The Lunarri take their government *very* seriously. They don't mind crooked, unethical politicians, but will not tolerate someone who will not fulfill their commitment to the office, regardless of whether that commitment came voluntarily or by forced appointment. A side effect of this is that Lunarri who fall from favor can sometimes be "rewarded" with a political office whose duties are impossible to fulfill with their official budget, thus requiring a huge expenditure of personal funds to avoid failure in office and its subsequent punishment.

## The Military

The military arm of the Fatherland is composed of the Imperial Army of the Kaiser Reich (infantry, cavalry and mechanized), the Imperial Navy of the Kaiser Reich, the Imperial Air Force, and the Imperial Psyche Korps. These divisions of the Imperial Armed Forces are not only responsible for the defense of the Fatherland, but are the Kaiser's invasion force and the police who enforce the laws of the Fatherland and its colonies.

A great animosity exists between these separate divisions. They cooperate with one another only under the direst of circumstances or by the direct orders of either the Kaiser, the Herzogs, or the Imperial Parliament. They will go out of their way to interfere in the affairs of one of the other divisions.

As the police force of the Kaiser Reich, the military is responsible for maintaining order near their bases of operation. Whichever of the divisions has the greatest force in a given area is in charge of maintaining the peace in that area. In areas where one or more divisions have an equal or near equal seat of power they share co-jurisdiction. In these areas military personnel have a high mortality rate and crime rates are alarmingly high, due in no small part to the fact that the armed forces are too busy battling one another to worry about deterring criminal activity. As a rule the greatest conflict areas are the port cities where the Imperial Army, Navy, and Air Force all have major bases. The Army controls most of the mainland, although the Imperial Air Force has several bases inland where such conflicts also arise and weather conditions make flying somewhat more practical.

The only division of the Imperial Armed Forces which doesn't serve as the police force for any specific region is the Psyche Korps. This division is composed of psionics who serve as the secret police force of the Fatherland. They answer to no one except the Kaiser, the Herzogs, or their own commanding officers. They are occasionally assigned as liaison officers with other divisions, supposedly under the authority of that division's commanding officer, but always pursue their own secret agenda.

If it can be said that the other divisions feel a great animosity towards one another, then they absolutely *despise* the Psyche Korps. Only their great fear of the enigmatic network's shadowy operatives with their reputation of mental powers keeps them from joining forces and exterminating the smallest branch of the Imperial Armed Forces. For their part, the Psyche Korps shows disdain and contempt for any Alferi who does not possess any degree of developed psionic ability. The Korpsmen are arrogant, cruel, and utterly corrupt. However, they are well trained, capable of functioning without any supervision for an indefinite period of time, and have a tremendous number of contacts to draw aid from if needed. Fortunately for the commoners, the Psyche Korps pays very little interest to the goings on of everyday life of the average Alferi in the Fatherland.

Besides their role as secret police and psionics enforcers of the Kaiser Reich, the Psyche Korpsmen provide a useful service to the Fatherland. They are the communications officers of the Kaiser. This communication is the farthest reaching and by far the most accurate means of communication of any that exist in the Fatherland or the surrounding civilized territories. Thus, the Psyche Korps has a valid reason for placing their liaisons within the ranks of all the other divisions of the Imperial Armed Forces, and the commanders of those divisions have a need for the Psyche Korps liaison.

This great communications network is referred to as the Unimind. By extending their psionic powers, groups of Alferi telepaths are able to create a link with one another. To ensure that enough telepaths are on line at any given time, a number of Alferi remain in a constant catatonic, meditative state and act as channellers, keeping an "open circuit" available. Any other telepaths can then tap into this existing resource base and connect with any other telepaths already "on line". In this manner the Psyche Korps telepaths may not only keep in constant communication with one another, but can relay information over a large area. The more telepaths in the area, the stronger the telepathic message is transmitted. The fewer the telepaths in the area, the more likely the message goes unheard.

While the public advantage of the Unimind is well known to all Imperial Armed Forces personnel, there is another advantage which the Psyche Korps wants to remain unknown. By linking into the Unimind, the Psyche korpsman can totally disengage his or her consciousness from his or her body. Then, another telepath who is "on line" can shift their intellect into the vacant body. In this manner the telepaths need not physically travel to any locale where they already have a telepathic korpsman in the area. Rather, they can simply exchange bodies.

The telepaths of the Imperial Psyche Korps keep this secret hidden even from their non-telepathic brethren in the Korps. This is the reason behind the personality and mood swings which are so commonly associated with the telepaths of the Korps. The majority of the Korpsmen do not consider themselves to have any one body after they make their initial "jump", preferring to transfer their psyche from one body to another as the need arises. A few stationary telepathic Psyche korpsmen are needed to avoid the telepaths all being labeled as psychos instead of just psionically eccentric. The Kaiser and the Herzogs are all telepaths to one degree or another, and are all aware, and make use of, its Unimind. They will never "jump" bodies, however.

## Society

The Lunarri are much like ants, in that they go about their assigned tasks with single minded zeal. They prefer to function as a part of society rather than be a country of individuals. Those who have a need are helped, but all Alferi are expected to be a benefit to society. Therefore, they do not have families in the street or hungry citizens, nor do they tolerate vagrancy. The government philosophy is a simple one: If you cannot or will not contribute productively to the society, then you will be expelled from the society.

As with all civilized countries, the Alferi of the Fatherland work many different occupations. There are the blue collar factory workers, the accountants, the machinists, the farmers, and just about every other occupation that their was in the mid-1940's of war-torn Europe. The factories which produce the weaponry and the ammunition are the largest employers in the Fatherland after the Imperial Armed Forces.

The Lunarri citizens enjoy perhaps the greatest security of any beings in the world of Apocalypse. They live their lives watched over the by the Imperial Armed forces, with only an occasional uprising of living dead or an unexpected attack by a flying monstrosity. Crime exists but is at a very low level because the Lunarri have plenty of space to live in, food to eat, and human slaves to complete the most arduous of tasks. Of course, this does not mean that all Alferi are in the same financial or social ranks; there are rich, poor, and middle-class Lunarri. Just because everyone has enough to survive doesn't mean that some Alferi don't have more material goods than others.

The basic unit of currency in the Fatherland is the deutschmark, also known as the DM. The DM is divided into 100 pfennigs. This money is backed up by the Deutsche Bundesbank of the Kaiser Reich, located in Frankfurt, and is controlled by the Imperial Psyche Korps under the authority of the Kaiser. For consistency with other **CORPS** supplements, prices in the equipment list are in Credits, but assume that inflation and other factors make 1Cr equal to 1DM.

Unlike pre-Juxtaposition Europe, the Fatherland is not a major importer. The Lunarri adopted the ancient Norse tradition of raiding, pillaging and plundering, taking what they want. In that sense they 'import', but they aren't paying anyone for the goods.

They do *export* a great deal of products to other civilized territories. They export machinery, motor vehicles, chemicals, iron and steel, textiles and clothing, and weapons and ammunition. The Lunarri are currently trying to establish trading ties with the Empire of the Rising Sun, the Obscurarri of the Dark Continent, as well as open up shipping lanes between the Fatherland and the newly founded Imperial Colonies of the Americas. They will not trade with their hated cousins, the Indomitarri, and they are not above either hiring expeditions to retrieve wanted commodities in the Dark Continent or Asia, or sending in the Imperial Legionnaires on search and destroy missions.

The highly developed transportation system of Europe was nearly destroyed by WWII, then the Alferi invasion, and finally by the Juxtaposition. The Fatherland made good use of the human population when the greatest of the storms subsided, by turning their otherwise rebellious energy into productive labor by having them rebuild the continent for the Alferi. Now, the Lunarri have an excellent railroad system and a highly developed roadway system, the Imperial Deutsche Bundesbahn of the Kaiser Reich. It has multiple separate lanes, restricted to horse-drawn vehicles or motor vehicles.

The official *human* language of the Kaiser Reich is German. By Imperial decree, no other language may be spoken within the Fatherland's borders. The penalty for breaking this law can range from a fine, to a prison term, or even execution. The Alferi speak their native language among themselves, and the teaching of this to humans is forbidden, though many humans pick it up as a matter of exposure.

The country is highly urbanized, with most of the population living in communities of 1,000 or more persons. Besides the Lunarri, the Alferi have several million human slaves held in captivity residing in the borders of the Fatherland. The once overcrowded metropolises have but a fraction of the population which they once possessed. The Lunarri have a very low birth rate, but have chosen not to bolster their population by interbreeding with the humans. The cities have been compacted and the outlying areas have been transformed into militarized zones or open farmland, making them easier to defend.

The Kaiser Reich provides free education for all Lunarri citizens, regardless of age. The Lunarri have a 100% literacy rate. Unfortunately, the Lunarri have no choice in deciding what they will study or what occupation they will have once their education is completed. The Kaiser Reich conducts testing of all children between the ages of 6 and 16 every year, using the results of the exams to determine the children's educational and career paths.

## Religion

The official religion of the Kaiser Reich is the worship of the Eternals known to humans as Frey and Freya. The worship of other deities is not permitted upon pain of death. Humans are expected to pay homage to and revere both of the Eternals, but the heads of the religion are quick to point out that humans are second-class worshippers.

The church is actively involved in the affairs of the Kaiser Reich, for they control the Imperial Affairs Agency in the name of the Kaiser, Frey, and Freya. The IAA is completely loyal the Kaiser, however, for they see him as the chosen one of both Frey and Freya.

The church is broken up into two factions, divided by the manner in which they proclaim the edicts of the gods. The first faction is the controlling one, which in many ways mirrors the Catholic Church, in regards to their titles, organization, and chain of command. The lesser faction is similar to a Protestant branch composed of laity, ministers, evangelists, parsons, pastors, and reverends. The first group separates males and females into separate orders, while the second group does not. The two factions work well with one another, with both sides bowing to the authority of the Pontiff, the High Templar, who rules from the holy city of Rome.

The Lunarri regard the pursuit of science as the highest aspiration and achievement an Alferi can strive for. Scientists are revered as heroes and technology has even been assimilated into the Alferi Imperial religion. Regardless of the branch of science studied, scientists have the highest social position within the Fatherland, although the more destruction the scientists achievements can accomplish, the higher the esteem.

The scientists are not *presently* being blamed for the technological advancement block known as the Syndrome. The scientists are seen as the Lunarri's saviors, for if they cannot break through the mental block, who else will? The Kaiser Reich spends tens of millions of DMs annually to fund the research into this potential "blockbusting". Several theories have been hinted at among the circle of noble Lunarri, the most prominent of which is that interbreeding with the humans like the Indomitarrri have done might allow the Lunarri to become a stronger race, one capable of overcoming the Syndrome.

At any rate, if the scientists cannot find a solution for the problem within a few decades their popularity is likely to decline and they will come under fire from the commoners and nobles alike.

The Lunarri mind set towards the pursuit of science, their natural psionic nature, and the fear prompted by the Syndrome have made the silver Alferi untrusting towards any form of sorcery. Within the Fatherland and its subject territories the use of magic is strictly prohibited. Any person caught practicing the magical arts can expect to be publicly executed by being either drawn and quartered, flayed alive, or burned at the stake (horribly painful death is seen as a good deterrent). Any person causing heavy property damage or fatalities by virtue of their use of magical powers will be publicly crucified and restrained until such time as they will be resurrected as one of the living dead, *then* burned at the stake.

Naturally, this magical prohibition causes the silver Alferi many problems with their Alferi cousins, all of whom practice the magical arts in one form or another. The only form of magic the Lunarri will tolerate is that of the templars. Devotional magic is not considered sorcery in the eyes of the silver Alferi, but rather a reward for their racial superiority and faithfulness towards Frey and Freya. Templars of other religions are not viewed in this favorable light, however. The Lunarri refuse to accept the existence of any other deities, and therefore deem these religions to be nothing more than public fronts for cabals of sorcerers.

## Slaves

The humans living in the Fatherland do not enjoy the same level of comfort that exists for the Lunarri. All humans dwelling in the Fatherland are slaves if they are not associated with the IAA. Even IAA agents could end up as slaves if they're not careful. There are two forms of slavery in the Fatherland: serf slaves and labor slaves living in the forced labor camps.

Serf slaves enjoy a more pleasant life than their counterparts in the forced labor camps. They reside on the Alferi farms. They are under the authority of their Alferi masters, who may treat them in any manner in which they see fit. Humans have no rights or freedoms and are considered only slightly more valuable than any other farm animal.

Serf slaves dwell in separate slave towns located on the properties of their Alferi master's plantations. The Alferi permit the serf slaves to govern their village as they see fit so long as they obey the plantation's laws. Any slave who does not obey the rules is likely to be flogged, placed in solitary confinement, mutilated, or killed.

The Lunarri's attitude towards their serf slaves is very close to that of the Confederate slave owners of the United States of America before and during the American Civil War.

The most loathsome of existences can be found by visiting the slaves assigned to the forced labor camps. The Lunarri do not believe in keeping prisoners for the purpose of reform and later release, and mass executions would do nothing but create large numbers of undead. Nor do they like to engage the silver Alferi population in dangerous, back-breaking work. The Kaiser Reich found a solution to both problems by creating the forced labor camps. Life in the camps is a combination of maximum security prison/construction crew. The humans are constantly watched over by aggressive, trigger-happy Alferi guards and forced to do grueling work in all manner of hazardous conditions.

To complicate matters, the Lunarri care nothing for the health and well being of the slaves assigned to the labor camps. A dead human can easily be replaced in the eyes of the labor camp warden by another human taken from either one of the plantations or the P.I.T. Any escape attempts are dealt with in a harsh, totalitarian manner which will set the best example for the other slaves as to why any escape attempts are a futile effort.

The slaves of the labor camps perform a wide range of services. They are in charge of sanitation and sewer maintenance, mining, construction, just to name a few. The mortality rate among the slaves is extremely high, therefore the Kaiser Reich keeps a steady supply of slaves entering the labor camps at all times.

The labor camps maintain large facilities located near every major city. Any need which demands the slaves' presence in the more rural areas will be addressed by a small chain gang which will travel to the rural area, complete their assigned tasks, and then return to the primary camp facilities. These work factories gained their name from the large numbers of chain gangs dispatched who set up tent cities in the rural areas for weeks at a time until they complete their assigned tasks. At any given time, only 20% of the slave population will be returning to the primary facilities at the end of every work day. The remainder of the slaves and their guards will be quartered in one of the mobile tent cities. While technically prisons, these tent cities have their own economy and power structure that is either overlooked or ignored by the Lunarri overlords. Goods and services often flow from tent prisons to serf farms and back again. So long as everyone knows their place (and stays there), no Alferi really cares.

The plight of the human slaves has not gone unappreciated. Two separate groups have organized to help humans break the bonds of slavery and escape the borders of the Fatherland. The two groups, the Hand of the Black Orchid and the White Rose, do not cooperate well with one another and are often found engaging each other in physical combat in an attempt to settle their disputes. This disorganization and fighting among the ranks has served to limit both organizations effectiveness.

The Hand of the Black Orchid is an antislavery group composed entirely of humans. A large percentage of the organization's members are sorcerers or varying degrees of power and ability, while there are only a few psionics. The groups' goal is not only to free humans from their bondage but to strike back at the silver Alferi. To this end they practice terrorism on a country-wide basis. The Hand of the Black Orchid believes violence is the *only* response to the Lunarri's actions, and is more than willing to add any critics of its tactics to their list of potential bombing targets. They view the White Rose as nothing more than spineless meddlers in their affairs, who should either stand aside or face the organization's wrath.

The White Rose is another antislavery group operating within the Fatherland. This group's membership includes humans, Lunarri, Indomitarrri, half-alferi, and even a few Solarri and Obscurarri, all former slaves of the Kaiser Reich. The organization prefers a passive approach to the slavery issue. They assist the slaves in escaping, then arrange passage out of the country by means of an extensive underground network of operatives, tunnels, and safe houses. They resort to violence only as a last result, but have come to blows with the Hand of the Black Orchid over differences in how the two organizations approach the slavery issue. The White Rose's members include both sorcerers and psionics.

What both of these groups don't not know is that not only is the Kaiser Reich aware of their presence, but they are also receiving assistance from the government. This assistance takes the form of DMs donated by a mysterious benefactor, a patrol operating 10 minutes late, information on secret topics reaching one or both organizations' operatives. The reason behind this mysterious support is really quite simple. The Kaiser Reich has had little luck in tracking and dealing with the small terroristic groups. They have, however, been able to play the groups against one another. In this manner both organizations effectiveness has been greatly reduced, membership within the groups has declined (mostly due to death resulting from armed confrontations with one another), and fewer Lunarri sympathizers remain to assist either group. When the Kaiser Reich has a little better grasp of the bases of operation and headquarters they will launch an all-out offensive to exterminate the resistance forces.

The Hand of the Black Orchid maintains its headquarters in Berlin and has many small bases and safe houses located in other cities. The White Rose is headquartered in Paris. They do not maintain any other large installations, preferring to allow their operatives a great deal of freedom and utilizing safe houses in the rural areas, either in the slave quarters on the plantations or even more rarely in the homes of Lunarri sympathizers. It is worth remembering that all the human members are also slaves or IAA agents, and as such their freedom of movement is limited by legitimate duties to their Alferi masters.

Both organizations operate a secondary headquarters outside of the Fatherland's borders in the P.I.T. The two organizations have a much better relationship in this territory where neutrality is the norm as opposed to the antipathy and often times hatred the two share in the Fatherland.

A trusted operative of the White Rose recently stumbled upon information linking the Kaiser Reich to the mysterious donations the organization has received of late. Upon bringing the information to light, the operative was murdered and all signs pointed towards the Hand of the Black Orchid. The information was then disregarded so that all extra resources could be put to use in thwarting the Hand's missions. No one can locate the information now, but a few high ranking officials of the White Rose are beginning their own secret investigation into the matters of the lost information and the operative's untimely murder.

Unbeknownst to the Kaiser Reich and the Hand of the Black Orchid, the White Rose has been taking direct counter measures against the Lunarri. They have been secretly dumping concentrates of a highly addictive drug into the reservoirs of drinking water in a few of the Lunarri cities. The drug, designed by a human scientist who was researching the drug in a Badlands laboratory until his death during a Psyche Korps raid, has yet to effect the silver Alferi the way the scientist intended. The drug will force the Lunarri to answer to the White Rose if they want to avoid the terrible withdrawal symptoms when they cease adding the drug to the drinking water. The humans are thus far unaffected. It is not known which will run out first, the supplies of the drug or the Lunarri's resistance to it.

## Locations of Interest

The Fatherland has few attractions that a human tourist would care to see. That is not to say that there are no points of interest within the continent/country. Paris, the city of lights, glows with a bright intensity night and day. While beautiful to behold, this is actually the fading energies from the Juxtaposition causing this effect. Not surprisingly, energy is easier to create and harness within the glowing boundaries of the city proper. It is unknown as of yet what effect, if any, this radiation has upon the Alferi inhabitants dwelling within the contained area.

The holy city of Rome is off limits to mortals, Alferi and human alike, save for the Pontiff and his personal entourage. The entire city appears to be deserted. Yet, any forays into the city have come under attack by unseen forces wielding great paranormal powers. It has been rumored that many of the living dead also dwell within the confines of the city.

In fact, the metropolis of Rome, once the center of the Christian faith, has been laid claim to by the Eternals. This is neutral ground where the eternals meet for discussion and council with one another. No mortal is permitted within the Eternal's council area, and it is they who are the true power which keeps mankind from exploring Rome itself. Other than their own fearsome powers, the Eternals have an army of living dead to enforce their desire to be left alone; an army of several thousand zombies and skeletons under the command of ghul commanders. This army remains in a catatonic state until called forth by the Eternals will or someone penetrates the city's walls.

Rome is controlled by the Eternals. Vatican City is the holy city of the Lunarri where the church of Frey and Freya is centered, and where the High Pontiff and his staff dwell. They are no doubt safe, protected by the undead which guard the Eternals domain. Only those who are granted safe passage by the Pontiff or one of the Eternals may pass through Rome without being laid upon by the hordes of undead dwelling there. This is where all church officials and IAA agents come to report to their superiors.

Poploma is still the home for the "Running of the Bulls". The Lunarri have corrupted this once proud tradition. Only humans participate in the event and their participation is *not* voluntary. A select number of humans are forced to make the run against fierce bulls trained to kill. Besides the Running of the Bulls, the Lunarri of Poploma and Madrid attend bull fights year round where groups of human combatants are forced to battle for their lives in the arena against the trained bulls. Humans rarely survive these encounters, but an occasional hero has emerged as the crowd favorite. This survivor can achieve the status of master matador if he or she survives five such encounters. Such a position is highly desired by the human slaves of the Fatherland.

Although not within the confines of the Great Border, the Mediterranean islands of Greece and Sicily deserve some mention. The Lunarri do not control these lands. Nor do they have any strongholds upon any of the islands. Every colonization attempt has met with disaster. What is known is that much of the islands and some of the surrounding ocean are covered by a gigantic power damping field which totally negates any power use in the area. The islands are believed to be home to many wild creatures, monstrosities, and mutations. In fact, the islands are inhabited by a large number of the diaboli, who prosper only because their powers are of a higher nature than mere mortal magic. These creatures will rip to shreds any intelligent being bold enough to enter their domain. The exact number of diaboli remains unknown. They always hunt in packs of 4 to 8 members. Many mutations do inhabit the islands, but only a few monstrosities actually dwell there.

## The P.I.T.

*I lie awake, staring up at the cockroaches crawling upon the ceiling. How could anyone sleep? The sirens blare out into the darkness announcing encroachment of the dead through the barriers. Occasionally, a gun shot echoes through the night, and the screams never stop... never.*

*The morning won't bring any relief. Yesterday Momma had two visitors from the Legion to tell her that Papa was killed in the latest cadre attack. They didn't come to bring flowers, money, or sympathy. They came to tell her that I, his heir, can be expected to be pressed into service as early as next week. After all, he didn't complete his tour of duty, which means it's my responsibility to do it for him.*

*I suppose I could run away to avoid the Legion. I doubt I'd get very far, though. They send out Psyche Korps trackers to retrieve deserters. And where would I go? The Badlands? First I would have to avoid the Legionnaires, not to mention the mutations, vicious abominations of what were once normal animals, then slink through the Zones, all the while avoiding the dead. All of that, just to get to the Badlands? It's easier to join the Legion and desert. Why do that though, there isn't anything waiting for me in or past the Badlands that's better than I've got now.*

The P.I.T., formally recognized by the Kaiser Reich of the Fatherland as the *Polezei Imperius Territorium* (Imperial Police Territory), is located in what was once North Africa. The territory covers parts of what was once Egypt, Libya, Algeria, and Morocco. The majority of the population resides in the area formerly known as Egypt, but small villages dot the coastline all the way down to the western coast of the Dark Continent. Although the entire region is under the silver Alferi's control and is officially recognized as the P.I.T., the region which was once Egypt is the place being referred to when humans and Alferi alike discuss the P.I.T. And yes, *unofficially*, Lunarri and human alike refer to the area as "the Pit". The Alferi influence is not nearly as strong along the coastline of what was formerly Morocco. What was once Algeria and Libya are now collectively called the 'oil fields'. Alferi are assigned to the oil fields as a hardship detail, while humans are assigned to it as a prison sentence.

The Lunarri are the undisputed masters of the humans dwelling in the P.I.T., though the humans there are *technically* free. They are neither serf slaves or labor camp slaves, but are able to own property, take jobs, and so on. However, Lunarri authority in matters supercedes all human laws, with little or no recourse.

The region is divided into 25 provinces, each ruled by a silver Alferi governor. Furthermore, the city states each have a Lunarri mayor governing them. All other positions of authority are filled by humans selected through a massively corrupt electoral process.

The silver Alferi have taken an opportunistic approach to the human government in the P.I.T. They allow any person to run for political office if that person has the endorsement of a political party (and the only requirement to create a political party is sufficient bribe money). After receiving the nomination of the political party and paying a steep entrance fee, the candidate can then begin their campaign. During the campaign rival party members have the right to engage one another in physical combat at any time and in any location. Any bystanders caught in the crossfire can expect to be fined by the Lunarri. Should they be killed their next of kin will receive the fine and to add insult to injury, be charged for any cremation expenses. If the bystanders happen to be Lunarri, the least that will happen is the execution of the guilty party, along with their family.

After the campaign season has passed a general election is held. The results of the election combined with the highest bribe to the Lunarri governor decide who receives the seats on the Board of Aldermen. Elections are held every two years, and the 'active phase' of the campaign season is limited to the ninety days preceding the election.

The aldermen have the full backing of the Kaiser Reich. They may do whatever they see fit, however, they must ultimately answer to their respective political parties. The parties may withdraw their endorsement of the alderman at any time if they are unhappy with their performance and replace him with another party member. Since party memberships are for life, this is usually accomplished by assassination, although it is not uncommon for former aldermen to be discovered working in one of the Kaiser Reich's forced labor camps.

The Imperial Foreign Legion is responsible for maintaining order in the region and enforcing the will of the Kaiser Reich. They are the police force, the territory defense, and the invasion force of the Lunarri. Since the Legion is comprised almost entirely of humans and half-alferi, the Kaiser Reich stands to lose few of its own in any of the Legion's skirmishes. Thus they have no qualms about sending the legionnaires into dangerous situations. The majority of the officers are full-blooded Lunarri, including *all* of the high ranking ones.

Besides the Imperial Foreign Legion, the Kaiser Reich keeps a contingent of Imperial infinitarialists stationed in the P.I.T. These soldiers are joined by a large division of Psyche Korpsmen. These troops are here not only to assist the Imperial Legion in their efforts but also to make sure that the legionnaires do not forget their commitment to the Kaiser Reich. They are their true power in the P.I.T., coming and going as they please, doing whatever pleases them. They are also the gatherers for the forced labor camps of the Fatherland.

The Lunarri realize it is ridiculous to impose a weapons ban upon the inhabitants of the P.I.T. After all, the P.I.T. is the buffer zone between them and the Badlands of the Dark Continent. Still, the silver Alferi have found a way to capitalize upon the need for these weapons, in addition to charging outrageous prices for them and placing even higher taxes upon them.

Every person may carry weapons in the P.I.T., but they must have the proper permits to do so. There are separate permits for melee weapons, ranged weapons of archaic descent (such as bows and crossbows), firearms (separate permits for rifles, shotguns, and pistols), and incendiary weaponry. For a greater price a permit can be purchased to allow the person to carry the weapon in concealment. Besides the extra revenue this permit process generates, it allows the Lunarri to keep accurate records on who possesses legal weapons in the P.I.T. The penalty for carrying an unregistered weapon without a permit is a fine equal to twice the cost of a legal permit, *plus* having to pay for a legal permit. If this money is not readily available, the penalty is either ten years hard labor in the oil fields or a one way ticket to the forced labor camps, depending on how much you bribe the judge.

As you've surely guessed by now, illegal weapons are still found in the P.I.T. Weapon smuggling has become a much respected occupation for human rebels of the P.I.T. Because humans and half-alferi do not suffer from the Syndrome that plagues the Lunarri, you can find many inventive modifications to the P.I.T.-dweller's weapons, not found on the standard silver Alferi issued weaponry. This steps on the egos of the Lunarri, however. So, keep in mind that weapon modifications from a "superior Lunarri design" are strictly forbidden under the law of no scientific research by humans or half-alferi.

Like the Kaiser Reich, the official human language of the P.I.T. is German. The Kaiser Reich expects all residents of the region to speak this language exclusively. This is exactly what the residents do...when the silver Alferi are within earshot, that is. When not around the Lunarri, the humans and half-alferi of the P.I.T. speak predominantly Arabic. A few minority factions speak the French and English languages. The penalty for speaking any language other than German in public is a 100Cr fine and a short jail term (in a labor camp!). The Lunarri see this refusal to consent to German speech as a gross indignity and are actively attempting to put a stop to this form of rebellion.

Approximately 85 million humans dwell in the P.I.T. along with nearly a hundred thousand Lunarri. Most of these humans and Alferi dwell in the Nile river valley, live along the coastlines, or reside in the metropolises. A majority of city dwellers are 'exiles', forcibly uprooted and shipped to the P.I.T. from Europe shortly after the Alferi takeover.

The city populations are estimated as follows: Cairo - 8.5 million; Alexandria - 5.3 million; Giza - 3.3 million; Port Said - 1.2 million, Suez - 1 million; Luxor - 750 thousand; and Memphis - 600 thousand. Conditions range from unspeakably bad to decadent, from where a human life is literally worth nothing, to where humans live as luxuriously (and precariously) as sultans of old.

Nearly 300,000 slave and 90,000 Imperial Legionnaires dwell in the oil fields of the former Algeria and Libya. An additional 9,000 people live and work in the region of the Kaiser Reich Dam.

The number of Imperial Legionnaires stationed in the P.I.T. numbers about 1.5 million. The population is growing at a rate of 4% each year, ensuring that the Lunarri have a steady stream of new recruits for the Imperial Foreign Legion. The Lunarri are considering starting a new breeding program to increase the half-alferi population for the specific purpose of bolstering the ranks of the Imperial Foreign Legion. Every able-bodied person over the age of 18 is required to serve a three year tour of duty in the Imperial Foreign Legion. For those who do not survive this commitment, the remainder may be served by the person's heir if capable, or a payment equal to the remainder of the term's salary can be paid to the Legion to find someone else. Can't make the payment? Off to the oil fields with you...

## Economy

The standard unit of currency in the P.I.T. is the Deutschmark, or DM, just as it is in the Fatherland. All other measures of currency are strictly forbidden. Metal coins from pre-Juxtaposition societies can still be found, but these are either melted down and minted into coinage of the Kaiser Reich, kept as collectors items, or used by the humans of the resistance movements just to annoy the silver Alferi occupying government.

The economy of the P.I.T. is based upon manufacturing, livestock, foodstuff, and trade. Unfortunately, the residents of the P.I.T. will see little of this money put to use in the region, for the vast majority of the money made from business transactions goes to taxes and bribes. Furthermore, a good deal of the products produced in the P.I.T. are exported to the Fatherland at no charge. Any imports from the Fatherland must be paid for by the P.I.T. businesses at a steep price, which is always carried over to the residents' cost. The economy is based around: mining of gold, red granite, phosphates, manganese, lead, iron ore, titanium, coal, and phosphates; fishing; farming; livestock; and manufacturing (textiles, machinery, and the production of sulfuric acid, perfume, cement, and asphalt). In addition to these, the many humans are craftsmen specializing in the production of such items and services as: the manufacture of pottery, handicrafts, flour, brewed items, and leather goods.

Perhaps the worst cases of Lunarri resource abuse of the P.I.T. comes in the form of the energy they take from the territory. First, they channel the majority of the electrical power created by the Kaiser Reich Dam, located where the Nile river runs into Lake Nasser, directly to the Fatherland via an extensive system of electrical power lines and relay stations. The second abuse takes the form of the forced export of the petroleum and natural gas mined and refined in the oil fields. All but a pittance of the petroleum refined in there is exported free of any charge to the Fatherland.

The Psyche Korps administers a psychic competency aptitude exam to every child dwelling in the P.I.T. between the ages of 5 and 15 (at least the ones they can find). The results of this testing decides for the children what their future has in store. They may end up laboring in the oil fields, apprenticed to a master craftsman, working in one of the factories, farming in the Nile Valley, or attending one of the imperial universities. Youths who demonstrate learning disabilities and behavioral problems can expect to be exiled from the P.I.T. upon reaching the age of 15. These young persons will never be seen again in the area. They usually do not meet with death, however. Rather, they are often abducted by late night Lunarri press gangs and end up in the labor camps.

Education, whether elementary, intermediate, secondary, university level or apprenticeship, is required, but is not free. Humans and half-alferi are expected to repay the costs of their education upon entering the work force. The payment plan is a simple one; the new tax payer must pay 20% of their pretax income every year until the cost is paid in full, including interest and penalty for late payment (after all, they did wait until they finished school to even start paying their educational expenses!). The total payment for a basic degree usually ends up at around 40,000Cr after all the surcharges are taken into account.

## Religion

Although the official religion of the Kaiser Reich of the Fatherland is the worship of the eternal Frey and Freya and this is strictly enforced there upon fear of death, this policy is not so strictly enforced in the P.I.T. The policy states that no deities other than those officially recognized are to be worshiped in public. The penalty for breaking the law is usually only a fine or a short stint in the oil fields. Worship of other deities in the privacy of one's own dwelling is not permitted but exists none the less, and is referred to as a moment of silence. The Psyche Korps uses this unofficial worshipping as cause for the majority of their "surprise visits" upon suspected dissidents residing in the P.I.T. The human resistance movements have used this lack of religious freedom as one of their prime rallying cries, and thus, all operatives and sympathizers refer to aid from another person in the organization as "a moment of silence".

The ancient Egyptian pantheon of Eternals are most predominately worshiped in the P.I.T. This pantheon's primary ruler is the eternal of the 3rd rank, Ptah. A large number of eternal of the 2nd rank have a place in the pantheon as well, such as: Ra, Osiris, Isis, Horus, Anubis, Anhur, Bast, Bes, Geb, Nephthys, Seker, Shu, Tefnut, Thoth, Apep, and Apshai. Many least eternal serve these eternal in the forms of giant insects and serpents, as well as abominations and crossbreeds of humans and Alferi with these creatures.

The Eternals of the 2nd rank of this pantheon do not function as direct servants of Ptah. Rather, they attend to their own agendas, answering Ptah's call when summoned, which is rarely, if ever. The Greater Eternal remains aloof, preferring to attend to his own mysterious hidden agenda, and seems not to care any about the plans and machinations of either his lesser Eternals or the humans who worship him or the other Eternals. As for the lesser Eternals, they are constantly wavering in the allegiance to each other, changing their loyalties as the need arises. This leads to great confusion among their worshippers as to whom are their allies and whom are their enemies.

Those familiar with the ancient Egyptian mythos might question the whereabouts of several other of the pantheons members. We hasten to remind the reader that not all of the Eternals have reappeared since the time of the Juxtaposition. Where they are and what has happened to them is unknown at the present moment. It is possible that in a few cases they may have actually been another Eternal worshiped under another name and religious portfolio. Who knows when they will reappear or what the consequences of that reappearance may be?

The prime influence of evil and corruption in the Egyptian pantheon, the eternal of the 2nd rank, Set, still exists, but in a different, more powerful, more dangerous form. The eternal of the 3rd rank, Azazel, convinced the ambitious evildoer to join his power with him many thousands of years past. Set got more than he bargained for, however. Azazel totally absorbed Set into his person. Unfortunately, Set has made his presence known to Azazel. Now, Azazel is plagued by Set's ever-present voice in his mind. Although Set has no control of how "their" power is utilized, he has succeeded in driving Azazel hopelessly insane. This fact lends credence to the idea that Azazel/Set and the Dark Angel are the same entity. As for the truth, no one may never know.

Azazel has not told his mortal worshippers that he and Set are indeed one in the same. He often plays his mortal worshippers of different sects against each other. The fact that both sects promote their followers to be vocal and violent against the Lunarri is making both popular with both the humans and the half-alferi living in the P.I.T., who overlook the fact that they are murdering one another along with their silver Alferi overlords.

The other Eternals of the pantheon harbor a deep hatred for Azazel/Set, going to great lengths to disrupt the greater Eternal's well laid plans. Ptah has chosen not to become involved in the conflict between the Eternals, further distancing himself from the Eternals of his pantheon and his human constituents.

There are two primary centers for the pantheon's worship. The humans find a moderately safe area in the rebuilt city of Memphis, mostly due to the fact that the city is somehow on a power damping zone, which nearly nullifies all psionic paranormal powers (-5 to POW). The other, smaller religious center is at Luxor. Here, a power enhancing zone exists which increases all paranormal power effects by +1 POW, except devotional based paranormal powers, which it increases by +5 POW. It is also rumored that several of the stone monuments are actually golems which animate to defend the city when danger threatens. This rumor has never been proven. The devotional power enhancement also makes it a powerful site for the worship of Frey and Freya, and while there is constant intrigue, the apparent word of the Eternals through their mouthpieces is that violence based on religious differences is not permitted.

## Locations of Interest

The Great Pyramids at Giza have taken on a greater importance than just the tourist attraction they were before the Juxtaposition. Now they are the domain of the undead. Not surprisingly, these undead are commanded by one or more mummies. They usually remain in their pyramid tombs, occasionally summoning humans into their domain. While they rarely, if ever, venture out of their tombs, they will not hesitate to do so if the Lunarri enter the area, for they bear a great animosity towards the silver Alferi. The living dead which manage to get through the Militarized Zones seem drawn towards the pyramids like moths to a flame. Despite the pyramids being well within the P.I.T., there is some unspecified agreement that the pyramids are a place of the undead. They do not leave the immediate area, and the Reich does not try to root them out. It is an uneasy truce on unknown terms.

The farming communes which dot the Nile River Valley are constantly being wiped out by raids from the living dead from the Badlands. Although the villages are razed and a few of the farmers are killed (and subsequently resurrected into living dead themselves), the survivors always return to rebuild and tend to the crops. The primary reason they do so is that the silver Alferi force them to do so on the threat of death. Other than that, life on one of the communal farms is as close to freedom as any human can claim and still have a permanent place to call home. For some unknown reason the living dead choose to ignore the human crops on the majority of these raids, possibly entertaining the notion that to allow the human crops to stand ensures the humans will continually return to the region to be the targets of future attacks.

The Valley of the Kings and the Valley of the Queens has perhaps the greatest mystique and danger of any area in the P.I.T. These arid tracts of land are all but inhabitable to humans. Not that the residents of the area care, for they are all dead...living dead. An enormous concentration of mummies old and new dwells in both valleys, which were originally the final resting places of the royal family of the imperial dynasties; the males entombed in the Valley of the Kings, the females entombed in the Valley of the Queens. Besides the mummies, large numbers of living dead are present in both valleys, filling the roles of both servants and soldiers alike.

The only thing that has saved the humans, Alferi, and half-alferi of the P.I.T. from these ancient undead kings and queens and their necrotic underlings is that they hate each other more than they despise living beings. They are constantly waging war against one another, not caring who or what is caught in the middle of their battles. The general incompetence of lesser undead, combined with their durability, makes these battles chaotic and protracted. Humans, half-alferi, and Alferi alike are advised not to enter the area upon fear of undeath and subsequent recruitment into one of the royals' armies. It should be mentioned, however, that wealth unequaled anywhere else upon the continent is rumored to exist in the royal vaults of these long dead kings and queens' tombs. Who can say if they still value its presence there or not?

Other mummies and their undead armies dwell in the ruins and at what was once Meroe in the former Republic of Sudan. These mummies each attend to their own mysterious, hidden agendas, sometimes cooperating with one another, other times engaging each other in fierce battles. One thing is for certain, though, they bear a great hatred towards the mummies which inhabit the Valleys of the Kings and the Queens, the Egyptian nemesis' of their beloved ancient empire of Kush. There appears to be some connection between the dark Alferi, or Obscurarri, and these mummies, but what this connection is remains a mystery for the moment.

## Casablanca

Along the coast of what was once Morocco, stands the City of Ivory, the free city of Casablanca. The name and title are both a bit deceiving, however. First, the city is not made of ivory, and nor is there a white house either (which is supposedly built entirely from ivory). Secondly, the city is not truly free, a paragon of freedom in a world of dangers and slavery. No one race or faction controls the city. This edict was handed down by the enigmatic Eternal who rules the city from the shadows. No group, faction, or political organization is allowed to make laws, enforce their will, or force the population to bend to their will.

This does not mean that violence is prohibited. Individuals may murder, enslave, terrorize, torture, or do just about anything else they see fit. Likewise, others are entitled to defend themselves and do whatever they so choose. Casablanca is a city of traders, rebels, and outlaws. It is a meeting place for the various members of the different races and sub-races. Once there, their safety from other governments is ensured by the city's ruling Eternal and his servants. Getting there alive and avoiding a knife in the back from other ruffians is another matter entirely.

The city has no standing army whatsoever. If the ruling eternal, known only as Enigma, desires to have his will enforced he sends his servants; the spirits of the ancient dead. These spirits are apparitions or phantoms, as previously described in the section discussing the living dead. No other form of undead may enter the city with the intent of harming the populace. This is not to say that other undead aren't within the city, for they are, but that their overwhelming desire to slay the living is muted by the eternal's will while within the boundaries of Casablanca. A few of the more intelligent undead actually manage small business empires of sorts, controlling groups of lesser undead to do tasks that no one else is capable of, like toxic or underwater work.

Any form of currency or form of barter which the city dwellers deem acceptable can be found within Casablanca. While there is no official depository to hold the government funds which back Casablanca's money, it is whispered that Enigma has amassed an unbelievable amount of treasure in his castle, the ruined remains of the once extravagant government building. This is only a rumor at present, because no one who has entered the ruins has ever returned to confirm or deny its existence.

Since there isn't an official government, there aren't any official policies on any matters. You may speak whatever language you desire. There is no policy on education, because there aren't any government funded schools. Commerce is up to the traders, farmers, and manufacturers to create and self-govern and enforce. Basically, the city is one of pure political anarchy.

While all the races of Apocalypse would love to control Casablanca, none have the courage to attempt an attack on the city for fear of Enigma and his minions. All the races, with the exception of the humans and half-alferi dwelling in the P.I.T., publicly denounce the city as a rabble-rousing nest of thieves, cut throats, and political exiles. This does not stop them from keeping contacts in Casablanca to stay aware of the latest developments by human scientists, plans of rotted one raids, or to trade with the other races and sub-races in an unofficial capacity.

An expert on arcane theology has theorized that the Enigma is not actually a true deity, but is instead a powerful creation of a deity who has gained its autonomy from the unknown deity. The philosopher is, in fact, correct. The Enigma is an entity known as Yo. Yo was created prior to mankind by the greater Eternal named Mawu. He found Yo to be too powerful, voicing his own opinion, and all too often acting upon those opinions. Mawu found that Yo was too powerful to destroy (he *tried* to eat him) and too fickle to be allowed to influence The Almighty's new creation, the less powerful, easily influenced humans. Mawu cast Yo into the ocean and forbade him from coming around humans so long as he ruled the skies (Mawu was a "sun god"). Now that Mawu is no more, Yo has returned to as a powerful trickster and manipulator of not only mankind but the Alferi sub-races as well.

## The Militarized Zones

By just glancing at this region's name, one would assume that tens of thousands of troops continually patrolled this area. There are not enough humans, half-alferi, or silver Alferi to do this, considering the high mortality rate among the soldiers patrolling here. The region is heavily mined, however, and the troops stationed here are heavily armed. More than a few armored vehicles and tanks are in use here. They are the only free consumers of the region's oil reserves, and most black market petrol ultimately comes from that bribed away from the Legion's supplies.

This is the first defense against the attacks from the rotted one hordes and the cadres of living dead. If a large portion of the hordes or cadres isn't destroyed before breaching the Zone, then the humans and half-alferi of the P.I.T. are destined to suffer enormous casualties. While the hordes and the cadres always manage to penetrate the Zone, it serves to reduce their numbers and drastically slow them down, allowing the humans time to organize their defenses.

Heroes are never made in the Zone. This is where Lunarri send those legionnaires who are labeled as potential troublemakers. No tales of daring heroics will ever reach the slain legionnaires' respective families. Nor can the families of the slain defenders expect to receive posthumously granted merits or awards on behalf of their lost sons, daughters, brothers, sisters, husbands, wives, fathers, or mothers. The only time tales filter back to the cities of the North is when the legionnaires are fighting in retreat against overwhelming odds. Then, rather than portray them as the heroes which they are, the Lunarri label them as incompetent soldiers whose cowardly retreat allowed the hordes or cadres to gain a foothold in the P.I.T.

No one is allowed within the Zone without written approval of the Kaiser Reich. Any person captured in the Zone without the proper papers can expect to end up in one of the Kaiser Reich's forced labor camps or possibly executed on the spot.

Because the Zone is controlled by the Imperial Legion, there is an officer in charge of the region, as well as a structured chain of command. As with any military operation, the officers do not tolerate anyone trying to circumvent the proper channels. Since no civilians are allowed to reside in the Zone, it is the most orderly of all the regions of Apocalypse.

## Mindset

Don't believe for a minute that all the humans of the P.I.T. have given up and sit around all day wallowing in despair over their situation, because it's just not that way at all. For starters, the silver Alferi wouldn't let their slaves, servants, laborers, soldiers, and overall buffer zone between them and the Badlands of the Dark Continent just quit living. They're going to have to go on whether they like it or not. Next, the human race has always proven that it has an incredible ability to adapt to changes in its environment. After all, we did survive the Ice Age, didn't we? Most importantly, though, we have a reason to go on. Even through the darkest hours there is a glimmer of light for our future, regardless of how faint. The only race not debilitated in one way or another physically or mentally by the powerful radiation created by the Juxtaposition, they find that they still have a fighting chance not only at survival, but at reclaiming their place as the planet's most dominant species. This, combined with the motivation generated by their hatred of the Alferi may give them the strength to reclaim their heritage.

Although the Lunarri are the undisputed masters of the mankind, the humans who resist know the silver Alferi are not nearly as invulnerable to attack as they taut themselves to be and that they are not immeasurably more advanced than their human underlings. Although the silver Alferi do have a much greater potential for psionic paranormal powers than the humans do, they cannot overcome their technological block, the Syndrome. Thus, the humans' creativity in captivity may yet prove the downfall of the Kaiser Reich. It is rumored that even though the Psyche Korps takes an active interest in the affairs of the humans that this is only to satisfy the Lunarri's need to torment those whom are different than themselves, and are thus a threat to their supremacy. The silver Alferi truly do not consider the humans, whom they view as inferiors, as a threat to their existence or their reign. If necessity truly is the mother of invention, then the humans should be extremely innovative by now.

The half-alferi, specifically the Lunarri/human half-breeds, are caught in the middle of both sides' machinations. On one hand, they want to participate in the glory of the Kaiser Reich. On the other they sympathize with the anguish felt by their human kin. Unfortunately for them, neither race currently wants, much less trusts, the half-alferi. The Lunarri see them for what they usually are; the resulting outcome of a human raped by a silver Alferi, an unwanted half-breed.

While the humans realize the half-alferi had no choice in how or by whom they were conceived, they see only the domineering nature of their silver Alferi parent when they look upon them.

The half-alferi are truly the greatest outcasts in all of Apocalypse, for they have few if any allies, even among their immediate family. The Lunarri have tried to make use of the half-breeds as spies in the P.I.T. but quickly abandoned the idea after realizing how ineffective the half-alferi were at gaining the trust of the humans. Likewise, the human resistance movements also tried to make use of the half-alferi, attempting to use them to infiltrate the ranks of the Imperial Legion, the Psyche Korps, and the Kaiser Reich. Many half-alferi were publicly tortured and executed for their part in this scheme, and even though not one of the half-breeds betrayed even a single human, the humans questioned their loyalty and execution of the plan.

Not surprisingly, the half-alferi do not trust either the humans or the silver Alferi. Neither do they congregate with one another in great numbers. They prefer to remain loners, completing the tasks assigned to them by the government, distancing themselves from their coworkers and rarely, if ever, socializing or making friends with anyone. In the military they usually take the role of the squadron scout, moving ahead of the unit to spot dangerous situations and warn the squadron of such encounters. They are as a sub-race an extremely loyal one. Although others may question their convictions, motives, or allegiance, a half-alferi will go to great lengths to honor an oath or fulfill a commitment. This is their silent form of rebellion against the racism, distrust, and antipathy shown to them by both of their parent races.

Because the half-alferi possess the majority of both of their parent races' strengths, yet do not seem to suffer the technological block possessed by the Lunarri, they have enormous potential for growth. Both of the parent races realize this and fear the consequences of letting the half-alferi develop unchallenged, lest they should rest the power away from their Lunarri masters eventually. A watchful eye is kept on the sub-race as a result. Needless to say, if egos, fears, and years of antipathy can be put aside, the race which eventually (if ever) makes the half-alferi their allies could stand to reap great rewards.

It shouldn't come as a revelation that the rotted ones are not accepted by *any* in the P.I.T., including the persecuted half-alferi. Anyone displaying symptoms of the rot are promptly expelled into the Badlands of the Dark Continent. All of the races are rather phobic in regard to contracting the rot, even though only the humans and a mere handful of the half-alferi have ever contracted the disease.

This is because a now-deceased human scientist publicly announced that his research had indicated that the disease was transforming, adapting to the energy-filled environment, and would eventually be able to effect not only the half-alferi but even the silver Alferi of the Fatherland as well. This has made the Lunarri terribly paranoid about the disease which they engineered and released upon the unsuspecting humans. A growing faction of the humans have labeled the disease as a curse from the gods sent down upon the unfaithful to punish them for their transgressions. This "holier than thou" attitude took a strong blow, however, when its spokesman unexpectedly contracted the rot from his infected daughter.

There are more than a few mutations roaming the P.I.T., preying upon the unsuspecting. These creatures are descended from normal animals which once inhabited the African continent. Now, they have become misshapen omnivores which will eat either plants or animals, including humans, half-alferi, and Alferi alike. It is known that the mutations do not like the sour taste of rotted ones or the living dead, and will not attack them unless first attacked. The most dangerous of these mutations are the ones inhabiting the Nile river. Those traversing the river or walking upon its banks are often subjected to attacks from them.

Finally, the living dead have their place within the P.I.T., too. Those dead which inhabit the mummy's temples are left alone unless they leave their masters' domains in search of living food. The standing order in the P.I.T. by the Kaiser Reich is to incinerate any and all living dead encountered. The Kaiser Reich once launched several forays into the valleys and tombs in an attempt to rid the region of the living dead. All that was accomplished was a large number of mortal soldiers were slain, "resurrected", and the stronger undead armies marched upon the human populace. A great stand at Alexandria and the arrival of dirigibles carrying incendiary bombs is all that saved the area from being overwhelmed by the living dead. Now, the official policy is not to enter the dead's domain, but engage them if they enter occupied territories.

Death is the great punishment, the worst any mortal can be subjugated to. Any who dies, and whose body is not consumed by fire or acid or otherwise completely reduced to particles, can expect to join the ranks of the living dead. Many of those who died in the history of the Earth have also risen, or are attempting to rise from their graves. Occasionally, these corpses will break free of their resting places, then migrate towards the attraction of the humans, half-alferi, and Alferi life forces. While the number of undead seems to be overwhelming, they will never overrun the mortals for the reasons previously outlined in the section discussing the living dead.

As for the other Alferi sub-races, the Lunarri have issued a "line of sight" policy. If you get them within your line of sight you are to attempt to capture, disable or kill them, in that order. Any other Alferi from one of the other sub-races is to be dealt with in this manner unless they have legitimate, verifiable paper work which grants them access by authority of the Kaiser Reich, or are in the company of a Lunarri with the charged with the responsibility of their safe passage through Lunarri territory.

The humans of the P.I.T. have never seen a gold Alferi and generally believe this sub-race is nothing more than a fictitious creation of the Kaiser Reich in an attempt to make themselves appear even more impressive to their human subjects. The Indomitarrri are all too well known for their raids from the burning lands of the Arabian oil fields. Many stories are told about the dark Alferi, the Obscurarri, but few humans or half-alferi have actually encountered the ebony skinned demons. The dark Alferi prefer to remain in their isolated Dark Continent kingdoms, waiting to pounce upon any foolish enough to enter their domain. There have been a few Obscurarri sighted in the area of the ancient pyramids at Meroe. Some mysterious connection exists between the mummies of the pyramids and the dark Alferi, but know one has yet to discover exactly what the secret is as of yet.

## The Badlands

*I'barri was as isolated a place as any man would dare to dwell. Yet, humans did indeed live here in the heart of the Badlands' wooded savanna. What was Edgar Riess doing here, so far from the Lunarri occupied territories? He and his bodyguard, Antoinette, both of whom were Imperial Affairs agents, had been sent to advise the local marshal how best to defend the town against the ever present threat of living dead cadres and rotted one hordes moving through the region. Of course, they had other, more secretive orders, but that is another story for another day.*

*After weeks of training the town militia met agent Riess' competency requirements. He and Antoinette were preparing to depart when the scouts returned with reports of a small contingent of living dead spotted a 2 kilometers due north, heading southward towards the town. Rather than wait for the undead to attack or retreat into what could be a waiting trap, agent Riess ordered that the militia move northward and engage the 100 or so living dead in combat.*

*The battle was won with few casualties. The dead retreated northward, followed by the packs of hyenas which they so hated. Hyenas were always viscous carnivores, but since the time of the Juxtaposition they had become extremely aggressive. They seemed to enjoy the rotting flesh of the walking dead more than that of living beings, however, preying upon them during the battles with the human villages and towns when chaos reigned upon the battlefield. It was the damned hyenas who had, in fact, inflicted one of the casualties; the young village boy, Jean Claude.*

*The boy was only following in the footsteps of his brothers and their father before them. This was his first excursion and had proved to be his last as well. Not considering the consequences and ignoring the cries to halt from his fellow militia men, Jean Claude had pursued the living dead into the trees. It was there that the hyenas attacked him. The other militia men had chased away the canines, but they were too late to save the boy.*

*Reverend Riess cradled the youth in his arms trying to comfort him in his final moments. He wiped the dust and blood from his face while complimenting him on his prowess in the battle. He never averted his gaze from the boy's eyes, even as the last spark of life faded from them. Only then did he gently lay the body down upon the ground while ordering the men to gather wood for a funeral bier.*

*Without warning the slain youth's hand reached out and grasped the IAA agent's leg. The corpse slowly pulled itself up his body with its mouth agape, preparing to sink its teeth into the exposed skin of Edgar's neck. Calmly and coolly, agent Riess drew his P-38 from his open holster, brought the pistol around to face the corpse and promptly emptied the clip into the dead's skull. The others pinned the corpse down and poured petrol over it, then quickly scurried away. Then, Reverend Riess hurled a lit torch at what had once been the bright eyed fourteen year old, Jean Claude.*

*Antoinette stood guard beside her commanding officer as he dropped to his knees to weep. He has seen too many deaths, too many young lives ruined, and far too little reason to hope things would ever get any better on Apocalypse. Yet, he would regain his control and composure and carry on his existence in the hope that he could make the slightest of differences, or in the outside chance that he would one day awake from the nightmare he called reality.*

There are two distinct areas identified as the Badlands by the natives of Apocalypse. The first area is the lands occupying the eastern portion of the Asian continent. These lands are covered with unnatural fires, thick smoke, and inhabited by many horrid creatures. The other area encompasses much of Northern Africa, what was formerly known as the Sahara Desert, all the way down through the steppes and savanna of the Dark Continent. The natives see the Badlands as one in the same; a barrier, just like the ever dangerous seas and ocean, isolating them from the rest of the world. If you want to discuss the badlands with a native, you should either refer to them by their location, southern or eastern, or identify which continent you're talking about.

## **The Badlands of the Dark Continent**

The Badlands of the Dark Continent are a nightmare come to life. Aside from the harsh climate, anyone entering the territory had best be an expert in self defense, for they are definitely going to have to defend themselves to survive. The area is broken down into three geographical regions: , the steppes, and the grass, shrub lands, and woodlands of the savanna. Each of these areas will get separate detail.

## **The Desert**

The mighty Sahara desert still threatens the life of any who enter its borders. Besides its oppressive heat and lack of water, the desert now has more fearsome predators than ever before. The cadres of living dead shamble over the shifting sands by the thousands, marching to their master's orders or simply wandering about in search of human travelers to prey upon. Occasionally, a horde of rotted ones will move through the region on their way to attack one of the human settlements in the Badlands or headed towards the P.I.T. While not numerous, the ever-migrating giant carnivorous spiders, sand serpents, gigantic scorpions, and insects of the desert will eagerly burrow forth and attack travelers in hopes of gaining an easy meal.

In several areas a traveler can find an oasis in the arid desert, assuming one knows where to look. Small, seedy human settlements have sprang up around these oases. These are lawless little towns where humans can enjoy relative freedom from the yoke of the silver Alferi. Occasionally a Lunarri caravan will stop at the oasis towns on their way to the free city of Casablanca, or a squadron of Legionnaires will pass through while on patrol. The silver Alferi keep a representative in each of the towns with the title of magistrate. This person has little real power, however, and is usually nothing more than a figurehead unless the Imperial Legion is in the area. The real authority lies in the hands of the town's law enforcement officer, the Imperial Marshal. This person is usually well trained, well equipped, and has a large supply of ammunition. The marshal is supposed to answer to the magistrate, but rarely does so.

These oasis towns are the homes of many fugitives from the P.I.T. Those wanting scientific, religious, and social freedom come here to escape the oppression of the Kaiser Reich. If a person wants to find the latest technological advancement this is where he or she should come to. Strangers aren't much welcome in the towns, because every new person is a potential Psyche Korps operative who has come to either assassinate or capture one of the fugitives. The residents are quick to put aside their differences if they think for one minute that a stranger has come for one of their number.

Aside from no restraint on technology in the oasis towns, the towns offer many other freedoms not found in the P.I.T. Many different religions make use of the small makeshift chapels in each town for their respective religious services. There is usually a school teacher to teach the young children, but anyone over the age of 14 is expected to start work or apprentice with a craftsman (i.e., blacksmith, dentist, doctor, or scientist). Every person living in the oasis town grows either fruit trees or vegetables to sustain themselves, but the livelihood of the towns is due to their water supply in the arid desert, making them a continual caravan stop.

The strongest religious presence in the oasis towns is the Church of Technology. This religion is dedicated to the advancements in intelligence and discovery of the secrets of the universe. The templars of the church do not possess the normal sorcery powers which the other eternals grant to their devoted worshippers, with a few exceptions. Instead, they endow them with the inspiration to create wondrous new scientific discoveries and endow them with psionic powers just like their Alferi nemesis. While the Church of Technology does not bear any antipathy towards the Lunarri (or any other race for that matter), they are well aware of the silver Alferi's hatred towards them, however, avoiding them whenever possible. The Church has good intentions, but their interest in everyone's affairs (purely scientific, mind you!) has earned them the label of "overzealous snoops". It is said that the Church has incriminating information on nearly every person dwelling in the P.I.T., the Fatherland, the free city of Casablanca, and the oasis towns. This gives the voice of the church great influence in all political matters.

Unlike Casablanca, the oasis towns have no Eternal to protect them from the unwanted advances of plotting, hostile governments. The residents are all well trained in combat and will use any technology the scientists can create to help them defend the towns. The best defense the towns possess is their ability to use one invader against the other. Every organized race would love to control one or more of the oasis towns, thus control the trade passing through the Badlands of the Dark Continent to and from the free city of Casablanca. Just as great is their desire to stop other races from gaining this control as well. Any force moving upon the oasis towns can expect to have one or more rival race's armies marching upon them.

There are no laws prohibiting the speaking of any particular language in the oasis towns. In fact, the humans half-alferi, and occasional outcast alferi speak many different languages. The average town dweller can speak at least three languages, while the more intelligent can speak six to ten of them.

The oasis towns have no formal currency, per say. Nor do they accept the printed currency of any government. Only pure gold, silver, copper, brass, platinum, gems, or jewelry are accepted as currency, and then coins are valued only by weight and purity alone, regardless of whose official seal is stamped upon them. The other rates of exchange which exists in the towns are barter and trade by force.

## The Living Dead

The dead roam about the desert in vast, dessicated numbers, but this is not their most populated domain. The arid conditions of the desert with the searing winds tends to quickly shrivel the flesh from the bones on the zombies, so the vast majority of the undead in the desert regions are skeletons with the ghuls commanding the armies. Occasionally, a band of free-willed ghuls will be found lying in wait to ambush one of the caravans headed to and from the oasis towns. The greatest threat from the living dead comes from the cadres moving through the area on route to attack either the human settlements or another cadre. These cadres will never be stationed in these areas permanently, however, for to do so would ensure their strength would decrease as the zombies were quickly transformed into skeletons.

The majority of the creatures indigenous to the desert region will not attack the living dead and will in fact go out of their way to avoid the cadres. Several types of beetles will attack the undead, though. These giant insects enjoy dining upon the rotting carcasses and often times lay their eggs in the corpses of the undead. When the eggs hatch the young beetles then feed upon the corpse for nourishment, quickly reducing the zombies into the ranks of the skeletons.

The desert is an open warfare zone among the cadres of the living dead. Many different undead leaders desire to control the area because of its strategic location in proximity to the human settlements. Not only can vampire and mummy-controlled cadres be found, but many packs of ghuls prey upon the desert travelers for sustenance. Only this constant infighting among the cadres of the living dead has prevented the humans of the P.I.T. from becoming corralled livestock for the undead.

## The Rotted Ones

The rotted ones are not known to make permanent towns in which to dwell, preferring to migrate from place to place as they see fit or the need arises. The extreme living conditions of the desert deters the hordes from entering the territory too often. On occasion, however, a horde will be spotted on the move though the territory. While this could be a normal migration, it is almost always a horde attacking one of the human settlements. Most attacks are not levied on the oasis towns, for the rotted ones see these folk as outcasts not too different than themselves. If left to themselves the rotted ones will not deviate from their path.

If any individual takes it upon himself or herself to delay the horde, they will be tracked down and the entire horde will descend upon their town, village, or city with enormous ferocity.

As has been previously stated, the living dead will not attack any member of the rotted ones' horde. This does not stop the other creatures of the desert from preying upon them. Besides the beetles which love to prey upon the living dead, the giant spiders of the desert constantly attack the rotted ones. It seems that a side effect of the rot is that the spiders' venom works twice as fast in liquefying the rotted one's internal organs, thus making them a delicacy in the arachnids diet.

## Dark Alferi presence

The Obscurarri have no permanent settlements within the desert. They do have several nomadic tribes which roam the desert wastes on wheeled ships. The sails of these ships catch the fierce desert winds, propelling the ships along the ancient caravan routes. The fact that these desert ships can move just as swiftly across the dunes when there is no wind also gives credence to the notion that the ships are also propelled by the Obscurarri magi as well.

These dark Alferi are rarely encountered but such encounters always end in violence. The Obscurarri are cannibals. They see humans and the other sub-races of Alferi as little more than fodder upon which they can feed. Although live game is preferred, the dark Alferi will eat whatever is at hand if their hunger demands it.

These dark Alferi clans are collectively known as the Songhai nation, although there are far too few of the dark Alferi dwelling in the desert to be considered a nation. Furthermore, the various desert tribes are violent towards one another, waging war upon each other as often as they attack the humans and other Alferi.

These nomadic, desert dwelling Obscurarri share their southern cousins' symbiosis with the living dead. They create zombies and skeletons from any humans or other Alferi they capture, and magically dominate any other undead which they may encounter in the desert. Unless they are preparing for a raid into the human settlements the undead ride in the Obscurarri's desert ships. When preparing for a raid they amass great numbers of living dead servants to lead them into battle, hoping to scare the humans into a hasty retreat into a trap laid behind them.

Perhaps the most unusual aspect about the mysterious desert dwelling Obscurarri is their rite of passage. This is a ritual which must be performed by young dark Alferi if they are to attain the status of adults in their tribe. First the dark Alferi youth must fast for several days, all the while awaiting his or her own special vision brought on by the use of poisons extracted from a sand serpent.

Once the vision has been experienced the youth must travel out in to the desert alone in a small, one person desert ship built by himself or herself or a member of the youth's family. The dark Alferi child must then sail through one of the great desert storms and return alive to bear witness to the tribe of Anyiewo's Glory.

The reason the Dark alferi refer to the great storms as Anyiewo's Glory is because they believe the Eternal Anyiewo, whom they worship, is responsible for the storms. Of course this is not true. To the dark Alferi's defense, however, the scions of Anyiewo, otherwise known as the sand serpents, are catapulted into a frenzied state by the strange radiations produced by the storms. The bodies of those who fail the rite of passage have been sighted by their families walking the desert wastes as zombies. The walking corpses were covered with what appeared to be hundreds of serpents' bites, while dozens of small serpents slithered over and around their rotting bodies.

While the desert dwelling dark Alferi's magi do indeed practice the art of necromancy like their southern cousins, they also dabble in other forms of sorcery. Most notable of these dabblings is the Obscurarri's sand magic. With this form of sorcery the dark Alferi magi uses her power to shape the sand into the form of creatures and objects which she then uses to defeat her enemies. Utilizing sand magic the magi can create animated sand statues, shelter from the desert storms, trenches and barriers, small sand whirlwinds, and much more. The magic is only limited by the magi's POW and imagination. Unlike the dark Alferi further south in the Dark Continent, only female Obscurarri may become magi, and even then only one magi, and up to three apprentice magi under her tutelage, are permitted within each tribe.

All Obscurarri males are expected to take their rite of adulthood before attaining their 20th year. Females are allowed to participate in the rite of passage, but it is neither expected nor required of them. Only by participating in the rite can a boy become an adult and a warrior, while a Obscurarri girl child must complete the rite if she ever hopes to become an apprentice magi.

## The Steppes

The steppes of the Dark Continent's Badlands are only slightly more tolerable than the arid wastes of the desert. The heat is only slightly less oppressive and instead of the shifting sand dunes travelers can make their way along through the barren plains. There is little plant life to speak of except for the ever present saw grass, hardy, broad bladed grass which varies in height from centimeters to a meter. The saw grass has a sharp edge able to render gruesome wounds upon anyone not properly clothed. Thick clothing or heavier protection is necessary to turn the edges aside without the traveler being slashed. In addition to their wickedly sharp edges, the blades also carry a mild toxin.

This causes cuts rendered by the grass to become inflamed and infected. It is always a wise idea to keep a close eye on your clothing and gear when traveling through the steppes. One or two silver Alferi expeditions have been made, led with what were essentially tank-mounted lawnmowers, but these were dismantled after the expeditions uncovered absolutely nothing worth the cost of taming the territory.

The only creatures which seem to prosper in the steppes are the living dead. The cuts of the saw grass has little effect upon them and they are far beyond the point where infection or inflammation could cause them any problems. They move through the saw grass without making more than the slightest of rustles, able to move much faster than living creatures through the sea of razor sharp weeds. The living dead can be encountered here in small groups thrashing the grass in search of humans and Alferi hiding from them in the saw grass, in cadres passing through the area going north or south or even engaging one another in the saw grass. They will even lie patiently in wait in the tall grass to ambush any travelers making their way through the region.

Water is in scarce supply through out the steppes. Any rainfall is quickly absorbed by saw grass. Likewise there are few wells, ponds, or lakes in the region. Any water reservoirs are likely to be closely monitored by the living dead, for they realize that humans and Alferi both must have water to survive and will be drawn to the wells when their water supplies run low.

Few animals call the steppes home. The most commonly encountered creatures are the thrush rats. These rodents can vary in size from 10 centimeters long all the way up to a half meter in length in the oldest and largest of the species. These rodents have oversized front teeth which they use to chew up the saw grass blades. The thrush rats use the saw grass as a source of both food and water. They are not carnivorous and will flee when encountered, but will fight viciously when protecting their young or when cornered.

With so many thrush rats gnawing upon the saw grass the steppes would soon be barren if it were not for the equalizing force of the serpents which also prowl the saw grass. The serpents prey upon the many thrush rats, keeping the rat population in check and ensuring their own survival. Make no mistake in assuming that these snakes are harmless if left alone, however. The serpents of the steppes are will attack anything which they feel they can swallow or which seems like a threat. All reported encounters with serpents in the steppes have been with poisonous ones. The serpents come in all varieties of sizes from tiny to monstrous. Travelers can keep two things in mind regarding the serpents; there aren't many of them (as compared to the thrush rats) and they seem to prefer the taste of the undead over that of the living if the choice arises.

Like the living dead, the rotted ones do not suffer from the infectious, inflammatory properties of the saw grasses. They are still cut by the sharp edges, however. Strangely enough the rotted ones seem to welcome the saw grasses wounds. As they pass through the steppes an observer would be given cause to wonder if he or she were not viewing a ritual of penance being performed by the diseased hordes. The hordes never stay in the steppes or even stop for that matter, always marching through the land as if it were holy ground on which they were unworthy to remain.

In another act of unusual behavior, the rotted ones will seldom attack humans or Alferi they encounter marching through the saw grass. Apparently everyone is allowed to partake of the steppes penance. Woe betide the poor soul whom the hordes encounter sleeping or resting in the saw grass. To gain surcease from suffering while in the saw grass is sacrilege in their eyes. Any such perpetrators can expect no mercy when the horde descends upon them and begins to rip them apart, limb by limb. In this manner they allow the victim to bleed to death, then be resurrected as one of the living dead without any appendages.

Because of the presence of the living dead and the violent reaction displayed by the hordes of rotted ones towards any who would claim this land as their own, no races, not even the fierce and fearless dark Alferi maintain any strongholds in the steppes.

## The Savannah

The savannah is a nice place to visit, but you wouldn't want to live there. The region is teeming with all forms of life and death. The environment is broken down into four seasons of three distinct weather patterns. There is the rainy season where precipitation is a constant event and flooding is not uncommon. There is also the dry season, where months go by and there is no rain; rivers dry up and herds of animals migrate in search of water. Finally, there is the time between the two primary seasons; a short repast with perfect weather, an abundance of water and plant life, and many different animal species taking part in the natural order of life.

Besides the numerous different types of animals which populate the plains of the savanna, the region is home to many hordes of rotted ones, cadres of living dead, dark Alferi villages, and small human settlements. Mutations among the animal life are commonplace and an occasional monstrosity makes its way through the area eating all creatures stupid enough not to get out of its path.

The human settlements are basically set up the same as the oasis towns in the desert. The most notable exception is that the region's travelers are not dependent upon the town for water supplies. The town's presence is crucial to all humans, half-alferi, and Lunarri traveling through the savanna for they offer a small degree of protection from the other dangers which plague the land. The residents of these towns and villages are often forced to abandon their towns when the hordes and cadres are in the vicinity, but always return when the danger has passed. The town folk are hardy survivors who are used to the horrors the land all too often provides for them. While they may seem rather dour to the casual observer, you must keep in mind that realism and practicality are essential ingredients to the mind set necessary to survive in this harsh environment.

Strangers are greeted with open arms here in this area far removed from the Lunarri's control. The primary requirements for being trustworthy are being alive, unaffected by the rot, and not being one of the dark Alferi. This is not to say that Lunarri visitors will be allowed to be cruel and domineering to the town folk or other visitors. The rule of thumb concerning visitors in the towns is a simple one; if you don't like the rules you can leave at any time, disobey the rules and you will be immediately expelled from the protective walls of the town.

The settlements do not have any single ruler or ruling council for that matter. All decisions are put to vote by the community as a whole. As with any community, there are several persons within the community whom possess a great deal of charisma and admirable qualities. These people are well respected by the settlers and looked to as leaders in times of emergency, although their word is by no means considered the law.

Commerce here is also like it is in the oasis towns of the desert. Only precious metals, gems, jewelry, or barter are acceptable methods of exchange. Thievery is strictly forbidden in the human settlements and is grounds for immediate expulsion from the town. Laws are strictly enforced in the settlements where cooperation is a necessity for survival for everyone in the villages.

There is no officially designated language in any of the human settlements in the savannah. The locals tend to speak several languages so that they may understand those whom they trade with. The most popular language is that of the Obscurarri nation closest to the human settlement. Among the villagers at least one person will understand one of the following languages: Obscurarri (another dialect); German; Arabic; or English.

Children receive formal schooling by an appointed villager until such time as they are old enough to begin working either a needed trade or in the fields. Further education is permitted, even encouraged, but it must be done on the person's free time. It is important to gain knowledge and wisdom, but survival of the village and the villagers is paramount. Fortunately for the villagers, refugees from the P.I.T., outlaws from the Church of Technology fleeing from the Psyche Korps, and deserting officers of the Imperial Foreign Legion arrive in the village from time to time, ensuring that education does not stagnate or regress.

As one might expect, the settlements are completely self sufficient. They grow their own crops and raise livestock, which provides them with milk, clothing, and food. Often times, however, these supplies are drastically reduced or totally decimated by the other inhabitants of the savannah: the mutated animals, abdominal monstrosities, the cadres of living dead marching through the area, or spiteful hordes of rotted ones either stealing their food supplies or destroying them out right.

If the P.I.T. can be considered to have the technological level of the mid 1940's and the oasis towns and Casablanca to be approximately equal to the early 1960's, then the human settlements in the savanna region of the Dark Continent's Badlands is roughly on par with the mid-190's (WWI era.) Most weaponry falls into that time frame, although those persons who have recently traveled down from either the oasis towns or the P.I.T. will be better armed and equipped.

People in the human settlements are free to worship whichever deity they so choose. The vast majority of the settlers choose to worship what they refer to as the Almighty. They claim to have been visited by his powerful servants, the Emphyreals, who have guaranteed them an eternity of paradise for their worldly sufferings if they but remain true to their beliefs in the face of the hopelessness that pervades the world of Apocalypse. Other religions are tolerated but nonetheless mistrusted. Estimates of 99% of the populace worshipping the Almighty are very accurate. Worshiped by the minority are: Frey, Thoth, the Egyptian pantheon, and the Eternals worshiped by the dark Alferi.

The Kaiser Reich of the Fatherland has only recently started open diplomatic talks with these far away human settlements. The Kaiser Reich has neither recognized their autonomy nor proclaimed their ownership of the area. They have been sending small companies of Imperial Legionnaires accompanied by highly trained Imperial Affairs agents into the area to assist the humans in defending their settlements against the advances of the living dead, the rotted ones, and the dark Alferi, while supplying and training them in the use of modern weaponry.

For the moment the price of these unrequested services has not been issued. The settlers are preparing for the day when the Psyche Korpsman within their ranks receives orders to collect for services rendered and they will most probably have to defend themselves against their new-found allies. The settlers do not intend to be coerced into any payment of any kind since they did not request the Lunarri attentions in the first place. They fully expect the silver Alferi to use this refusal as an excuse to invade the savannah region. The Lunarri fear of Obscurarri reaction is all that is currently preventing such an invasion from taking place, for the Kaiser Reich desperately craves access to the natural resources the Dark Continent possesses.

## The Living Dead

The undead are the most powerful force dwelling within the savannah. They are not as powerful here, however, as they are upon the steppes. The humans can offer a greater force of resistance in the open lands of the savannah, powerful monstrosities roam about able to decimate hundreds of walking corpses in a single engagement, and the mutated, carnivorous animals that roam the savannah are not afraid to attack small groups of undead traveling through the region. The living dead's worst nemesis in the Badlands of the savannah are the packs of deadly hyenas. Both the undead and the hyenas will attack each other on sight, sound, or smell, such is their hatred and hunger for one another, respectively.

Many of the masters of the cadres considers the savannah to be their homeland. Thus, the concentration of undead in the savanna is higher than that of the areas in and around the P.I.T. The dead are permitted to roam freely when not otherwise following their Overmaster's orders. They are allowed to attack the human settlements, but are carefully monitored lest they kill all the mortals, permanently destroying the ghuls' and the vampires' fare. In fact, Overmasters use the human settlements for simulations of how their battle plans against the forces of the P.I.T. will fare.

There is no symbiosis between the living dead and the dark Alferi here in the savanna where so many Overmasters dwell. The Overmasters despise the notion of any living being ever impeding their plans again, much less daring to commandeering their undead servants. Living dead cadre clashes are more common here than in the desert, steppes, or the P.I.T. combined. In these battles the undead controlled by the Overmasters wage war upon the living dead controlled by the Obscurarri magi, all the while battling other cadres controlled by other Overmasters for control of not only this region but the regions north and south of the savannah.

## The Rotted Ones

From this point on southward the rotted ones become a common sight. They are not nearly as aggressive in these territories as they are to the North. As a matter of fact, the only times the hordes become aggressive is just before they begin one of their "walks". This state of frenzied aggression is thought to be a form of mental illness, most likely schizophrenia, brought on by the rot virus. The hordes can go for months or even years living in peace and harmony with their human neighbors. Then, suddenly, and without warning they become agitated. Because the every member of the horde suffers from this case of extreme agitation, the scientists of the Kaiser Reich have hypothesized that the rotted ones may produce a pheromone which affects one another. This may also explain why the living dead recognize and refuse to attack them.

When not in a state of agitation the hordes are simple, diseased herdsmen, tending large flocks of sheep and cattle. During the "walks" the livestock are released, to be recaptured upon their return from the north. During the "walks" the hordes will prey upon human crops and livestock and will attack human settlements to raid their pantries and storage bins and silos.

The hordes of the rotted ones do not have an amicable relationship with the dark Alferi. The Obscurarri always attempt to mentally dominate the rotted ones. The attempt is always unsuccessful. This enrages the dark Alferi because they feel helpless even with all their mighty necromantic powers, while the rotted ones are angered by the slight that the Obscurarri are implying that they are already walking corpses. This hatred between the two has made the rotted ones and the cadres of living dead allies against the dark Alferi and their living dead armies. Unfortunately for the rotted ones, they are all too often caught in the skirmishes of cadre vs. cadre vs. Obscurarri and their armies.



## The Dark Alferi

We will not attempt to give an accurate description of the Obscurarri people, their society, or even detail their lands in this text. Another text in its entirety would have to be devoted to that subject to even begin to give you the reader an adequate view of the dark Alferi. Rather, we shall only briefly touch upon the dark Alferi controlled lands and its people in relation to the human settlements dotting the Badlands of the Dark Continent.

The attitudes and reactions of the dark Alferi has already been discussed previously. The actual presence of the Obscurarri has not been discussed. Several dark Alferi nations border the savannah; the Mali, the Ashanti, the Dahomey, the Oyo, and the Kongo. The Benin and the Ewe nations are actually centered in the savannah and the wooded savannah regions. Human settlements bordering the jungle will feel the presence of the jungle nations and the savannah nations. For the most part, however, the settlements of the savannah will come under the tyranny of the Benin and Ewe nations.

On the eastern coast are the mighty lake Kingdoms, while further south along the coast are the city states of the Zeni nation, Mombasa and Kilwa. The Kongo control the vast expanse of the jungle, the powerful and fierce Zulu occupy the southern end of the Dark Continent, and the Hova now have reclaimed to island formerly known as Madagascar.

The different nations of the Obscurarri respect the territorial boundaries of the other dark Alferi nations. The Obscurarri have recorded only half a dozen wars among the different alferi nations in recorded history. Border skirmishes are commonplace, however. A common trait among the dark Alferi is their ability to put aside their feuds and assist each other in combating a non-Obscurarri opponent. In regions where dark Alferi nations border one another the cadres of the living dead and the rotted ones suffer high casualties at the hands of the combined might of the two (or more) nations.

The Obscurarri nations bear a remarkable similarity to that of the many ancient cultures which once inhabited the Dark Continent. While most of these cultures have been already documented and the readers may be aware of them already, any further information will have to be attained by exploring the Obscurarri territories, questioning captured dark Alferi on the battlefields, conversing with the villagers of the various human settlements, or discovering some lost lore (pre-Alferi migration) pertaining to the dark Alferi. Other material may also be forthcoming, depending on whether or not you the reader wish to see our perception of the Dark alferi or make that perception come to life from your own imagination in your campaign.

The dark Alferi speak many different tribal languages. There is, however, one primary racial language which every Obscurarri is taught, so as to be able to communicate with other Obscurarri should the need arise. Although the race as a whole is extremely intelligent with a well organized society, no dark Alferi has ever been encountered whom spoke any tongue other than those of the Obscurarri. This isn't due to any mental block, but that they consider all other languages barbaric, the language of inferiors. If one would address, trade, or have any dealings with the Obscurarri he or she will need to have an extensive understanding and command of the dark Alferi language. Be warned that the dark Alferi take great insult when other races ignore their society's customs and mutilate their languages.

The reason the previous passages detailed the Obscurarri attack patterns is that the dark Alferi do not trade on any large scale basis with any other races. They prefer the company of their own kind, considering all other races and sub-races of Alferi inferior to them. The dark Alferi will engage in trading with those who make it worth their time and effort, however. The Obscurarri are slave traders. They will trade for nearly anything, but prefer bartering their captives for luxuries which are not found in their homeland. Anyone trading with the dark Alferi should be leery, however, for many a trader has met with the Obscurarri and come away a slave with his or her cargo seized by the slavers as compensation for their time, energy, and interest.

The most fervent interests and pastimes of the dark Alferi are song and dance. These acts are considered holy to the dark Alferi, the true union between mortals and the eternal. A few talented human captives have used their singing and dancing abilities to convince the slavers to spare them the torturous experience of becoming one of the dark Alferi's living dead servants. Instead, they are guaranteed a life of normal slavery until such time as their natural abilities wane and falter.

The dark Alferi's symbiosis with the living dead has been previously mentioned, but deserves a small bit more detail here. The undead which the dark Alferi create through their mysterious rituals obey them unquestionably. Those undead not created by the Obscurarri necromancers will attack them normally, but the magi may attempt to establish mental control of the dead. This attempt is always successful on free willed undead of ghul status or lower. All higher level free willed undead and undead under an other's control require the magi to make a successful skill check (use sorcery/necromancy for this) to establish mental dominance. This attempt is made at 1 skill level higher than normal vs. free willed undead and as a POW vs. POW (magi's POW and skill level vs. the undead's current master's POW and skill level).

The cadres of living dead wandering the Badlands will attack the dark Alferi at any opportunity, for their undead masters deeply resent the Obscurarri's interference in matters best left to the undead. To this end the Overmasters will frequently send a cadre into the dark Alferi territories to attack the Obscurarri's villages and outposts. The dark Alferi do not hesitate to use their own undead troops in these battles or to attempt to wrest mental dominance of the undead from the Overmaster.

The greatest threat the humans of the settlements face are the raiding parties of dark Alferi which patrol the Badlands. These raiding parties usually avoid directly attacking the well defended settlements, preferring to capture those working on the outskirts of the towns or waylaying anyone traveling through the region. Occasionally, the Obscurarri will attack the settlement, however. These attacks usually come under the cover of darkness with the dark Alferi employing hundreds or thousands of living dead foot soldiers as their vanguard. In almost all such scenarios the towns are obliterated and all settlers, living and dead, are claimed as spoils of war by the Obscurarri.

It should be noted that the Obscurarri make their presence known throughout the entire Dark Continent. The P.I.T. need only look beyond the Militarized Zone to see the dark Alferi kingdom of Kush. These Obscurarri have some mysterious connection to the mummies at Meroe. While it cannot be verified by the humans or Lunarri, it is rumored that an intricate series of underground passages connects the kushite capital city to the decaying pyramids. At any rate the dark Alferi magi and warriors are constantly being sighted inside the Military Zone, working in a cooperative effort with the mummies and their undead armies. Slaves captured by the joint effort are never seen at Meroe, but a chartered expedition into Kushite territory discovered many of these captured humans and half-alferi serving as zombie servants in the King of Kush's armies of undead. The Lake Kingdoms, the Zenj city states, and the island dwelling Hova practice sea raiding on the east coast of the P.I.T. by way of the Red Sea, while the Mali, Ashanti, Dahomey, and Oyo ply the Mediterranean Sea raiding the northern portion of the P.I.T. and attempting to breach the Great Border into the invulnerable Kaiser Reich of the Father Land.

## The Asian Badlands

If it is possible that there is a land more harsh than the Badlands of the Dark Continent, then the Badlands of Asia would be it. While this wasteland is not teeming with life like the Dark continent's Badlands, the environment is much harsher. Those creatures who are hardy enough to survive the extreme environmental conditions of Asia's Badlands are fierce and powerful and should be approached (perhaps, better avoided) with extreme caution. The Badlands of Asia can be broken down into two distinct regions, each of which will be detailed later in this text. They are: The burning lands and the steppes.

## The Burning Lands

What would one day become the nations of the Middle East in our world was destined to never be in **Apocalypse**. With the coming of the Juxtaposition the lands of Saudi Arabia, Iraq, Iran, Syria, and even parts of Israel (Palestine) erupted into flames, forcing most of the population to flee the region. These flames are only partially the ignition of the oil and natural gas of the region, but are of a supernatural origin. Thick smog is a constant factor in the region, drastically reducing visibility. As the name implies, for no known reason jets of intense flame will erupt in geyser-like fashion. There is no timing pattern to these eruptions and nor do all of these eruptions occur simultaneously across the territory.

The burning lands are barren and desolate and appear to be devoid of all life. Unfortunately for travelers, by the time you see the indigenous life forms you are already under attack. The sand serpents, giant desert spiders, and huge scorpions reside here just as they do in the great desert of the Badlands of the Dark Continent. Abominations and monstrosities are encountered more frequently here than in its Dark Continent counterpart, however. But, perhaps the greatest threat of the desert lies in the fierce nomadic tribes which call it home.

These tribes are almost entirely half-alferi of human and wild Alferi descent. The tribes have a deep prejudice against one another based upon their human lineage. While all of these tribes swear allegiance to the Kah Khan of the Indomitarrri, they war upon each other at any opportunity. In truth, they war upon any people of different origin than themselves. They two sides have fought one another so hard and for so long that they have forgotten what they were originally fighting about. Unable to make this a religious war, for they both revere the earth (the Grandmother) and the eternal Ulgden, the sky god, and since both sides have similar customs, they are content to loathe one another simply for the difference in their respective lineage. It is highly unlikely that their will ever be a lasting peace in this region if both sides are not forced to ally with one another to avoid mutual destruction or they finally drive each other into extinction.

These desert-dwelling nomads are the vanguard of the Indomitari horsemen. They serve the Kah Khan by defending the region against the unwanted advancements of the silver Alferi. The desert dwelling tribes are much smaller than they khanates of the steppes, rarely numbering no more than a few hundred Alferi, including all the men, women, and children. They average tribe has about a hundred or so members.

The desert dwelling wild Alferi depend upon camels for their livelihood. The camels provide transportation across the ever shifting sands, milk for all (including that which is allowed to ferment and mixed with blood to make a potent alcoholic beverage), and are used as a food source in times of extreme famine. Killing a camel is never taken lightly by the nomads, who will go to great ends to avenge the death of a camel by those of other races who do not understand the beasts worth and importance. Only under the most extreme of circumstances would any of the nomads slay a camel, and then only for food or to put an injured or aged animal out of its misery. The nomadic, desert dwelling wild Alferi would never slay a camel in battle, lest they be tortured and executed by their own tribe after the battle is over.

In the simplest of definitions, any person caught by the Indomitari in the burning lands who is of any descent other than their capturer's or does not possess a paizas (a kind of identification worn by messengers of the Yam, the imperial communications system, and representatives of the Kah Khan) can expect to be treated as an infidel. Such persons will be subjected to brutal torture and finally a horrible death. The most common forms of punishment are: burying one in the sand up to the neck by a giant ant nest; chopping of ones hands and releasing the person into the desert; public flaying; being fed to hungry, mutated wolves; being used as target practice by the Indomitari bowmen, having sand poured into ones mouth until suffocation occurs, pouring molten metal into ones eye sockets and mouth, or even more horrible punishments. One can avoid these and gain an honorable death by challenging the Indomitari to single combat, usually with knives. If the survivor is the captive, they become a member of the tribe (rejecting this honor is not suggested), and assumes the position, possessions and family relations of the deceased.

The primary weapons of the desert nomads are the bow, tulwar (a curved bladed sword), long knife, and firearms taken from the corpses of the Imperial Legionnaires, victims of the numerous battles waged by the Lunarri in their attempt to gain control of the region. Though haphazardly armed in comparison to their cousins in the Fatherland and the humans in the P.I.T., the Indomitari use their knowledge of the lands and the creatures which dwell there to their tactical advantage. Their greatest weapons, however, are their shamani, who use their potent elemental magic to drive the legionnaires and the Psyche Korps psionics back into the Mediterranean Sea or into the P.I.T.

## The Rotted Ones

Not surprisingly, there are few rotted ones dwelling in the burning lands. The racist Indomitari have long since dealt with any hordes entering their territory. This is not to say that they do not exist there, however. Occasionally, a small group will be found traveling through the area (at great personal risk) or a rotted one will be located living as a hermit near an isolated oasis, careful to avoid the Indomitari nomads.

## The Living Dead

The undead have a presence in the burning lands, but nowhere near as large as they claim in other areas of Apocalypse. This is due in part to the burning conditions which tend to wipe out entire cadres when an area goes flammable. Unlike the Alferi clans, they do not have the wits to understand and avoid areas about to blow. Another reason lies in the weather conditions, which can quickly deteriorate a zombie into a skeleton. The final reason is pure strategy upon the part of the cadre Overmasters; few travelers come through the region and there are fewer inhabitants in the desert than that of the Dark Continent, making for few potential victims. Therefore, fewer undead are needed to patrol such an area.

## Areas of Interest

The holy cities of Jerusalem and Mecca are now uninhabited ruins. The wild Alferi consider both cities to be holy ground. They will not enter the city proper, nor will they allow anyone or anything else to enter the sacred cities without first defeating them in combat. The shamani tell stories of the angels of the Almighty which are rumored to inhabit the cities, protecting the sacred sites from the hand of man, animal, mutation, monstrosity, Alferi, and demons alike. Whether these rumors have any truth to them is yet to be determined, for all Lunarri attempts to gain access into the holy cities has been repelled by attacks from the Indomitari from without and unseen forces from within.

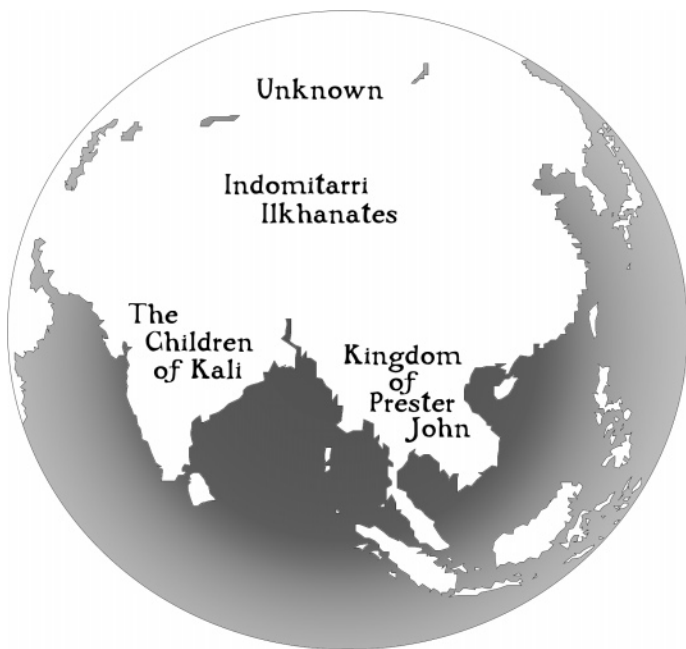
The Lunarri would love to tap into the resources of the oil fields, utilizing the crude to fuel an army of unstoppable armored vehicles, with which they would finish their conquest of Apocalypse in its entirety. The gold Alferi would love nothing more than to create a tremendous explosion over the oil fields, igniting a blaze which would block any Eastward exploration by the Lunarri or the humans of the P.I.T.

Of course, they intend to do this only after they have driven the Indomitari horsemen from the Asian continent. The Indomitari see the crude as the lifeblood of their ancestors, and as such will attack anyone or anything tampering with it.

Recently, a half-alferi of Lunarri and Indomitarrri descent has been trying to unite the desert tribes. Under his leadership the nomads have crushed several attempts by the Imperial Legion to drive the wild Alferi back into the desert, away from the oil fields. This fair haired, fair complexion half-breed is on the verge of uniting the desert tribes once and for all. Whether this is a Lunarri agent who has infiltrated the tribes and gained their trust only to betray them to the silver Alferi at a later date, or whether this is a true leader who will finally convince the tribes to overcome their racism and join as one nation under Ulgden remains to be seen.

## The Steppes

This land is thoroughly controlled by the horsemen of the Indomitarrri. Millions of such horsemen patrol the huge expanse of the steppes. Accompanied by their families, the horsemen slowly migrate from place to place along the steppes; tending to their sheep, practicing their warrior skills, especially archery, and carousing with one another. There is an organization to the apparent confusion of the hordes. The Land is broken up into 4 kingdoms, known as Ilkhanates. Each is ruled by an Ilkhan, who rules over all of the horsemen and their families within the territory. Authority is further broken down into clans of 10,000 or more horsemen, their families, and their slaves whom are ruled by an Orkhan. Clans are further broken down into groups of 1,000 horsemen and their families, each ruled by a khan.



There is no real separation between the armies of the hordes and Indomitarrri society, for *everything* is based around the horde: The breakdown of the horde is rather simple; an *arban* is simple unit of ten men; a *jagun* is composed of ten arban or 100 men; a *minghan* is a regiment of 1,000 men or ten jagun; and a *tumen* is a division of ten minghans or 10,000 men. The camps are known as an *ordu* and is run by a quartermaster, or *jurtchis*, who secures supplies and organizes the running of the place.

The Indomitarrri tribes usually do not live together in a single large encampment; instead, a tribe will be scattered amongst any number of small encampments that might spread across two or three different valleys. These encampments have to be mobile enough to be struck and loaded upon wagons for migration. Since mobility is essential for the wild Alferi tribes, their tents, known as *gers*, are made of wool felt stretched across a squat cylindrical framework of thin wooden struts. The floor of the gers is usually covered by simple planking while beds, cupboards, and chests are arranged in a circle against the wall. A hole in the center of the roof through which smoke from the peat and dung fires of the wild Alferi may escape. The gers can be dismantled and re-erected in just under an hour.

If the gers are the key to the wild Alferi's mobility, then it is their steeds which make them the undisputed masters of the steppes. Unlike the hardy ponies indigenous to the steppes, the Indomitarrri's mounts are not from the region. In fact, they are not even from this world. During the Juxtaposition, the Indomitarrri khanates migrated through the dimensional rents in the same fashion in which they migrate from valley to valley now. Their steeds are indeed equines, but they are much more aggressive than normal horses. They Indomitarrri train the beasts to fight in an organized manner from an early age and they are very adept learners. They are as much a weapon as any the wild Alferi possess. Unlike their pony cousins, the steeds are taller and leaner. Furthermore, they are omnivores, preferring grains and fruits but not above eating flesh and blood to survive when necessary. The bond between a wild Alferi horseman and his steed is a strong one. Although the two may be forced to separate for a time, they will eventually seek out one another, regardless of what obstacles must be overcome to do so.

Upon reaching the age of 5, Indomitarrri children are taught to ride. Since the Indomitarrri use stirrups, they can ride their steeds without using their hands. They are taught to basically live from the saddle; They hunt, fight, travel, and even eat and sleep there. Their most remarkable battle skill is being able to fire their bows or use their lassos while at a full gallop. When the children reach the age of adulthood those who are chosen to be horse warriors are allowed to "call" for their mounts. Assuming one responds, the Indomitarrri and the steed are bound to one another until one of them dies.

Indomitarrri society view males and females as equals. Most males are chosen to be horse warriors, while only 10% of the women do so, most preferring to raise a family and tend to the home. During times of emergency and war nearly every member of the tribe can mobilize for battle, at which they are at the least adept. This total warrior mentality has made the Indomitarrri nearly invincible upon the steppes.

The wild Alferi try to maintain their military skills by transforming their favorite sport, the hunt, into a military drill. regardless of what their quarry is, the hunt is a way of instilling into the minds of the soldiers the virtues of working and acting as part of a large single entity. The hunt is practiced once per month and every able bodied Indomitarrri is expected to participate in the hunt. A variety of techniques are employed on the hunt, depending upon the size of the unit.

The most common tactic among the horde of Indomitarrri is the feint. With this maneuver the Indomitarrri vanguard, known as a mangudai, will charge in and attack the enemy with a volley of arrows, standing their ground and often times taking heavy losses before retreating at a full gallop. Thinking the Indomitarrri defeated, the defenders charged forth, taking the role of the aggressor, pursuing the fleeing horsemen. The fleeing horsemen led the quarry to the intended sight, where a waiting army of Indomitarrri would move in for the kill.

Another tactic is to string an entire division along a starting line, sometimes 100km long. On a signal the entire complement, fully armed in a coat of mail and a leather cuirass covered with iron scales over top of a silken tunic, would ride forward with the flanks riding ahead of the center of the line. When this gigantic arc met the enemy the flanks would encircle the opponents, leaving them trapped and at the mercy of the Indomitarrri. During hunts it is forbidden to kill prey, but it is a great disgrace for a horseman to let some beast escape their net.

Like their Mongol predecessors, the wild Alferi horsemen employ an extremely effective and reliable system of signals, through flags, torches, drums, horns, and riders who carried messages over great distances. This enables the Indomitarrri to remain in constant contact with each other and under the control of a single commander. The wild Alferi are no match for armored columns and technological assaults, and melt away before them, reforming elsewhere. The silver Alferi, tied to supply trains across territory that is hostile in more ways than one, have made little inroad into wild Alferi territory, and any gains have been pushed back at great cost in lives to both sides.

The undisputed leader of the Indomitarrri horsemen is the Kah Khan, the emperor of the wild Alferi people. The Kah Khan resides in the capital city of Qaraqurum. In the nature of the Indomitarrri themselves, Qaraqurum is a mobile capital, a tent metropolis with a population of tens of thousands of Indomitarrri residing within its moving boundaries. Some mysterious magic of the shamanii enables the city to constantly emit a power damping zone, greatly decreasing the power of most paranormal effects. It is not known whether this damping zone is caused by the power of the many shamanii utilizing their abilities as one or whether it is generated by a powerful artifact.

Once every year, at Qaraqurum, the khans gather to meet with the Kah Khan at a great council called the quriltai. At these councils all matters of state are discussed and differences between the various Ilkhanates are arbitrated by the Kah Khan. Other than the Kah Khan's yearly quriltai, the only other times a great council is called is when the Indomitarrri people are at war or when the Kah Khan passes away and the Khans must gather to choose another Kah Khan from among the ranks of the Ilkhans.

Qaraqurum is more than just the home of the Kah Khan. It is the center of the Indomitarrri society, the heart of their empire. The capital city is home to the law giver, the head of the Yasa, a promulgation of general laws handed down by the great councils over the ages. Also headquartered in Qaraqurum is the Great Yam, the system of communication that binds all the spokes of the wild Alferi society to the hub that is the capital and the Kah Khan.

The Yasa is the institutional foundation of the empire. It is the system of laws handed down by the great councils. Each law is conceived and sponsored by one of the khans. Then the proposed law is discussed and the matter voted upon by the entire council. The majority vote rules with the Kah Khan being the tie breaking vote if necessary. Any law thus approved must then be either approved or rejected by the Kah Khan. Such laws already in existence are: no one may wash in running water (which the Indomitarrri consider to be alive, a spirit of the land); warriors must keep their weapons and equipment and good repair; thievery, murder, and espionage are crimes all punishable by death.

The laws of the Yasa are not to be confused with the billigs of the reigning Kah Khan, however. These billigs are the personal decrees of the Kah Khan, not formerly approved by the great council. Therefore, they are enforced as laws while the Kah Khan is alive, but may be disregarded by the next Kah Khan if he or she sees fit to do so without the khans viewing him or her with disdain. When traveling in Indomitarrri lands a visitor must remember that a Kah Khan's billigs remain in effect until a new Kah Khan is chosen and do not expire simply with the previous Kah Khan's death. Subsequent executions as punishment for billig violations during this time are how many unwanted visitors, prisoners, and rivals among the Indomitarrri are eliminated from the horse warriors' society.

The Great Yam is the communication system of the Indomitari. While the previously mentioned system of battlefield communication is indeed part of the Great Yam, it is only a part of the system as a whole. The Great Yam also employs a legion of messengers to carry information back and forth between the khans and deliver official proclamations to other countries. These messengers wear a harness of bells so that all may hear them coming and lend their aid an assistance if needed. To aid them in their efforts, the Indomitari have built temporary shelters and stocked them with supplies. Each shelter is manned by a sentry who takes care of the steeds kept there. The messengers coming through will exchange their steed for a fresh one, that they may continue on their journey without stopping. These shelters are usually 40 to 50km apart.

This mount-changing system allows the messengers of the Great Yam to cover enormous amounts of ground in a short period of time. Many a messenger has laid claim to 200-300km a single day's journey. The longest and fastest journey recorded, however, was a 1,600km trek covered by one messenger in a week's time.

For an Indomitari to become a messenger of the Great Yam he or she must make great personal sacrifices. All family, tribe, and clan ties must be disavowed while serving in the communications network. Service in the Great Yam is for a period of two years at a time, where upon a messenger can opt to stay on for an additional two years, assuming that he or she receives permission from their superiors. The controlling officers keep accurate records of the Great Yam's communication relays and their messengers' performance, with which they make their decisions regarding enlistment, re-enlistment, promotions, demotions, discharges, and organization policies and procedures. The Great Yam operates independently from any of the Ilkhanates, answering only to the great council and/or the Kah Khan.

Unlike their predecessors, the Mongols, the Indomitari recognize their need for effective leadership on a continual basis. When ever a Kah Khan dies, another is quickly chosen in a quriltai. The Kah Khan's term is for life; he or she may neither abdicate or be removed from his position. Although the great council creates the permanent laws maintained in the Yasa, the Kah Khan's word is the final word in all matters. A wise Kah Khan listens to the advise of his or her khans, however. Upon assuming the office of the Kah Khan the former khan not only renounces all former ties to his or her clan and family, but also forfeits their name and is henceforth addressed only by the title of the Kah Khan.

The Indomitari of the Asian Badlands are proud of their heritage. They see themselves as being truly superior to all of the other races of Apocalypse. They despise the silver Alferi; not surprising considering the open warfare the two sub-races are constantly engaged in with one another. They have no love for the gold Alferi, who have swayed the Kah Khan's own grandson to revolt against him, forming a powerful nation in Southeast Asia capable of enduring the Indomitari horsemen's constant invasions. The wild Alferi of Asia have little contact with the dark Alferi, and as such view them with neutrality and a degree of suspicion. Humans are viewed as excellent breeding stock.

Despite their racist attitudes, the wild Alferi value independence and personal strength in any person, regardless of their race or sex. If the Indomitari are challenged by an individual he or she will be given the chance to prove their worth in a contest devised by the Indomitari. Anyone can request such an honorable challenge, so long as they can issue the challenge in the native language of the Indomitari. Once a person proves their worth they are given the chance to prove their loyalty to the wild Alferi people. This is often a gruesome, inhumane request that will have the person branded a murder and a traitor by other races and sub-races, thus ensuring the person's loyalty to the Indomitari (for their protection, if nothing else). A few non-Indomitari have risen to the ranks of khans, and a human is currently serving as an Ogkhan in the Ilkhanate of the Golden Horde.

While the Indomitari do not have an institutional educational system, they do provide higher learning for their children and any other who desires to learn. Like most nomadic cultures the Indomitari never developed their own written language. To compensate for this they stole the written language of the Solarri. In fact, they not only stole the gold Alferi language but many of the scribes and historians. These long-lived Alferi were assigned the task of teaching the Indomitari to read and write. Now, most of the adults, with the exception of the shamanii, have mastered a smattering of both reading and writing, while the children can all read and write at secondary levels. The intelligent shamanii quickly picked up the lessons taught by the hostage scribes and are now at the same educational level as the scribes themselves. The lack of their own written language does not prevent the Indomitari from having a detailed history. Events prior to the use of Solarri writing are preserved in a detailed oral tradition that goes back thousands of years, even back to when the Alferi originally fled Earth for elsewhere.

The brightest students among the children are selected by the scribes to petition themselves to the shamanii for apprenticeship.

The shamanii have no power in the ruling decisions of the clans. They do have a great influence with the clan members on an informal basis, as befits their station as the religious leaders of the society. The khans usually seek out the advise of the shamanii before making their decisions and seldom go against the shamanii's wishes. The shamanii are also the magical protectors of the Indomitarrri, nature priests able to command great power and destroy the clans' enemies by tapping into the power of Ulgden and the Grandmother. Although the khans seek out the shamanii's advise and usually follow it, this should not be interpreted as the workings of a great friendship, for a great rivalry exists between the two leaders.

The wild Alferi *do* trade with other countries. For a marginal fee areas can bribe the Indomitarrri not to invade their lands. With these ransom gifts the wild Alferi will then trade with other nations for whatever they desire. Woe betide the city which refuses to trade with the Indomitarrri, for they will soon feel the full weight of the wild Alferi hordes as they thunder through pillaging and plundering, taking whatever they desire. Then, an Indomitarrri governor and a contingent of horse warriors will be assigned to the region to assure their future cooperation in regards to the Indomitarrri wishes.

As with their language, the nomadic wild Alferi never created a stable form of currency, preferring to barter with one another on the steppes for whatever they needed. If the Indomitarrri need or want something which they do not have and another clan does not have to barter for they will not hesitate to raid other countries to get it. During the years of raiding, the wild Alferi have collected many different coins from many different countries. They use all of these in commerce situations, but only place value on the coins for the type of metal they are made from and the weight and purity of the coin. Other valuables, such as gems and jewelry are viewed in the same manner. Art has a low value to the Indomitarrri, who view jeweled weapons and armor and stylized drinking mugs (such as a mug made from an enemy's skull which has been gilded and encrusted with gems) as the highest forms of art.

## Locations of Interest

Somewhere within the heart of the Indomitarrri empire exists the burial ground of the Kah Khans. When a Kah Khan dies he is given an elaborate funeral. His or her body is then taken by the shamanii and the khans to a secret location where it is then entombed in an ancient underground city. There are several entrance tunnels to the city, but all of them are cleverly constructed to appear to be nothing more than natural earth. After the Kah Khan is entombed the horde of khans will then trample across the region on their steeds, so as to make the entrance indistinguishable from the rest of the earth. What lies in the city? Only the shamanii know for certain, but it is rumored to be not only their burial grounds but that of the legendary Mongol conqueror, Genghis Khan. So, a treasure of unimaginable wealth could quite possibly lie somewhere under the steppes, just waiting to be claimed by daring adventurers. But, who knows what fell beasts the shamanii have summoned to guard the bodies of their ancient kings?

It is rumored that a hidden gateway also exists in the steppes. This gateway is of a truly remarkable nature; it is an arch some 100 meters in height and 65 meters in width, made of what appears to be jade. The arch can never be located if by any person not specifically searching for it. It is reported to be in one of the many small valleys where the Indomitarrri territory borders the Himalayas. The arch is a conduit to many unknown places, but reaches one known destination; a similar arch in the Midwest of the American continent. It is also rumored to be able to transport anyone traveling through it past the Great Barrier and to dimensions other than Apocalypse's. For these reasons the Lunarri and many servants of the Eternals greatly desire to find and utilize the arch. Unfortunately, the Indomitarrri are a barrier which stands in their way.

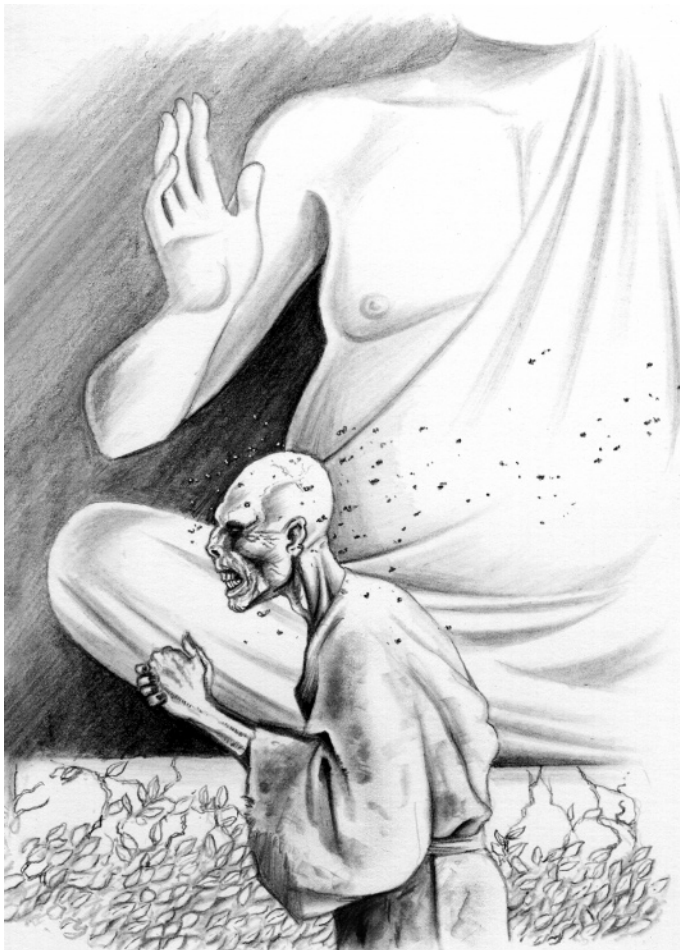
## The Living Dead

The living dead exist upon the steppes just as they do in all of Apocalypse. The cadres are strong and many in number, but must compete with the Indomitarrri. So far, the horsemen and their shamanii have held the presence of the dead to a minimal one, but that is slowly changing. The Overmasters of the cadres have decided to unite in their efforts to subjugate and terrorize the wild Alferi. Attacking cadres have become a common sight and reports of the cadres using advanced strategies and tactics bear down upon an already weary Kah Khan.

Perhaps the most unusual of all the undead in Apocalypse, the living dead of the Asian steppes are also the hardest of the lot. With the rising of the dead at the end of the Juxtaposition, generations of ancient Mongol hordes arose, along with their steeds. These skeletons on skeletal mounts, operate the same in undeath as they did in life, and are suitable rivals for the Indomitarrri horse warriors. Noticeably missing from the hordes is the mighty unifier of the clans, Genghis Khan.

In fact, there seems to be no apparent leader among the ranks of the horsemen, a fact which the Indomitari are quick to point out (indicating that this could not be the true spirits of the Mongols because they respected and even revered strong, capable leaders).

There are even mummies present in the steppes area. Unlike those mummies residing in the regions bordering the P.I.T., these mummies are not of ancient Egyptian or Kushite descent, but rather the intelligent, active remains of those who inhabited monasteries in and around the Himalayas. Quite different than other undead, these creatures don't want to terrorize and kill mortals. They want to show them the one true way; the way of undeath. They roam about the mountains and valleys searching for humans and Alferi who they can drag back to their run down monasteries and convert into zombies and mummies like themselves. These undead see all other undead as either inferior creations of evil spirits or imperfect beings who achieved undeath, yet lacking proper enlightenment are now discontent with their superior state of being. The concentration of these living dead monks increases as you delve further into the mountain range. Occasionally, a lone mummy will reside as a hermit in the mountains and steppes. These enlightened beings are also quite happy to enlighten others to the state of undeath, with or without their desire or approval.



## The Rest of Apocalypse

This text will not go into great detail concerning the rest of the globe and its inhabitants. Rather, it shall describe points of interest and either rumors which concern the area (as known to those residing in the Northern section of the Dark Continent and the Fatherland. Some of the reports are definitely true or have some substance of believability to their stories. Others are presumed to be nothing more than tales invented by a vivid imagination to create looks of awe in the faces of attentive crowds. The verification of these stories is impossible in most cases. The reader is invited to explore said territory, however. Any verifications of the rumors will no doubt be rewarded by the Kaiser Reich (but perhaps not in the way said explorer would appreciate, however).

### The Americas

The Americas are divided into three distinct cultures; North America, Central America, and South America. Each region has separate and unique cultures and as such deserves to be detailed individually. Most of the information known about the continents has been gleaned from chartered expeditions recently returned from the lands. Knowing how explorers love to overemphasize the danger they have faced to earn them more lavish praise than they truly deserve, the reader will have to decide for himself or herself what parts are exaggerations from an inflated ego, total fabrications to explain the loss of expensive equipment and personnel, and what parts are the actual truth.

### North America

Most humans on the North American continent were wiped out in the supernatural onslaught of October 1945, and the weakened survivors crumbled before the rising of the undead in March 1946. The North American continent is now under the secure control of the Indomitari clans and tribes which dwell there. These Indomitari differ from their brethren in the Badlands of Asia in that they do not mimic the Mongol culture, but rather those of the Native Americans who once ruled the land before the coming of the European colonists. Unlike the Native Americans, the Indomitari have powerful nature priests, the shamani, and natural paranormal powers to prevent the Europeans from conquering them so easily. Furthermore, they are much more hostile, attacking foes before they have the chance to attack them.

The clans are not united. In fact, several nations of Indomitari exist upon the continent. These nations are broken down into clans and then further separated into tribes. Control of each tribe is left to its leader, the chief. The tribal chiefs answer to the clan chieftain. The clan chieftains gather to form a council which decides what course the wild Alferi nation will follow. Although cooperation amongst the different Indomitari nations is not unheard of it is very rare. In such instances the council of clan chieftains chooses one chieftain from among their ranks to speak for the entire nation (as dictated through the council of chieftains).

The wild Alferi live in harmony with nature and its children. Just like nature, they view males and females as equals who hunt together, work side by side in the fields, and fight side by side on the field of battle. Leadership of the tribes, clans, and nations is likewise not influenced by the wild Alferi's sex. To promote this equality for the entire society as a whole the Indomitarrri raise all of their offspring together as part of the community, with no designated father or mother.

The wild Alferi of North America have a great affection for music and song. This affection has been incorporated into their society in the form of the tribal and clan dances. These dances are performed by the entire tribe for special purposes, such as: to increase the good fortune of hunters during times of famine; to attract the war spirits before a battle; to give thanks for the tribes blessings; to honor the dead; to mark the anniversary of the tribe's founding; to celebrate the harvest; for wedding ceremonies, etc. There are even dance rituals used by the Indomitarrri when choosing a new leader and when the chief, chieftain, or council is making a decision concerning the tribe, clan, or nation.

The Lunarri have established several colonies along the Northeastern sea coast. These are little more than fortified outposts which the silver Alferi intend to use as shipping stations for sending the natural resources of the Americas back to the Fatherland. The colonies are the home to many humans serving the Lunarri as indentured servants and soldiers, using their labor to pay for the cost of their passage to the continent and their future freedom. The wild Alferi's relationship with the colonists is a hostile one, with each attacking the other upon sight. The humans are not viewed with nearly the same animosity, however, and have even managed to be accepted into one of the Indomitarrri tribes on occasion.

It is a known fact in the Fatherland that soon the Kaiser Reich intends to send more troops to the Americas son to recover its resources. It is rumored among the human settlers living outside the colonies that the Indomitarrri are uniting all the separate nations into one mighty force. They intend to meet the Lunarri invasion head on and drive the silver Alferi, colonists and invaders alike, back into the ocean. Those humans who choose not to aid the Lunarri may remain behind, free to live their lives as they see fit, so long as they are mindful of the Grandmother and her children and show each the proper respect. If the rumors concerning the humans guarantee of safety are false many humans are likely to aid the Indomitarrri in the upcoming skirmishes only to find themselves exiled along with the silver Alferi.

The living dead still occupy the Americas in great force. While the cadres are forever moving about in no apparent order attacking Indomitarrri tribes and clans at random, the highest concentration of undead are found in the Badlands once known as the Great Basin and in the desert regions. Surprisingly, both mummies and vampires have been found in charge of the cadres in the Americas.

## Places of interest

There are many locations of interest to attract the attention of explorers in North America. This continent was the hardest hit of any by the powers unleashed during the Juxtaposition, and as such, has the most unusual features and creatures. All of these wonders and horrors cannot be discussed here, partially due to lack of adequate space and also because so little of the continent has actually been explored to date.

In the heart of the desert a mighty citadel of corruption and evil has arisen. Here in this parched, unforgiving land a mighty Eternal has taken up residence and created a base of operations for his diaboli servants to launch their forays against humanity. While many theological scholars believe this to be the Dark Angel himself, those theories can neither be confirmed or denied. All that is known is that the evil denizen of this city have increased their activity and their numbers have swelled dramatically. While the shamanii have warned the clans on many occasions of this growing threat, the Indomitarrri have chosen to ignore it, waiting for the deformed denizen to make the first move. By the time such a move is made any counter attack may prove futile.

Further west, beyond Las Vegas, lies the city of angels, Los Angeles. Here the Emypreals have established an earth-bound base of operations for their ongoing conflict with the fallen and the diaboli. The might of the Emypreals and the Almighty reigns supreme here. Because of this only those persons who have received one of the Emypreals explicit permission may enter the city without fearing the wrath of the Almighty's servants. In response to the Emypreals presence in the city, many Indomitarrri living in the city's vicinity have felt compelled to put aside their worship of the Grandmother and praise these divine servants. Although the Emypreals have constantly tried to explain to the wild Alferi the error in this behavior, these Indomitarrri continue to erect shrines and monuments in their honor.

Explorers have reported discovering a massive system of caves in the bluegrass plains region. These caves were previously known as Mammoth Caves, but new exploration has revealed that either the pre-Juxtaposition maps of the caves were inaccurate or the caves have grown larger. Several exploration parties have entered the caves, attempting to map the new passages. Only one such expedition returned. This group had been missing for several months and reported encountering many horrible abominations before resurfacing in what they believe to have been South America. There they encountered a cultured, yet savage and cruel Indomitari society at war with tribes of dark Alferi over an unidentified substance which both sides greatly desired. Since then, all members of that ill-fated expedition have disappeared.

## Central America

This region is occupied once again by the Indomitari. The wild Alferi do not gather together in small, nomadic tribes, however. Instead, they dwell in and around great city-states. The government of these city-states is a combination of religious tyranny and monarchical despotism. The population of these city-states often exceeds two hundred thousand Indomitari.

The nominal ruler is the king. This is a title handed down through the royal family. There is no set pattern of accession. So, when the current king dies the heir with the most support from the warrior societies will succeed him or her. In the event that there is no heir, a new ruler is chosen from among the ranks of the warrior society. The king's word is the law. Even the mighty templars must abide by the decisions of the monarch. The king is always feared by the Indomitari society, but is also usually revered by them as well.

The true power of the region lies in the hands of the templars. These priests worship the pantheon of Eternals which influenced the humans some 500+ years ago. Living sacrifices are the preferred medium of worship in the practice of his religion. In ceremonies atop huge, elaborate pyramids the high templars literally rip the heart from their conscious victims. In return for these sacrifices the Eternals grant the templars great paranormal powers, which they use to terrorize the Indomitari population.

Beneath the king and the templars are the warrior societies; the Knights of the Eagle and the Knights of the Jaguar. Anyone hoping to gain entrance into these elite warrior societies must train for many years then prove their worth through a series of daunting tasks. If the tasks are completed the person will then be trained in the way of the Knights until such time as they are prepared to face the Gauntlet. This is a simple procedure; all the trainee need do is make his or her way down a path flanked by full fledged knights and across a "finish line". Unfortunately, the knights are each allowed to inflict a blow upon the aspirant.

Although they may not use any weaponry other than their own body or those associated with their knighthood, these blows must be struck with full intensity and purpose. Most aspirants fail the gauntlet, many perish during the test, and only a handful succeed in crossing the finish line. These aspirants are then proclaimed Eagle or Jaguar Knight.

In summary, the king is the ruler of the city-state but in many cases is little more than a figurehead. The true power behind the throne is the templars, priests of the bloodthirsty pantheon of devas and their diaboli servants. The lesser nobles of the city-states are the knights of the warrior societies. Beneath these stations of power are the regular army, under the command of the king and the templars, wealthy land owners, and finally the citizens.

The bottom rung in the Central American Indomitari society is occupied by slaves. Slaves are of two types; captives taken from the field of battle and domestic slaves. Since the Indomitari's gods demand a constant supply of fresh spilt blood and cleaved hearts the templars of each city-state send their troops into battle against the soldiers of other city-states in hopes of capturing slaves for sacrifice.

In these battles thousands of Indomitari clash with one another, yet only hundreds perish. Taking prisoners is seen as being more honorable than simply killing one's opponents, for then the prisoner will feed the hunger of the capturing warrior's gods. This should not be seen as a sign of weakness, however. The Indomitari will not hesitate to kill aggressive foes if they are outmatched in firepower, taking the opposition's commander as their sacrifice instead of the foot soldiers.

Domestic slaves serve in the households of the wealthy, tending to their every need, and toil in positions of hard labor which their masters would prefer to otherwise avoid. These slaves are not usually given to the templars for sacrifice. The templars have been known to demand one slave from each household for sacrifice on occasion. In such situations the domestic slaves are offered up with little or no resistance.

The nebulous and changing border between North America and Central America is closely guarded by the Indomitari of the city-states. They view their northern brethren as savages who worship pagan gods. They do not permit them or anyone else to cross the border and travel southward into the civilized lands. Regular patrols of the king's and the templars' soldiers as well as companies of Eagle and Jaguar knights move up and down the border searching for illegal immigrants. Any such violators will be caught and transported back to one of the city-states where they will be sacrificed to the gods in atonement for their transgressions. For their part, the northern Indomitari don't bother to take prisoners, and in general there is a broad "no man's land" that each side enters only at its peril.

Many are those who would love the opportunity to exploit the city-states, for they are fabulously wealthy. Gold is abundant in the Central American lands but is not used as currency. Its only value is seen in that excellent jewelry can be crafted from it. Gems are in abundance, especially obsidian, which is used as small blades in the war clubs of the Jaguar and Eagle knights, but once again the people seem to ignore their worth. The Indomitarri trade with one another using small beans as a unit of exchange. Those persons unfamiliar with the Central American culture think this inane, but would realize the bean's worth if they knew what powers it held. The beans are natural power enhancers. If enough beans are ingested the eater will enter a euphoric state of meditation where he or she may actually temporarily merge essences with their gods.

The templars, the king, and the warrior societies all staunchly deny that the beans, called cacao, are addictive. Yet, once a person with latent POW begins using them they feel a compelling urge to keep using them and to use larger amounts of the beans. When the user attempts to stop using the cacao not only does he or she suffer from spirit withdrawal, but all of their paranormal powers are inaccessible to them until the substance has had time to work its way out of their system and their body readjusts to the lack of the POW boost. The higher the level of the user's POW and the greater the amount of power he or she has borrowed from the beans, the longer it takes to recover from their effects. As a general rule the amount of time necessary for recovery is equal to double the time the person used the beans, plus 1 day per point of power (SP or AP) borrowed from the cacao.

Although the cacao is grown in the Central American region, the Indomitarri cannot cultivate enough of the beans to satisfy the demands of their people. To satisfy the population's demand for the bean the templars have made arrangements with the Indomitarri and the Obscurarri of the South American continent to have large quantities of cacao imported in to Central America. The Central Americans do not pay for the beans with their fabulous supplies of gold, gems, and jewelry, for their Alferi brethren care not for such riches. Instead, the Indomitarri trade in more valuable commodities; slaves. Since slaves are equally valued by the Central American Indomitarri and they dare not deplete their sacrifices to their gods, they have started raiding northward in the lands of their barbaric cousins, the North American Indomitarri.

Other than living slaves and the cacao, the most valuable commodities to the Central American Indomitarri are the living dead which they create from the corpses of their sacrificial victims. The templars control these undead armies just as the Obscurarri of the Dark Continent do. Naturally, this creates a great rivalry between the templars and the Overmasters of the cadres which inhabit the region.

This is perhaps the only territory in Apocalypse where the mortals and their undead armies command more power than the cadres. The Overmasters have even gone so far as to suggest an alliance between their cadres and those of the templars. Under such an arrangement the united cadres would march on South America and wrest the cacao fields from the Indomitarri and Obscurarri people in return for complete control of every other aspect of the continent. No such deal has been formalized at the time of this manuscript's completion, but who knows what the future holds for the desperately addicted Central American Indomitarri.

While there are numerous locations of interest that could be discussed, the most fascinating topics are actually sentient beings; the Omecs. These carved stone idol heads are enormous in size, weighing anywhere between 2 and 10 tons. The heads appear, for all practical purposes, to be alive. The Indomitarri regard these statues as living gods which have come to earth. This is in part true. The Omecs contain the imprisoned essence of fallen Emphyreals, trapped here by the devas and their diabolical servants. It is unknown at present how the Fallen contained within the Omecs can be released, but if this is accomplished there is sure to be a great war among the eternals in Central America that could lay waste to its Indomitarri society.

## South America

South America has had little contact with the rest of the civilized races or Apocalypse (or even the uncivilized races, for that matter). The majority of what is known about them is second-hand information attained from slaves who escaped either the Central American Indomitarri or those who claim to have liberated themselves from the Indomitarri or Obscurarri nations residing in South America. A small bit of information was picked from the unscrupulous sea traders who make their ports on what used to be Florida's coast.

Both of the controlling races of the continent have a great deal in common with each other. They both cultivate the cacao bean in mass quantities, which neither race uses on a regular basis. Second, they both trade their cacao crops to the Central American Indomitarri for slaves. Next, both sub-races create large numbers of living dead to serve needs and share an unhealthy symbiosis with these walking corpses. Even more in common, the two sub-races share a love of music and song, which they incorporate into most functions, social and governmental. Their final similarity is their shared hatred of each other.

The Indomitarri inhabiting South America have a society which in many ways mirrors that of their Central American neighbors. They even worship the same pantheon of deities. Unlike their northern brethren there is no power behind the throne, for the monarch is also the high templar of the churches of all the deities of the pantheon. The church, the armies and navies, the elite warrior societies, the plantation lords and ladies, and the citizenry not only support the monarch, but revere him or her as an incarnation of one of their deities.

The South American wild Alferi are not nearly as zealous in their approach to their religious worship as their Central American cousins are. They choose what aspects they deem "convenient" and disregard any which are to time consuming. This attitude stems from the fact that their ruler is in fact one of their gods (or so they believe). The Indomitarri of Central America see this act as blasphemy but are in too compromising a position to voice their opinion in public, for fear that the South American Indomitarri will cut off their supply of cacao.

Unlike the Central Americans, the wild Alferi in South America are not held in the cruel vise of a tyrannical dictatorship. The templars are indeed government officials, but the government chooses not to become involved in too many matters, leaving the wealthy plantation owners at liberty to deal with any civilian situation in their territory as they see fit. That is, so long as they pay the government to look the other way.

The plantation owners are constantly at odds with one another. Several of these wealthy land owners will combine forces and form a more powerful organization known as a cartel. This is done for offensive and defensive purposes as well as to improve productivity on the plantations and increase the efficiency of their cacao distribution. These cartels also wage war upon each other and the Obscurarri "families".

While the Indomitarri have a set government which oversees a loose confederation of legalized drug runners, the Obscurarri are purely family oriented. The traditional clan structure still exists, however, the clan is set up to resemble an actual family. The leader of the clan will either be known as the sire or dame. Second tier ranks have the title of uncle or aunt, while all lowest tier ranks are collectively known as children (Brother or sister is used by these clan members when referring to one another).

The clans are each partial to one particular color and one distinct symbol which is used for identification amongst each other. For any other family to wear another families color is considered an insult. Any other family using another clans totem symbol is considered an act of war. Trespassers in the rain forest are warned that the Obscurarri do not care whether you know the family colors or not.

Should you be caught wearing their colors you are liable to be attacked for insulting their family. Should you be wearing the colors of another family you are liable to be attacked for violating their territory. The only colors that are known to be safe are those of natural, undyed cotton and leathers. The families of course, would not be seen as so poor that they could not afford to have color.

The undead share an equal place in the Obscurarri society, or as equal as the living dead's intelligence permits it, that is. Family members don't just die leaving only their memories behind as a legacy. Instead, the actual corpse and the entrapped spirit remain an integral part of the family as a whole. To what extent this family relations are practiced is not known at present, but the South American Indomitarri believe that the Obscurarri are searching for a way to allow the living and dead to procreate and create a new, unstoppable race which will one day control all of Apocalypse.

While the undead in the Indomitarri society are still an active part of their culture, they are not searching for ways to intermingle the two stages of being, living and dead. The Indomitarri hold a great reverence for the undead. In fact many of the senior templars are in fact living dead themselves. Soon the undead hope that an undead monarch controls the Indomitarri's holdings, issuing edicts to both the living and the dead. Of course the mortals will be the servants of the undead, or at least that is how the living dead foresee this glorious evolution's outcome.

The South America Indomitarri are the principle suppliers of the cacao purchased by the wild Alferi of Central America. A few templars have connections among the Obscurarri who get them the drug at a better price. This sales rivalry has been growing, with the dark Alferi gaining a stronger foothold in the markets of Central America. As such, violence between the South American Indomitarri and the Dark Alferi and their respective agents and clientele has also seen a dramatic increase.

Both the South American wild Alferi and the dark Alferi are seeking new markets in which to expand their cacao trade. The wild Alferi are attempting to lure the North American Indomitarri under their control by offering them free samples of the drug. When the Indomitarri are sufficiently dependent upon the cacao they will eliminate the free samples and start charging their normal fees in slave trade. The Obscurarri, especially those in the Caribbean Sea region, have started negotiations with the Lunarri colonizers. The Lunarri hope the cacao's power enhancing properties will enable them to not only break their Syndrome mental block but also overcome all human and Indomitarri resistance in the Fatherland, the Dark Continent, and Asia. The dark Alferi realize the Lunarri's ambitions reach global proportions in regards to conquest and domination, but they don't seem to care or worry to greatly about this.

## India

The vast subcontinent of India has been lost to the civilized world. Only one expeditionary force has ever returned any information to the Fatherland regarding the subcontinent, and even then only one person from the expedition returned and he died within a week of his homecoming. The notes brought back by the lone explorer gave only the slightest hint of what lay in the mysterious lands south of the Himalayas.

The exploration team entered Calcutta by boat and was mystified by the quiet which enveloped the city. Without warning, thousands of children of various ages rushed out of the ramshackle buildings to stand on the banks of the river, all waving and cheering wildly. Upon docking the masses of children ushered them through the city and into a great shrine where they were to meet someone known as the favored child of the Black Mother. Not anticipating that these proceedings might be anything more than foolish children's games, the party entered the moss-covered mosque surrounded by the children.

Within the mosque they met the favored child, a small girl of perhaps 6 years of age. The girl addressed the group from a throne crafted entirely from bones, which appeared to be of human or Alferi origin. She condemned them as adults for the tragedy and destruction they had wrought upon the world and informed them that they would now suffer their punishment at the hands of the world's innocent children. With that said the crowd of children began pelting the party with stones. The majority of the party was murdered there in the mosque but three persons escaped with their lives.

These three were in fact rescued by some of the children. It is from these children that we learned all the useful information which we now possess. Apparently the children were visited by the deity known as Kali, the Black Mother, during the Juxtaposition. She set them on a divine quest to destroy all the adults of the world, for it was they who brought down the wrath of the gods upon the earth and as such should be justly punished. In return for their service the Black Mother granted each of the children eternal youth so long as they serve her cause.

In the fifty years since the Juxtaposition, the children have eradicated nearly every adult residing in India (no small feat, mind you!). The children of the Black Mother knew nothing of the rest of the world until the exploration team ventured into their territory, thinking that nothing but hordes of undead lie in wait upon the steppes (as their scouts had reported). With knowledge that a whole planet of earth-murdering infidels exist just awaiting the children of the Black Mother to bring them to justice, one can only speculate as to what their next move will be.

These children are not without hope, however. The three adults which survived the initial encounter with the children of the Black Mother were saved by other children. These children had once served Kali's will, but had managed to break free of the powerful enchantments and charms the goddess had laid upon them. Now the work in the shadows, secretly attempting to foil the plans of the other children. Having fallen out of the goddess' favor, these "children" begin to age as soon as they renounce the Black Mother. Some of them are now in their sixties, but new recruits join their ranks every week.

The only survivor who returned to the Fatherland was delirious with fever for many days upon his arrival in Cairo. All the while he was sweating and thrashing in his bed he muttered about being followed by demonlings which stayed in the corners of his vision, just out of sight. The explorer did not perish from the fever which had threatened to consume him, however. Rather, one night he was heard screaming about the demonlings coming for him and moments later he hurled himself out of the eighth floor room's window. At least that's the *official* story.

The Fatherland has not commissioned any other explorations into the Indian subcontinent, but rumor has emerged that they will soon do so. Other rumors tell of mothers and fathers being murdered in their sleep, leaving hundreds of orphans in the P.I.T. to fend for themselves. Could this be the work of the children of the Black Mother? What plans do the menacing children and their blood thirsty goddess have for the denizen of the P.I.T., the Fatherland, the Dark Continent, and Asia? Only time will tell.

## The Kingdom of John the Presbyter

For hundreds of years, dating back to the time before the Mongols horde thundered across Asia and Europe, the Christians of Europe looked to the mysterious, unapproachable east for hope that a better life existed and that a hero would come to rescue them in their hour of greatest need. From this hope sprang the great Christian myth of Prester John (not to mention a spiritual motivator which the church used to boost morale during the numerous crusades). John the Presbyter was supposed to be a mighty Christian monarch who ruled a Christian kingdom in the far east beyond India.

After the Juxtaposition, those humans who still believed (but not necessarily worshiped) in the Christian religion once more gave voice to the myth of Prester John. For, if this was not the world's darkest hour and the time of their greatest need, then what was? The believers even sent missionaries out into the Asian Badlands in search of Prester John's great hidden kingdom, hoping to bring back his armies to liberate humanity from the yoke of alferi slavery. Decades past, the missionaries never returned, faith and Christianity stagnated, until finally they were forgotten.

It was not until rumors began swirling about in the oasis towns of the Badlands that the Indomitari horse warriors spoke of a Christian king in the far east who was waging a war against them that speculation of the old myth's truth began to fill the air. Then, a missionary returned.

It was amazing how the legend never lost its potency. Many had made fun at the expense of the rumors of Prester John over the years, but most would be grateful to see an army of religious knights barreling ready to smite down the hated Lunarri. Others fear that such an army might possibly bring a worse fate upon the region (a "stick with the enemy you know" attitude). As always before, the legend of Prester John motivated the masses with hope.

Those Indomitari who do speak on the matter have told us that the Kingdom of Prester John does indeed exist, in the area which was once known as China. Here the great Christian nation is constantly at war with the horsemen of the Indomitari hordes. Many battles have been won and lost by each side, but the fact that Prester John's kingdom still remains intact speaks highly of its power and its capability of defending itself.

A Solarri who was held prisoner by the Indomitari and forced to act as a scribe for 34 years before escaping to the west has been gracious enough to provide us with what little information we have. The Kingdom of John the Presbyterian does indeed exist. It is indeed a kingdom ruled by Prester John and his Council of Bishops. Christianity is the law. No other religions are tolerated. The presbyters have taken religion to the extreme, in effect creating a religious tyranny.

Prester John has no intention of allowing the Indomitari heathen to control all of Asia. He is forever launching mini-crusades into the steppes to enact the will of the Almighty upon the heathen savages. This aggressive behavior seems truly strange when one considers that Prester John himself is a half-Alferi Indomitari like the horsemen he so despises. In fact, the majority of the population of his kingdom are Indomitari too. Prester John's given name is Ong Khan and he is the grandson of the present Kah Khan of the Indomitari nation.

When he was just a youth the arrogant and ambitious grandson of the Kah Khan set sail across the Pacific Ocean towards the Empire of the Rising Sun. His intent was to slay a Solarri prince and return his head to his grandsire as a show of his strength and fealty. Naturally, he was captured by the gold Alferi navy and taken back to the Isle of the Rising Sun to stand trial for his grandfather's impudence in the face of the Solarri emperor. The Indomitari gave the boy up for dead, assuming the gold Alferi would deal with him as they would; execution. But that was not to be, for the Solarri had greater plans for Ong Khan.

The Solarri educated him, constantly feeding him state propaganda. For many years the boy kept his inner strength and resisted the mind bending spells the Solarri laid upon him. Upon discovering that his grandfather had never attempted to rescue him, his only grandson, nor offered to negotiate for his safe return, the boy snapped. After a decade of brain washing, the Solarri returned him to the mainland with the mission of conquering his people.

The gold Alferi could never have guessed that on his way back to the Indomitari capital that he would meet with one of the Christian missionaries dispatched from the P.I.T. His megalomania and delusions of grandeur seized upon the myth of Prester John; Ong Khan believed he was the incarnation of Prester John returned to the world to save it from the forces of evil and its own sin. His charisma brought many to his camp until he commanded an army to rival that of the Kah Khan.

Religion has a way of motivating the downtrodden, giving them hope of a brighter tomorrow and the chance to belong to a large community family. John the Presbyterian used these desires to bring others to his fold, human and alferi alike. Any who would renounce their false idols and follow the Almighty's new prophet into the great battle to save the planet would be guaranteed a place in heaven. He offered to fill a great void among the souls of the people.

First he established the church and its ruling council, the council of bishops. Then he set about establishing the new doctrines of the church. Religion is all that life is about in Prester John's kingdom, and any who did not obey John's new laws could expect to be harshly punished. After all, he was the prophet of the Almighty was he not? The missionary had come seeking him, had he not? This attitude quickly was absorbed by the general populace who saw him as being above them ready to transcend the boundaries between mortality and humanity.

Prester John then launched his forces in an all out crusade against the forces of his grandfather, the Kah Khan. Under John the Presbyterian's brilliant command the Wrath of God, John's self proclaimed title and also the name of his army, handed the Scourge of God, the Kah Khan's self proclaimed title, several stinging defeats. Prester John combined and utilized both of the philosophies and tactics of his gold Alferi benefactors and his native Indomitari tribes. The hordes regrouped and eventually stopped the army's movement, but not before Prester John had claimed much land. Now the two sides trade victories in their ongoing war.

Prester John does not intend for the Indomitari to be the only focus for his crusade for salvation, however. The whole world will bow to the forsaken grandson of the Kah Khan whom the Almighty has chosen to be his next and last prophet (or so he believes). He now makes plans for an invasion of the Empire of the Rising Sun and contemplates marching an army through the steppes, across the Badlands, over the burning sands of the oil fields, and laying siege to both the Dark Continent and the Fatherland.

**i** Gamemasters can have a lot of fun with this area. You can use its rumors to build up hope then dash them on the rocks when they discover that Prester John is one of the cruelest people to have ever walked the earth. Properly utilized, the gamemaster can make the characters think they are about to enter a heaven on Apocalypse, the proverbial Garden of Eden, then put them through hell. Be creative, for here you can mix all the elements of Europe and Asia.

## The Empire of The Rising Sun

As the reader is already aware of how the Empire of the Rising Sun came to be we will not delve further into that matter. Instead, we will give a brief description of the Empire's holdings, society, religions, and political aspirations.



The Emperor rules the Empire however he sees fit. The office of the Emperor is a hereditary one, accepted by one of the children of the previous Emperor upon his death. Only a male may fill the office, so if the Emperor has no male heirs his eldest daughter will become the Empress Regent upon his death, until such time as she can be wed to an acceptable clan member. If the Empress Regent does not wed in the allotted time or the Emperor has no heirs what so ever, then the Imperial clan chooses the next Emperor from amongst its ranks.

Below the Emperor is his Imperial Council. This is not a legislative body, but a group formed of the heads of each of the Solarri clans. These representatives meet to discuss matters of empire, in regards to foreign policy and how each others actions affect other clans within the Empire. Each clan controls its own territory and may do whatever it sees fit in the region so long as it does not contradict the will of the Emperor. The clan representative is not always the Shogun, or warlord, the ruler of the clan, but a trusted advisor. The representatives are only called together to voice their concerns, clan opinions, or to inform the others what course of action their respective clans intend to take. While the clans are not really unified with one another, they recognize that together they are strong and that open warfare between each other is not just a threat to the clans at war with each other but to the Empire as a whole.

Beneath the Imperial Council is the Imperial Cabinet of Ministers. These cabinet members are chosen from among the gold Alferi population based upon their abilities. They are the administrators of the Emperor's will. All actions taken by the Imperial Government are handled through the cabinet members' offices. While the ministers usually defer to the clan leaders or clan representatives in matters of the state, they have the authority granted to them by the Emperor himself to set or break any laws they deem necessary while acting in his name. Great conflicts often arise between the clans and the Imperial ministers.

The Imperial government sees to establishing and maintaining currency through out the Empire. The Imperial currency is the yen. Clans may use local currency within the domains of their territory but such currency is not valid outside of the clan holdings. All clans must accept the Imperial yen as a form of legal tender.

Education is important to the current Emperor. At present the Emperor allots each clan a monetary grant each year to finance the cost of educating the children of their region. Once a child reaches adulthood they can continue their education at the Imperial University in Tokyo. Humans who pass the stringent exams may qualify for grants to cover the expense of advanced education, otherwise they must pay for it themselves. Advanced education is mandatory for all Solarri and is provided at no charge to them.

Humans are second class citizens in the Empire of the Rising Sun, but this is not a position which they are disgruntled with, for they view the gold Alferi as their beloved masters. In fact, other than the worship of their ancestors, spirits, nature, and the reverence shown towards the enigmatic presence of the Dark Angel, the humans worship the Solarri themselves. They are fanatical in this worship and reverence, willing to lay down not only their individual lives but those of their families at a moment's notice.

This utter adoration is not entirely natural, however. When the Solarri migrated to Apocalypse they brought with them a unique spice native to the plane on which they resided. Utilizing advanced horticultural and hydroponics techniques combined with their penchant for sorcery they were able to cultivate the spice in the rice paddies of the Empire. This spice frees the ingester's spirit from the constraints of his or her body allowing him or her to roam the higher planes of reasoning. The Solarri also use the spice to bond souls with one another. Such an act ensures that those so bonded share a deep, empathic relationship with one another. In humans the spice creates a similar bond, but the effect is much greater; reverence, adoration, and complete spiritual commitment. The predominant effect is centered on only one particular Solarri. Although the humans will feel great respect and be awed by any gold Alferi their bonding is only towards their master. The gold Alferi use sorcery to instill the identity of the master into the affected humans psyche.

The spice is highly addictive to the humans, who consume it in the form of a rice wine. If forced to go without the rice wine the humans suffer withdrawal symptoms. These symptoms include, but are not limited to: severe depression; anxiety; seizures; paranoia; severe cramping; lethargy; nausea; migraines; and a numbing of the senses. It is unknown at the present time whether or not these symptoms are temporary or if their effects upon humans are permanent due to the infusions of the spice and the gold Alferi sorcery.

The clans mimic the society of feudal Japan between the 11th and 16th centuries. The leader of each clan is a warlord known as the Shogun. Under the Shogun are the noble warriors, the samurai. Each clan also has its share of foot soldiers. If a samurai is expelled from the clan for dishonorable behavior he or she becomes a ronin, a samurai without a clan or holding.

The basis of the Solarri society is honor and the notion that they are superior to *every* other race or sub-race populating the globe. Dishonoring a gold Alferi is grounds for immediate execution. Any human so brave as to make an attempt upon the life of a Solarri can only hope for death by the masses of enthralled humans before the gold Alferi magi can get their hands on him or her. Those taken to the magi for questioning rarely, if ever, return. Even then they are never the same person, acting totally subservient with no ambitions or opinions of their own.

Sorcery is another important foundation of the Solarri lifestyle. Sorcery protects them and allows them to rule a portion of the world, and may quite possibly give them the strength to one day control the rest. Potential magi are trained at the towers of sorcery located in Hiroshima, Nagasaki, and Tokyo. It is strictly forbidden upon pain of death that no one other than those Solarri trained and overseen by the magi of the towers should practice the art of sorcery. The Emperor is *always* schooled in the arts of the magi..

The Solarri have recently decided to open the trading lanes between themselves and the Lunarri of the Fatherland. The Lunarri's representatives reached the Solarri many years past but the gold Alferi have only now decided to make diplomatic ties with the Kaiser Reich. Of course the gold Alferi have a hidden agenda in regards to this matter, just as the Lunarri do. The Solarri intend to export their spice to the silver Alferi. They are not sure what if any effect the spice will have upon the silver Alferi, but they at least hope to bring the human population of the P.I.T. under their control. They realize the Lunarri will also attempt to manipulate them as well, but do not seem worried about this in the least.



The gold Alferi have been trying for some time to regain control or at least the confidence of their wayward ward, John the Presbyter. As of yet, they have been unable to establish any trade or political alliances with Prester John's kingdom. Their relationship with the Indomitarri Kah Khan and his hordes is a violent one, with both forces constantly conspiring to destroy the other and take their lands. The Solarri have attempted to make contact with the Obscurarri of the Dark Continent, but none of their expeditionary forces have yet to return or send any word of their status. The gold Alferi sent a small naval force to the western coast of North America approximately a decade past. Upon discovering the Indomitarri residing there the gold Alferi commander made the decision to create a Solarri outpost on the shore. A ship was dispatched to the Empire to inform the Imperial council of the find and the bases founding. Upon returning 3 months later the Imperial navy found only a burnt gathering of buildings but could locate no survivors. Although the Solarri would love to colonize the Americas, they are going to approach the situation slowly and cautiously, well aware of the threat an entire continent of Indomitarri poses.

## The Caribbean

Very little is known regarding this area because little sea traffic has traveled through it. From the Indomitarri who have made it to the American mainland we have discovered that the islands are inhabited by both Indomitarri and Obscurarri although usually not both on the same island. Both sub-races loathe one another and are entering the distribution market of cacao to the North American and Central American Indomitarri. The Obscurarri of Haiti and Jamaica are attempting to establish markets with the Lunarri as well.

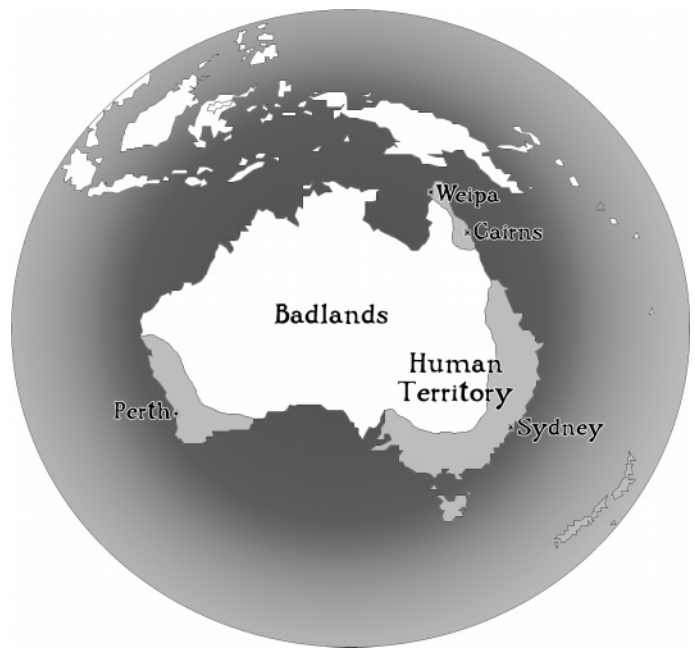
These lands are inhabited by many undead. The magi and necromancers of the people intermix sorcery and worship of various evil deities with their society into a horrid picture of reality gone mad. The inhabitants do not tolerate any trespassers nor do they desire to leave their island homes. Only those seeking escape from the gangs of angry youths, drug cartels, and petty dictatorships flee the islands for the American mainland.

## The Arctic Circle

Again, not much is known about the Arctic Circle because it has not been thoroughly explored. The Indomitarri claim that many fell and dangerous beasts roam the snow covered plains and icebergs just waiting for the opportunity to prey upon warm-blooded prey entering their territory. The Indomitarri also claim that many fierce tribes of humans live independently within the confines of the Arctic Circle and they do not take kindly to strangers. Whether or not any tribe members are half-alferi is unknown for all contact with these tribes has resulted in the Indomitarri being forced into a retreat as their steeds do not do well in either the partially thawed permafrost of summer or the frightfully cold winter.

## Australia

The Solarri know full well that the population of Australia survived the Juxtaposition, for they attempted to annex it. They failed, however, because of the combined efforts of the humans and the Aboriginni which dwell there. The Aboriginni appear at first to be another sub-race of Alferi but are not truly a separate sub-race of Alferi, but the result of Indomitarri, Obscurarri, and human aborigine interbreeding (forced upon the humans, mind you!), the two races coexist upon the continent: the humans dwell along the coastlines, while the aborigine alferi live in the Outback, the badlands of the Australian continent. As with most Alferi breeding experiments, the resulting offspring now breed true, creating a unique sub-race.



The human territory is for the most part a safe place to live, aside from the occasional attack by an invading cadre of living dead from the Outback, a pack of hungry animal mutations seeking food, or the unprovoked rampage of one of the Outback's terrifying abominations and monstrosities. The Outback was a dangerous place to visit before the Juxtaposition. Now its a nightmare come to life with cadres of undead roaming about, monstrosities becoming more and more common, and the viciously territorial Aboriginni.

Human and Aboriginni have different forms of government. The humans have turned politics into the primary focus of their society; *everything* is based upon party lines. The Aboriginni rarely see a need for *any* form of government. When they do, a tribal elder or shamanii assumes the responsibility. All tribe members are consulted in regard to any matter before a decision is made, however. Regardless of the elder or shamanii's decision the tribe will give their complete support to him or her. Women usually have a higher status than men in the Aboriginni society. When clan decisions need to be made the tribal elders follow the same course in rendering their tribe's opinion to the clan elders.

## Antarctica

As of this moment no information other than the place is cold, far away, and inhabited by a lot of penguins is available about this continent. The Kaiser Reich does intend to dispatch expeditions to the southernmost continent in the near future, however. What they are looking for and what will be discovered remains to be seen.

## The Lost Continent of Alfar

When the Alferi fled our dimension thousands of years in the past it was because their homeland, the lost continent of Alfar was destroyed by a terrible catastrophe. The Alferi had retreated to this last secure land to be safe from the fast-breeding humans whom they once controlled, and which were now revolting against them. The nature of the catastrophe was a large meteor crashing into the continent, triggering earthquakes, volcanic eruptions, and tidal waves which eventually caused the continent to sink. It has been lost to the Alferi and humanity since. Until now.

Recently, a handful of adventurers have been taken into custody by the Psyche Korps who sported some high tech weaponry and equipment which was not of human origin, some pieces being estimated at being over 2,000 years old. The Alferi language inscribed upon the equipment and weapons led the Lunarri to believe that they had come from the lost continent. Unfortunately for them, they killed the adventurers during their overzealous interrogation.

How could these adventurers recover artifacts from the bottom of the Atlantic Ocean? The Lunarri wondered about this themselves, but further investigation has revealed that the artifacts were taken from a large, uncharted island lying somewhere in the Atlantic. The Lunarri have been launching numerous naval expeditions to find the lost continent but have so far been unsuccessful, due in no small part to the dangerous mutations lurking in the water and the shipwrecking storms which blow across the ocean.

If the lost continent of Alfar, or parts of it, have indeed resurfaced after all these years, then it would be an explorer's dream come true. Who can say what lies waiting to be claimed; high tech equipment and weaponry, powerful mystical talisman, or power enhancing apparatus, or even more powerful, unimaginable items. The problem is finding the Island, no easy feat if you consider the size of the area, the presence of the mutations and abominations, and the ever deadly storms which blow across the Atlantic. Also, who knows what eldritch sorcery and ancient guardians watch over the continent's ruins.



Gamemasters can use the lost continent of Alfar for any purpose they so choose, but a few recommendations are: to add a high tech, futuristic touch to your campaign; to lead characters into a trap; to have the sub-races of competing against one another to reach and control the remains of the continent; to introduce a powerful scientific or magical artifact to the campaign; to find a way to breach the dimensional barrier and travel to another reality; to bring creatures from other realities to Apocalypse; or to do just about anything else that will truly challenge the characters and their players. Keep in mind that *all* of the sub-races of Alferi lay claim to this continent as their lost homeland and will not take kindly to humans and half-alferi committing sacrilege by treading upon its sacred ground. In other words, "Give 'em Hell, then sit back and enjoy the ride!"

## The British Isles

The radiations of the Juxtaposition and a permanent fog have left the isle impenetrable and unexplored. Moving shapes in the fog have been detected by powerful coastal radar stations, but nothing is known about them or the current inhabitants of the island. Experiments and explorations have penetrated a small depth into the mists, but after that matter and energy begin to behave in unexplained ways. Items extended on booms disappear, warp or change elemental composition. Artillery shells fired into the fog do not detonate, and aerial or submarine probes do not return or send back useful data. No humans have returned from expeditions into the mist, and no Lunarri will try until a human makes it back safely.

The Lunarri hate (and perhaps fear) what they cannot conquer or comprehend, and the British Isles are no exception. There is currently a two-pronged attack on the problem. One is to build a bridge across the English Channel so that once a solution is found, a land invasion can begin. The other is a tunnel under the English Channel, with the same goal in mind. Both projects use massive amounts of human slave labor and are expected to take several more years to reach the edge of the barrier. After that, who knows?



## MOVERS & SHAKERS

### Apocalypse's VIP List

Following is a list of some of the more notable NPC's of the world of **Apocalypse**. Feel free to use them as adventure hooks, patrons or even sacrificial victims. Read their stories as another way to find ideas for adventures in the world of **Apocalypse**.

### REV. EDGAR RIESS (IAA AGENT)

**STR** 4  
**AGL** 5  
**AWR** 6  
**WIL** 6  
**HLT** 5  
**POW** 3



#### Ads & Disads

Level 2 Contact (numerous low-level bureaucrats)  
Toughness x.9  
Pain tolerance  
Level 2 Enemy (nobody likes IAA agents)  
Level 4 Psych Lim (always melancholy)  
Level 2 Psych Lim (paranoia)  
Level 4 Psych Lim (amnesia)  
Age(28)

#### Skills

Projectile weapons	5	Second language	4
Psychology	4	First aid familiarity	2
Intimidation	+1	Chemistry	4
Unarmed combat	4	Explosives	+1
Melee combat	4	Land vehicle operation	3
Law	5	Investigative research	5
Area kn. (P.I.T)	4	Streetwise	+1
Survival (hot climate)	4		

#### Powers

Psyche sight  
Psychic damping

### Background

The good Reverend is not a native of Apocalypse. He was pulled through a dimensional gate by the templars of the church of Frey and Freya, while they were using POW enhancing foci recovered from the lost continent of Alfari. They were attempting to infuse the human essence with that of a silver Alferi by means of faith magic, psionics, ancient foci, and a permanent dimensional gate located in a strong flux area. What they got was a human with a good deal of potential POW who possessed a permanent damping zone around his person and a terrible case of amnesia.

Determined to see their experiment through, the church programmed memories and protocol into Edgar's mind, helped him access his latent psionic powers, and inducted him into the Imperial Affairs Agency (the Protestant faction). They also assigned him a bodyguard/aide de camp/ liaison, Sister Antoinette. This agent would assist Reverend Riess in completing his assignments and monitor him for the Pontiff as well. The Lunarri still believe there is something special about Edgar Riess, and they are willing to wait to find out what it is.

Unfortunately for Reverend Riess, he is caught between two worlds. He is having flashbacks of his previous life on another world and is torn between his duty to the IAA and his desire to take a stand against the Kaiser Reich's tyranny. These flashbacks and conflicting emotions have led to feelings of paranoia (he feels like the church is watching him), depression (he thinks he's going insane), and mood swings. He is aware now that Sister Antoinette is a spy for the Vatican, and is careful what he confides to her. He is currently researching his history and that of the Vatican, looking for answers to fill in the gaps in his memory.

The good Reverend is assigned to the Dark Continent, but as a special agent of the IAA, he may be called into service anywhere in the world at the church's decision. As of this date the Reverend is the only IAA agent to have made contact with one of the undead cadre's Overmaster and lived to tell the story. Edgar does not consider the Overmaster and his legions of undead to be contacts, but he is known among the ranks of the walking corpses. He is considering making a deal with the Overmaster to betray the Lunarri to them if he discovers any revelations in his investigation of his shadowy past. What he doesn't know is that the church is not only aware of this dialogue, but has opened one of their own with other Overmasters, in regards to the humans in the P.I.T.

## SISTER ANTOINETTE

**STR** 7(8)  
**AGL** 6  
**AWR** 5  
**WIL** 7(8)  
**HLT** 5  
**POW** 1

### Ads & Disads

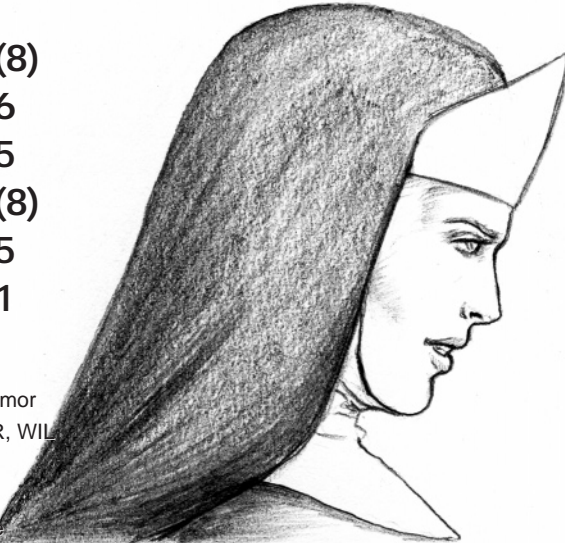
Inherent 1/1 armor  
 Enhanced STR, WIL  
 Night vision  
 Toughness x.8  
 Pain Tolerance  
 Level 3 Enemy (anyone wanting Edgar Riess dead)  
 Level 4 Psych Lim (loyal to chain of command)  
 Age (30)

### Skills

Projectile weapons	5	First aid	3
Pistols	+1	Area kn. (Riess)(-3)	5
Melee weapons	5	Land vehicles	3
Interrogation	5	Area kn (P.I.T) (-1)	5
Religion	3	Running	3
Streetwise	4	Demolitions	2
Martial arts (+1)	5		
Lethal blow	+1		

Sister Antoinette was taken from her parents before she could walk and enrolled in the church's school system. She is a firm believer that not only are the Lunarri superior to mankind, and therefore worthy of our respect and adoration, but sees nothing wrong with the silver Alferi using the brutal, inhumane methods they use to get their way among the humans and other Alferi sub-races. She dislikes any derogatory references made towards the Kaiser Reich, the church, or her commanding officers. Although she appears always appears calm and tranquil on the surface, she won't hesitate to exterminate anyone (except those of higher in the chain of command) who pushes their luck with her.

Her current assignment is to protect and monitor the actions of Reverend Edgar Riess. She tolerates his attitude and comments about the Kaiser Reich and the church because he is her commanding officer and she has developed a close friendship with him. She feels a bit guilty for monitoring and reporting his actions, but realizes if she doesn't do her duty then they will send someone else to do it. At least she can keep him from making what could be a fatal mistake. Her time with the Reverend has also led her to have doubts about both the integrity of the Lunarri, the Kaiser Reich, and the church. Only time will tell if these feelings grow stronger or if Sister Antoinette is able to repress them.



## LIZZY SMYTHE

**STR** 2  
**AGL** 4  
**AWR** 6  
**WIL** 4  
**HLT** 3  
**POW** 3

### Ads & Disads

Pain Tolerance  
 Ambidextrous  
 Level 2 Contact (local undead)  
 Reduced size (child)  
 Age (10)  
 Has the Rot  
 Level 3 Psych Lim (antipathy towards the healthy)

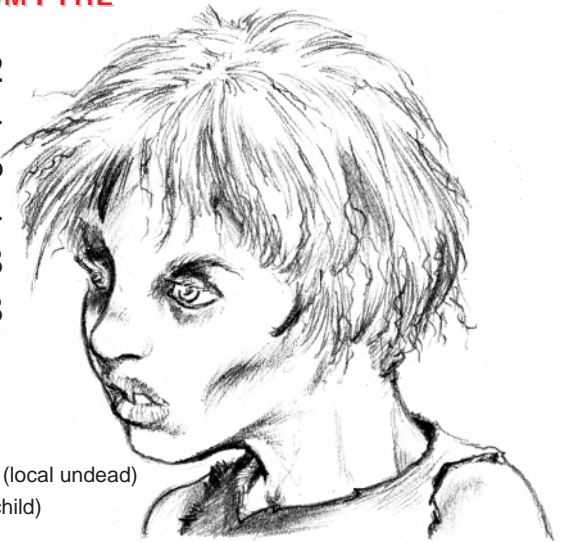
### Skills

Melee weapons	3
First aid	2
Hunting	4
Survival (scavenging)	4

Lizzy Smythe is only a child, but has already proven she is a survivor. Lizzy's father developed the rot when the child was only 4 years old. Naturally, her father was deported into the Badlands of the Dark Continent, leaving the girl in the custody of her 16 year old brother. When her brother contracted the rot two years later and was also deported, Lizzy was forced to fend for herself in the streets of Cairo. When others would have perished, she survived for another 3 years by begging and stealing. Finally, at the age of 9 she too was deported when she began to show symptoms of the rot as well.

Lizzy wandered alone down the Nile river banks, avoiding the undead, mutations, and monstrosities alike. Eventually she found and was accepted into one of the hordes of rotted ones returning from a "walk" up north. Lizzy has still not located either her father or brother, nor has she found anyone who recognized their description. She has not given up hope and will continue to search for them as her horde migrates across the Badlands.

Although Lizzy bears a strong antipathy towards healthy persons of any race, she does not *hate* anyone. If treated well and offered good food this once outgoing child is sure to become a staunch ally. Although she may not possess a great deal of physical power she has many friends within the hordes and has more than a few acquaintances among the undead (former rotted ones who have succumbed to undeath but still have tatters of memory and skills).



## WOLFGANG VON STURM

STR 4  
AGL 6  
AWR 6  
WIL 6  
HLT 5  
POW 7

### Ads & Disads

Level 4 Contact (the Unimind)  
Authority (pretty much anything he wants)  
Pain tolerance  
Level 4 Psych Lim (extreme racism)  
Level 4 Infamy (well known throughout Dark Continent)  
Level 4 Enemies (damn near everyone)  
Age (lots)

### Skills

Projectile weapons	3	Streetwise	5
Unarmed combat	4	Second language	4
Law	5	Land vehicle operation	3
Investigative research	5	Survival (general)	3
Psychology	5	Area knowledge (P.I.T.)	5
Coercion	+2		
Intimidation	+1		

### Powers

Pyrokinesis  
Psychic Strike  
Pain inducement  
Psyche armor

Wolfgang Von Sturm is a Psych Korpsman assigned to the P.I.T. Von Sturm has gained a great deal of infamy among the humans and half-alferi for his many midnight arrests of dissidents and law breakers. He is a powerful psionist and skilled investigator. When the Kaiser Reich is searching for a fugitive, Wolfgang Von Sturm is assigned to the case. His streetwise skills reflect more the people's fear of crossing him rather than any finger on the pulse of the streets.

The silver Alferi psionist has a deep hatred for Revered Edgar Riess, a human agent of the Imperial Affairs Agency, which is controlled by the Church of Frey. He will go out of his way to make matters complicated for the Reverend whenever possible. On more than one occasion he has tried to take matters into his own hands, but Riess' psychic damping ability neutralizes the Lunarri's psionic powers and Sister Antoinette has made quick work of him. Having been thoroughly embarrassed in public by the good Reverend and Sister on more than one occasion, Von Sturm will go to great lengths to see to the human's downfall.

## AHMED (the Fist) Ali

STR 7  
AGL 6  
AWR 6  
WIL 7  
HLT 6  
POW 2

### Ads & Disads

Level 4 Contact (agents of the White Rose)  
Level 4 Contact (the church of technology)  
Pain tolerance  
Luck  
Natural aptitude-STR  
Level 4 Enemy (the Psyche Korps)  
Level 4 enemy (agents of the Hand of the Black Orchid)  
Level 4 Psych lim (Hatred of Black Orchid members)  
Age (36)

### Skills

Projectile weapons	4	First aid	4
Melee weapons	5	Second language	4
Swords	+2	Land vehicle operation	2
Unarmed combat	6	Survival (general)	4
Punch	+2	Streetwise	5
Intimidation	6	Area knowledge (Cairo)	4
Psionics	2		

Ahmed is responsible for ensuring that anyone "assisted" by the White Rose into the P.I.T. remains under wraps and safe until they can be escorted to one of the oasis towns in the Badlands. He is also responsible for making sure that the agents of the Hand of the Black Orchid do not interfere with the White Rose's operations. As Ahmed was a prize fighter before joining the Alferi resistance movement, he has kept this occupation as his cover. This is where he gained the nickname, "the Fist".

Many are the people who assumed that Ahmed Ali was nothing more than the loud mouth, punch drunk fighter he appears to be in public. Few would recognize the quiet, reserved, and educated man he is in actuality with that of his public image. Ali uses this difference to his advantage by disguising his features with loose robes, a turban or fez, and sunglasses worn with a fake mustache and beard.

Ahmed rarely loses his temper, usually remaining calm in circumstances when others often become hysterical. The exception to this calmness is when he encounters agents of the Hand of the Black Orchid. It is not uncommon for him to lose his temper quickly in their presence and become involved in a scuffle, which usually spoils the plans either group had arranged.

As a matter of pride, the two groups have sponsored an annual prize fight in the P.I.T. for the last 5 years. Ahmed "the Fist" Ali has won this competition every year so far.

It should be duly noted that not only is Ahmed Ali an agent of the White Rose, but he is also a practicing member of the Church of Technology. He is on very good terms with church officials, especially the High Templar, Imhotep, who wanders from one oasis town to another spreading the word. Ahmed's relationship with Imhotep and the church is greater than that of the White Rose's relationship, in that the church will readily come to his assistance. Due to Ahmed's involvement with the Church of Technology, the Church has begun to assist both the White Rose and the Hand of the Black Orchid in their resistance movements by supplying them with weaponry and equipment.

## IMHOTEP

**STR** 5  
**AGL** 5  
**AWR** 8  
**WIL** 5  
**HLT** 5  
**POW** 8

### Ads & Disads

Level 4 Contact (the church of technology)  
Level 2 Contact (the White Rose)  
Level 2 Contact (the Hand of the Black Orchid)  
Level 4 Enemy (Kaiser Reich)  
Level 4 Psych Lim (religious zeal)  
Level 4 Psych Lim (schizophrenia)  
Destiny  
Age (lots)

### Skills

Projectile wpn. familiarity	1	Second language	4
Unarmed combat	3	Area kn.(oasis towns)(-2)	6
Sorcery	8	Area kn.(Badlands)	4
Religion	8	Hobby (poker)	4
Disguise	6	Survival (desert)	5

### Powers

Repel dead	Dominate dead
Control elements	Melt
Medusaemia	Spirit aid

Imhotep is a male half-alferi of just past middle years who is the High Templar of the Church of Technology. Due to zeal-ousness, and in part due to his schizophrenia, he is usually never found in any of the church sites. Rather, he is most often encountered wandering the Badlands on the way to one of the oasis towns.

Few people recognize him if they meet him, for Imhotep is a master of disguise and always travels incognito. He may even be encountered in the P.I.T. from time to time, meeting with a small group to hold a prayer meeting/experiment.

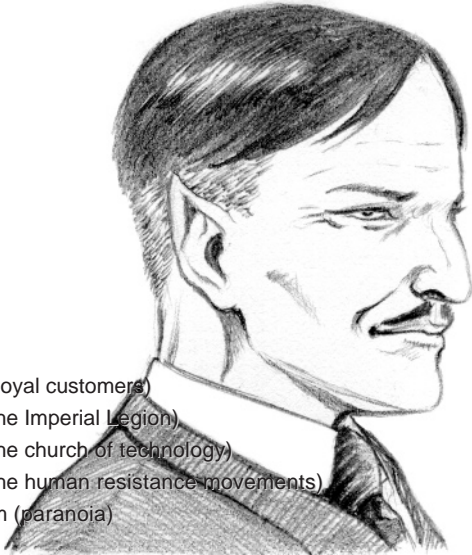
While the Church knows Imhotep is schizophrenic there are no plans to remove him from office at this time. Whatever voices the High Templar is listening to are apparently giving him sound advice in regards to the management of the Church. In his constant roaming he is able to keep in touch with all of the templars and give and receive the latest information, though no one knows exactly where he gets some of it from.

Imhotep is *the* final word in Church authority. Given the way things normally operate, this authority has been questioned and challenged a number of times, and Imhotep has been the sole survivor of these disputes. Because of the nature of these disputes and the unusual ways in which they were resolved, it is believed that he is truly touched by the gods (when a meteor scores a direct hit on the sniper getting ready to shoot you...). It was his decision to begin aiding the efforts of both the White Rose and the Hand of the Black Orchid. He prefers not to play favorites between the two groups and is often bringing their members and leaders together to call a too-temporary cease-fire to their battles. He has his own hidden agenda in this plan, however. He wants to eventually place evangelists from the Church within the ranks of both factions and use both groups as a means to "spread the word".

While Imhotep is an expert at disguise and has considerable powers of sorcery, the Church none the less worries for his safety. The hierarchy also worries for the resources of the Church, for Imhotep is a notorious gambler, and willing to gamble away Church property and justify the losses as "charity to the needy". To ease the templar's minds in regard to his safety, Imhotep has begun carrying an MP40 sub-machine gun to compensate for his lack of skill in combat. He is prone to use this weapon too frequently and without any warning.

## GUNTHER IBN ZAYYAD

STR 4  
AGL 6  
AWR 6  
WIL 5  
HLT 5  
POW 6



### Ads & Disads

Level 2 Contact (loyal customers)  
Level 2 Enemy (the Imperial Legion)  
Level 2 Enemy (the church of technology)  
Level 2 Enemy (the human resistance movements)  
Level 3 Psych Lim (paranoia)  
Age (47)

### Skills

Projectile weapons	5	Psionics	6
Unarmed combat	4	Land vehicle operation	4
Melee combat	4	Dune buggies	+2
Coercion	4	Lockpicking(-1)	4
Law	3	Streetwise(-1)	6
Climbing	3	Second language	4
First aid	3	Area kn. (Cairo)(-1)	6
		Running	5

### Powers

Psychic Leech  
Psyche Sight  
Vertigo

Gunther Ibn Zayyad is a half-alferi. His mother was a human worker in the P.I.T. who was raped by a silver Alferi Psyche Korps officer. All though his mother cared for him and raised him until he turned 18 (which for half-alferi is a physical maturity equal to a 7 year old human), Ibn always saw the resentment towards the Lunarri burning in her eyes whenever she gazed at him. When she was taken into custody for striking a Psyche Korps officer during a midnight raid and was sentenced to the forced labor camps of the Fatherland, Ibn was left to the mercy of the streets of Cairo.

Ibn was a resourceful child, however, and not only survived, but flourished. Using the psionic powers that were the legacy of his father's heritage, he overcame those more powerful than himself and forged strong friendships. Learning the ways of the cutpurse as a means of survival, he became enlightened to a better profession; being a fence for stolen goods. After a few decades of making connections Ibn opened his own operation and since has become quite rich.

Ibn has also acquired more than a few enemies as well over the years. The Imperial Legion would love to catch him in the act and arrest him, but the half-alferi has proved too elusive so far. The Church of Technology doesn't like the fact that he is selling goods stolen from their armory to any who can afford his price. And, the human resistance movements are upset that he deals with their opposing factions (all though this hasn't stopped them from doing business with him yet). Ibn's vast number of "friends", associates, and customers give the half-alferi many places to hide when the heat is on and he needs to drop out of the public eye for a while.

Even though Ibn is not on good terms with the authorities of the P.I.T., this has not stopped him from playing the role of the paid informant. The majority of the information is of useful nature, with a small percentage being way off base as far as validity goes. Ibn does this for two reasons. First of all, the authorities are more likely to look the other way during his shady transactions if he keeps them informed as to the goings on in the underground and the black market. Finally, by giving the authorities small, accurate bits of information which are moderately well known among the circles of those who utilize the black market, Ibn is able to occasionally slide in a piece of pure, unadulterated fiction, which he uses as a cover for something that he doesn't desire the authorities to gain any knowledge about. They write these instances off as the overactive imagination of a half-crazed informant and have never guessed as to the half-alferi's ulterior motive.

**i** By now you should have noticed that in **CORPS** terms, most of these NPC's are *seriously* unhinged, a Level 3-4 Psych Lim being a borderline psychosis for instance. They can get away with it because they're NPC's, but the idea that large numbers of people, including those in important positions, are mentally unbalanced is more correct than you might imagine. Power is both more absolute and precarious in **Apocalypse** than in the real world. The stresses build, and are expressed in different ways by different people. Gunther Ibn Zayyad has three separate groups of Enemies. Is his Level 3 paranoia a mental problem, or just a useful survival trait? Imhotep is the High Templar of the church of technology, yet wanders around unprotected. Is his schizophrenia a sign of derangement, or a blessing from a higher power that lets him take on utterly convincing alternate personalities when needed? The stories of these NPC's are deeper than their sketchy outlines. Player characters can be equally burdened, yet remain playable if there is an underlying "method to their madness".

## BOM BOSH

STR 5  
AGL 6  
AWR 6  
WIL 5  
HLT 5  
POW 8

### Ads & Disads

Level 2 Contact (on good terms with other tribal leaders)  
Toughness x.8  
Night vision (+2 AWR in darkness)  
Level 3 Enemy (human settlers)  
Level 4 Enemy (cadres of undead)  
Level 4 Psych Lim (extremely racist)  
Age (lots)

### Skills

Unarmed combat	3	Sorcery	8
Melee weapons	3	First aid	3
Second language	2	Survival (general)	4
Music	6	Area kn.(Badlands)(-1)	4

### Powers

Death Sight	Dominate Dead
Melt	Medusaemia
Inescapable devourer	Fang spray

When darkness falls upon the savannah, the settlers fear the coming of Bom Bosh and his undead servants. The Obscurarri magi and his cadre scours the Badlands in search of new recruits, from either the ranks of the living or the dead. Like all dark Alferi he is arrogant and extremely racist. He does understand a little German so that he may glean information from his captives before clouding their thoughts with undeath. He travels broadly, crossing the savannah in search of unprotected villages to attack, always on the run from the larger cadres of the Overmasters. Although he is powerful, he prefers to play upon the fears of the humans and their children. Thus, he and his undead usually attack at night or just steal in unnoticed to capture and escape with the unwary. Bom Bosh is an atypical Obscurarri magi; he prefers all powers involving the undead. He intermingles his race's fondness and aptitude for music with his sorcerous powers. It is through his chanting, singing, instrument playing, and dancing that Bom Bosh's magical spells are cast.

Besides having the unfortunate opportunity to meet with the dark Alferi necromancer while traversing the savannah of the Dark Continent, characters can also come into contact with Bom Bosh in the free city of Casablanca. The magi travels here every couple of months to trade for love slaves and update himself on the current rumors of the continent.

## TESS

STR 4  
AGL 6  
AWR 6  
WIL 5  
HLT 6  
POW 7

### Ads & Disads

Level 4 Contact (Hand of the Black Orchid)  
Toughness x.8  
Pain tolerance  
Level 4 Enemy (Kaiser Reich)  
Level 4 Enemy (Order of the White Rose)  
Level 2 Psych Lim (aggressively overconfident)  
Age (32)

### Skills

Projectile weapons	4	Psionics	5
Melee weapons	4	Disguise	5
Martial arts (+1)	5	First Aid	3
Lethal blow	+1	Running	3
Lockpicking	3	Climbing	3
Second language	5	Survival (general)	4

### Powers

Shreck	Psyche Sight
Psychic Damping	

Tess is an operative of the Hand of the Black Orchid working undercover within the Fatherland. Upon first encountering Tess, one might easily mistake her for one of the Lunarri. However, upon discovering that she uses prosthetics and is competent at disguise one can easily see her humanity. If you should spend any length of time around her you would encounter her fierce hatred for all other races, making her appear even more human.

In truth, Tess is the offspring of a short lived romance between a human sorceress and a Lunarri psionist. When the sorceress discovered her feelings were being taken advantage of by the silver Alferi who was using her as an experiment to discover what powers any of their offspring would possess, she murdered him and disappeared into the mountains. There she raised her daughter to hate the Lunarri and every other being who was not completely human, never telling her the truth of her ancestry. Should the volatile operative ever learn of her true origins, there is no telling how she would react.

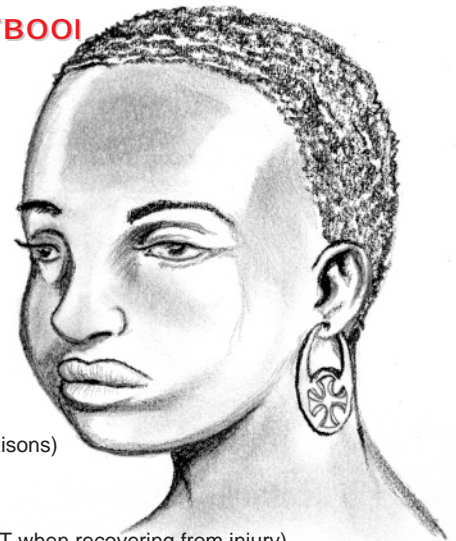
Tess uses her disguise ability to appear as both human and Lunarri alike; peasant, slave, korpsman, servant, noble, or average citizen. Relying upon the extensive network of contacts the Hand of the Black Orchid maintains within the Fatherland, she is able to assist humans in escaping the tyranny of the Kaiser Reich by way of the underground. The underground is not just the name for the operatives who shy away from the public, but is in fact a system of haphazardly constructed passages running beneath the surface of the Fatherland, usually paralleling major travel routes. These stretches of tunnels are often supervised and maintained by escapees from the forced labor camps, but they are still hazardous to travel. Unfortunately for the human escapees, there are large stretches where tunneling is not possible, or where passages have caved in due to accident or sabotage by the White Rose. Much travel must be done overland as well as underground if escapees are to reach freedom. Only her extensive contacts within the Black Orchid have kept Tess alive this long, as she will often underestimate any potential opposition or overestimate her ability to deal with it. Her career will continue to be exciting, but is unlikely to be long.

Tess chooses to aid only those who will aid the Hand of the Black Orchid's cause. Others can expect to be left behind or murdered to ensure their silence. Any who sympathize with the White Rose are likely to be betrayed to the Kaiser Reich, who will use them for public execution (and subsequent reanimation) to set an example for the other prisoners to keep in line.

As might be expected, the White Rose is actively seeking to put a stop to Tess's activities in the Fatherland. She has been placed on their ten most wanted list, targeted for elimination. Anyone associating with her, regardless of whether they are her friend or foe, may find themselves being targeted as well.

## HENRIETTA WITBOOI

**STR** 5  
**AGL** 5  
**AWR** 5  
**WIL** 5  
**HLT** 6  
**POW** 6



### Ads & Disads

Level 2 Contact (Imperial liaisons)  
Toughness x.8  
Pain tolerance  
Physical Ad (healthy, +2 HLT when recovering from injury)  
Physical Ad (light sleeper, +2 AWR to wake up)  
Level 4 Enemy (Obscurarri)  
Level 4 Enemy (Undead cadres)  
Level 4 Psych Lim (intolerant of laziness)  
Level 2 Psych Lim (condescending)  
Level 2 Psych Lim (no sense of humor)  
Age (23)

### Skills

Projectile weapons	4	Second language	2
Melee weapons	4	First aid	4
Unarmed combat	4	Hunting	5
Equestrian	3	Running	6
Farming	6	Area kn.(savannah)(-2)	4
Influence	3	Survival (general)	5

Henrietta Witbooi is an "elder" of one of the human settlements in the savannah of the Dark Continent. Her mother was a christian missionary who married the brother of the great African leader Henry Witbooi. She inherited many of their mannerisms, including her mother's condescending attitude and her father's hatred of outside forces encroaching upon his native homeland. Fortunately for Henrietta, she inherited the good qualities of the two as well.

While primarily a farmer like everyone else in the settlements, she is trained in weapons and combat and has had plenty of experience in actual fighting. She is as good with a gun as she is with a plow. Not one to let her mind stagnate, she also assists the settlement teacher in educating the children of the settlement. As she has no children of her own yet (an undead raid left her a widow some 3 years ago), she is overly protective of the children of the community.

If she can be shown that her way isn't the only way, Henrietta can be a tremendous ally. She knows the savannah well and can survive alone in its expanse for weeks at a time. She also is known in the surrounding settlements. She could offer characters a safe place to stay the night, act as their guide, or help them make contacts in another settlement.

## HIRAKU YAMATO

STR 4/7  
AGL 6/7  
AWR 6/4  
WIL 6/6  
HLT 4/6  
POW 10/9

### Ads & Disads

Level 2 Contact (magi cabal)  
Level 3 Contact (spirit beings)  
Shapeshift ability (requires Difficulty 8 skill roll)  
Natural Aptitude (POW)  
Level 4 Enemy (Indomitari)  
Level 2 Psych Lim (condescending)  
Level 4 Psych Lim (racism)  
Level 2 lethal Vulnerability (silver)  
Age (lots)

### Skills

Unarmed combat	4	Sorcery	9
Claws	+2	Shapeshift	7
First aid familiarity	2	Area kn.(continent)(+1)	4
Second language	4	Survival (general)	3

### Powers

Fang Spray	Inescapable devourer
Spirit Bane	Medusaemia
Melt	Dominate dead

Regarded as one of the most promising of all the young gold alferi magi, Hiraku Yamato is indeed a force to be feared and watched. His ambitions lead him into dangerous situations where he must use both his mighty sorcerous powers and his quick wits. The elder magi of his cabal know that they have all been marked for eventual elimination by the swiftly rising young star; a fact they can abide so long as he proves he has the discipline to lift the cabal to new levels of power and control, and of course is skillful enough to get through their own well-prepared defenses. After all, it is how most of them achieved their present positions as well.

Hiraku was born into a family blessed with lycanthropy. By making a Difficulty 8 skill roll he can shift to a reptilian humanoid form. In this form he uses his formidable claws in battle (DV4). He could use his fanged maw effectively in combat but he sees this as being altogether too bestial and below his station. This ability is not to be confused with his shapeshifting sorcerous powers. With that power he is able to assume different shapes but his natural ability is limited to only the reptilian form.

Other families quietly consider the Yamato lycanthropy less than a boon for gold alferi bloodlines. The Yamato family has trouble finding suitable brides for its sons, and few make wedding offers to the daughters. It is rumored that most of the brides and grooms eventually also come from within the Yamato family. This would explain the strength of the trait within the family and its apparent lack elsewhere, but it is not a subject that is brought up in polite company, and those even investigating the matter have often met with unusual and fatal accidents.

The magi Yamato has led many expeditions into the Indomitari controlled steppes, either to avenge an previous Indomitari attack or to stir up trouble among the khanates. Recently he led a large group including several other magi into the mountains of Tibet for reasons known only to him. Only he returned with his mind and body intact, and even his great and mighty ego seemed shaken, along with his self-confidence. Nonetheless, since then he has quietly been making plans for a return expedition and recruiting skilled and able-bodied samurai and magi to journey with him. If the new recruits have been told anything of what Yamato discovered on the first expedition, they have kept it very quiet.

Hiraku has contacts in the spirit world who relay to him information that would otherwise remain secret. He is often times seen carrying on a conversation with the empty air. What price he pays for the spirits service is unknown, but so far it has proven itself reliable. Nothing of any import escapes his attention unless it occurs in chambers protected from the prying eyes and ears of his ethereal agents.

## MANGU SHAMANII

**STR** 4  
**AGL** 6  
**AWR** 6  
**WIL** 8  
**HLT** 5  
**POW** 14

### Ads & Disads

Level 4 Contact (Indomitarri khanates)  
Physical Ad (keen hearing, +2AWR to hear)  
Level 3 Fame (widely revered and often listened to)  
Natural Aptitude (POW)  
Luck  
Frailness x1.1  
Level 3 Enemy (Kaiser Reich)  
Level 3 Enemy (Solarri magi)  
Level 4 Physical Lim (poor eyesight)  
Level 4 Psych Lim (intolerant of those who abuse nature)  
Level 2 Psych Lim (short attention span, rambles on and on)  
Age (lots)

### Skills

Projectile weapons	3	Sorcery	9
Bow	+1	Music	5
Unarmed combat	3	History	4
Second language	4	First aid	4
Equestrian	5	Survival (general)	4

### Powers

Spirit Aid	Spirit Bane
Sword Dervish	Melt
Control Elements	Repel Dead
Elemental Form	

Of all the Indomitarri shamannii, Mangu Shamanii is perhaps the most influential and well respected. While he does indeed have a home clan, he has chosen to spend his life wandering about communing with and exploring the planet that is the physical body of the Grandmother. His travels have taken him deep into the tyrannical utopia of Prester John's kingdom, to Scandinavia, into the P.I.T., and even to the free city of Casablanca. He is known and despised by both the Kaiser Reich and the Solarri magi for destroying their well laid plans by his seemingly unintentional bumbling.

This middle aged Indomitarri is of pure blooded decent and is ancient by human standards, yet has many years of life left, assuming he can avoid the enemies he is making among the other sub-races of Alferi, that is. He has great power to manipulate the earth's power to create magical effects. He does not depend on his magic alone to protect himself, after all, he is an Indomitarri. Like all others of his ilk, he is an expert horseman and is skilled with javelins, spears, and the bow. His skills with the latter weapons have declined with his failing eyesight.

It is easy to mistake this powerful shamannii for a harmless, mentally ill, aging Indomitarri. He wanders about constantly mumbling to himself and talking to people who aren't there. He rambles on about the most mundane of topics, then switches to another without any warning. His short attention span causes him to wander off by himself while anyone else is talking for more than a moment. All in all, he is a likable fellow who is just happy to be alive and with a great appreciation of nature.

Woe betide him who should anger the shamanni, however, for he will not hesitate to use his great magical powers against such persons. He has wiped out an entire Imperial Legion with its two Psyche Korps liaisons in the burning lands of the oil fields, outdueled three Solarri magi at once, and attempted to invade the Mediterranean Sea (the attempt failed miserably, but he was able to catch a large fish for evening meal, however, so the afternoon wasn't a total loss). He has many enemies, but his lone, erratic wanderings make him hard to track down and his plain, unimpressive features allow him to blend into the crowds wherever he goes. His position of honor ranks him a bodyguard or escort of Indomitarri, though by his preference, they tend to stay out of immediate sight. While he may wish solitude, he is seldom truly alone.



## CREATURE FEATURE

### Basics

The following is a short list of some of the creatures to be found in the wilderness of Apocalypse. The format is identical to that in the **CORPS Bestiary**, and most creature rules in that supplement can also apply here as needed.

In general, most of the world's species of 1945 are still around. Those that were on the verge of extinction probably went extinct, while those that were endangered by man may have actually increased in numbers. Undead have no use or hatred for lower forms of life, and most of the unmutated carnivores prefer their dead meat either less ripe, less mobile or both. Monstrosities and mutations will generally put a serious dent in the natural animal population, either through attrition or emigration. If you are walking through a peaceful forest and see neither flesh nor fowl, you should rightly be suspicious as to where they went, and why.

So, there are still cattle and sheep herders, mongrel dogs roaming the streets or ending up in stewpots, and the wide variety of mundane critters to add atmosphere to your settings. They are more or less scenery, and won't be listed with game stats. What you will find is the bigger, meaner or more unusual things your characters may run into. Fortunately, few if any of them can withstand a barrage of bullets, making hostile encounters with them fairly short. By and large, these creatures are generally too dim to realize what guns are, or that humans carrying them are not that good to eat.

### GIANT SHARK

STR 22  
AGL 6  
AWR 5(1)  
WIL 9  
HLT 9  
POW 5



#### Description

Nature's most efficient aquatic predator has mutated and grown to approximately the size of a school bus, with a gaping maw on an oversized head. The jaws unhinge to open wide enough to allow the shark to easily swallow any creature the size of a large man or smaller.

**Mass:** 10,000kg  
**Variation:** ±2,000kg  
**Length:** 10m  
**Size modifier:** -3

**Good reaction roll:** Attacks only one target  
**Neutral reaction roll:** Attacks all targets  
**Bad reaction roll:** Attacks in feeding frenzy

**Habitat:** Temperate to tropical ocean

**Special abilities:** Toughness x.3  
Armor of 3/3  
Swim at up to 15m/sec  
**Skills:** Bite (lethal DV6), skill 5  
Ram (combination DV5), skill 3

While there are many different types of fish in the sea, none are as feared as the mutated sharks of Apocalypse. These huge behemoths will attack anything smaller than themselves, regardless of how many creatures are present. They will even attack larger creatures if they detect blood, which drives them into a feeding frenzy. Sharks are they reason that nothing more than the most powerful of undead are encountered under the waves in some regions. Giant shark teeth are prized among humans and Alferi for their use in spell casting (particularly the sword dervish) and for false bragging rights. Since shark carcasses are never found, it is assumed that the creatures either eat their old and infirm, or like elephants they go to a species graveyard to die. If such a graveyard existed an adventurer could make a fortune just by gathering shark teeth, not to mention finding anything which was indigestible to the shark. Sharks attack by three means: its bite, ramming a victim, or by lashing out with its tail. The bite is the preferred attack, with ramming being used if the bite won't work, and it can increase DV by up to 4 by building up speed first.

## CROCS

STR 15  
AGL 5  
AWR 6(2)  
WIL 7  
HLT 6  
POW 3



### Description

Mutations of this species come in two varieties. The first type are overgrown crocodiles the approximately as large as their salt water cousins in northern Australia; able to swallow a man sized creature whole. A small percentage of the crocs are smaller and have gained a degree of cunning and malevolence and have the potential for paranormal power use. All varieties are man-eaters.

**Mass:** 800kg  
**Variation:** ±100kg  
**Length:** 7m  
**Size modifier:** -2

**Good reaction roll:** Watches but doesn't attack

**Neutral reaction roll:** Attacks easiest target

**Bad reaction roll:** Attacks in feeding frenzy

**Habitat:** Equatorial rivers and swamps

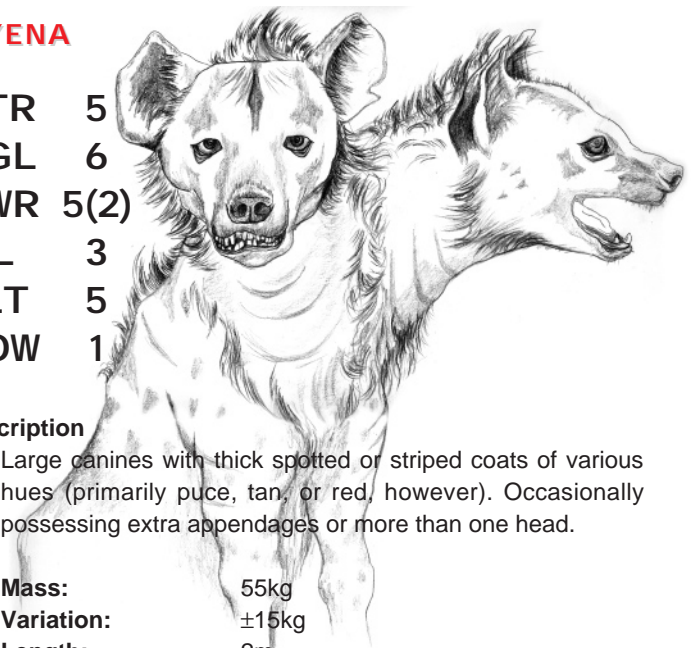
**Special abilities:** Toughness x.3  
Armor of 1/1 on body, 2/2 on head  
Swim at up to 8m/sec

**Skills:** Bite (lethal DV4), skill 4  
Tail (combination DV3), skill 2

The ever fearsome predators of the Nile river have never been more dangerous. The Juxtaposition's radiations caused evolutionary mutations among the reptiles. Some crocs grew to huge sizes, while others gained limited intelligence and awareness. Many have gained a preference for human flesh. This craving is probably caused by one or more Eternal's influence upon the crocs, but until this is proven and the Eternal ceases its control over them, it is best to be wary of them. While there are eradication patrols around Cairo (and it is considered a punishment detail), the more cunning ones can evade them. They occasionally tip over a water taxi or other small boat, snatching a snack and swimming off. They are also useful for disposing of bodies. Even when not hungry, crocs are extremely aggressive and territorial. When not hungry they will not attack unless a creature strays too near them or their young. When hungry they will seek out prey, tipping over boats or taking to the river banks in search of a meal. They will attempt to drown anything they cannot otherwise subdue.

## HYENA

STR 5  
AGL 6  
AWR 5(2)  
WIL 3  
HLT 5  
POW 1



### Description

Large canines with thick spotted or striped coats of various hues (primarily puce, tan, or red, however). Occasionally possessing extra appendages or more than one head.

**Mass:** 55kg  
**Variation:** ±15kg  
**Length:** 2m  
**Size modifier:** -1

**Good reaction roll:** Ignore you

**Neutral reaction roll:** Watch but not attack

**Bad reaction roll:** Attack you

**Habitat:** Equatorial plains

**Special abilities:** Toughness x1.0  
Excellent night vision  
Confusion ability, skill 3  
Run at up to 11m/sec  
**Skills:** Bite (lethal DV2), skill 4  
Tail (combination DV3), skill 2

The lion is no longer the "King of the Beasts" on the Dark Continent. Thanks to the mutations caused by the Juxtaposition's radiations, hyenas are the most feared predators of the savannah and hold their own with the other desert mutations. The packs number 10-12 females, including the queen, up to 20 cubs of various ages and size, and 3-8 males who lurk on the fringes of the pack's territory. The pack's territory is considered to be everything within a 2km radius of where they bed down for the day. Hyenas may attack any living or dead creature within their territory, regardless of the creature's size or the number of creatures encountered. Only a full belly will calm their aggressiveness.

Other than their increased size and muscle mass, extra appendages are common among the canines. While it is uncommon, more than one settler has reported seeing a hyena with more than one head. The queen and other high-ranked females of the pack are disturbingly intelligent. The creatures still emit a their characteristic "laugh". Used by the pack as a whole, this laugh is a paranormal ability that can decrease the AWR of targets in they area they surround by up to 3.

This causes confusion in creatures enabling the hyena to overcome stronger prey with little loss to the pack. Attack is by means of a vicious bite. Once the teeth are locked in place the hyenas will hold on, slowing opponents so that others can attack (count as a grab, +1 Difficulty on most tasks per hyena hanging on). Hyenas attack in an organized pattern, making good use of their teamwork and their confusing laughter. Hyenas are more aggressive at night and reaction rolls are one level worse at night.

While hyenas will prey upon nearly anything, they prefer to attack and feast upon the zombies and ghuls of the cadres of the undead whenever possible. Because of this fact, the Overmasters have issued specific orders that any packs encountered are to be destroyed immediately. The hyenas have thus far proven too quick to catch for the normally dim-witted undead, and formidable fighters, able of holding their own against any creature they can sink their teeth into. An unfortunate side effect of the hyena/undead antipathy is that the hyenas often lead the undead by human settlements while fleeing from the cadres, thus causing the humans to receive their punishment. Not surprisingly, settlers hate and fear hyenas as well.

## DESERT SPIDER

**STR** 20  
**AGL** 8  
**AWR** 6(1)  
**WIL** 6  
**HLT** 6  
**POW** 4



### Description

Gigantic arachnids with long, coarse, dark hair. The legs are segmented, with the bottoms padded for greater mobility on the shifting sands of the desert. The mouth has two large fangs which are encrusted with poison residues.

**Mass:** 5,000kg  
**Variation:** ±1,000kg  
**Length:** 6m  
**Size modifier:** -3

**Good reaction roll:** Ignores you  
**Neutral reaction roll:** Watches but does not attack  
**Bad reaction roll:** Attacks you

**Habitat:** Temperate to equatorial desert

**Special abilities:** Toughness x.1  
Run at up to 13m/sec  
Jump up to 10m  
Venomed bite

**Skills:** Bite (lethal DV4), skill 4  
Spit poison (lethal DV2), skill 4  
Stealth, skill 6

Giant desert spiders resemble nothing more than gigantic versions of the tarantulas which hunt in the deserts, with proportionately shorter and thicker legs to support their abnormally large bodies. They are not natural, nor mutations of regular spiders, but something that came across in the Juxtaposition. Underneath their soft outside tissues is a network of chitin-like support structures that is not quite a skeleton, but serves the same purpose. It also slows down or compartmentalizes most types of damage, giving the creature a remarkable ability to absorb punishment.

They only attack if hungry or threatened. They dig well-camouflaged burrows and tunnels in the sand, supported by web-like secretions, and thus avoid the heat of the day. Attack is by ambush, leaping out of a hiding place in the sand and landing on their prey, then delivering its poisonous bite. They are skilled enough to yank a person out of an open topped car if it drives by at low speed, and clever enough to collapse part of their tunnels to avoid the poison gas canisters commonly used to try and wipe them out. If hard pressed in melee combat the arachnid will spit its poison at its foes while retreating (half effect, range up to 20m). The creature will not fight to the death unless there is no means of escape. The venom is a digestive aid, and is injected in fairly large quantity. Game effects would be a 5 point overall lethal impairment with the normal eventually fatal chance, as the victim is slowly digested from within. Insanity-inducing pain is often a side effect of a lethal dose, should the victim be spared from immediate consumption by the spider. There might be a counter-agent to this poison, but it is not commonly available and certainly not issued to disposable P.I.T. human troops.

Desert spiders are cunning, but some are more intelligent than others. While not common, on rare occasions one of these beasts will possess one or more psionic paranormal powers. The actual number of giant spiders possessing these abilities is a small percent of the total population.

These creatures are solitary by nature, only coming together to mate, then immediately parting company. The female lays the eggs, burying them in the sand along with a few rotting human or animal carcasses. When the young spiderlings hatch they feed upon the carcasses until they are strong enough to burrow to the surface. From then on they are left to their own devices to survive.

**i** Altered weather patterns and numbers of larger, mutated, but mostly inoffensive creatures provide enough desert life to support stable populations of desert spiders and other larger monstrosities. The ones that are killed near civilized areas are just a fraction of the total that inhabit the trackless wastes of the African and Middle Eastern deserts.

## GIANT SCORPION

STR 24

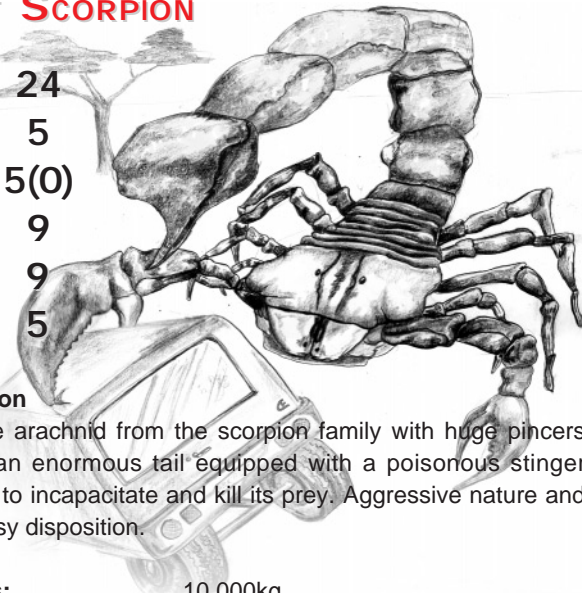
AGL 5

AWR 5(0)

WIL 9

HLT 9

POW 5



### Description

Large arachnid from the scorpion family with huge pincers and an enormous tail equipped with a poisonous stinger used to incapacitate and kill its prey. Aggressive nature and a lousy disposition.

**Mass:** 10,000kg  
**Variation:** ±2,000kg  
**Length:** 10m  
**Size modifier:** -3

**Good reaction roll:** Attacks you  
**Neutral reaction roll:** Attacks you  
**Bad reaction roll:** Attacks you

**Habitat:** Temperate to equatorial desert

**Special abilities:** Toughness x.2  
 AV of 3/3  
 Run at up to 10m/sec  
 Venomed tail

**Skills:** Pincers (lethal DV6 & DV4), skill 4  
 Tail stinger (lethal DV5), skill 4

Like the desert spiders, giant scorpions are an import of the Juxtaposition. Giant scorpions are not only deadly but possess a bad attitude. While their normal prey are giant ants and desert spiders, they will not hesitate to attack *anything* wandering into their territory. They attack just because, often leaving the untouched carcass behind to rot in the desert sun. They are incredibly stupid, and will never retreat, preferring to fight to the death in every encounter. They particularly enjoy battling other giant scorpions. Cars, trucks and other light vehicles are just seen as another type of prey. So are tanks, but the scorpions always lose. The scorpion alternates its attack between its pincers and its venomous tail. The stronger, dominate pincer always attacks first, to be followed by the weaker pincer, then finally by the poisonous tail strike. If one can survive long enough to learn a particular giant scorpion's timing pattern this knowledge will allow them to know where the next attack is coming from, hopefully allowing them to dodge or launch a well-timed counter attack. Scorpion poison is not very toxic, but is injected in large quantity. *Any* lethal injury done by the stinger is counted as a broken bone for healing purposes.

## SAND WYRMS

STR 6

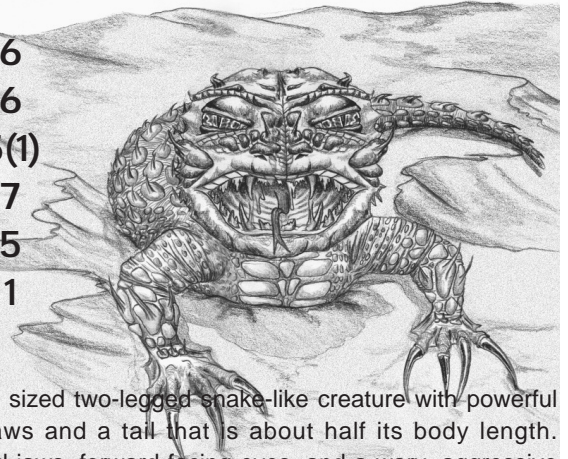
AGL 6

AWR 5(1)

WIL 7

HLT 5

POW 1



### Description

Medium sized two-legged snake-like creature with powerful fore claws and a tail that is about half its body length. Powerful jaws, forward facing eyes, and a wary, aggressive nature. The hide is tough, with sharp protrusions.

**Mass:** 150kg  
**Variation:** ±30kg  
**Length:** 2.5m  
**Size modifier:** -1

**Good reaction roll:** Ignores you  
**Neutral reaction roll:** Watches but does not attack  
**Bad reaction roll:** Attacks from front while others wait to attack from sides and rear

**Habitat:** Temperate to equatorial desert

**Special abilities:** Toughness x1.0  
 AV of 1/1  
 Run at up to 8m/sec  
**Skills:** Bite (lethal DV3), skill 4  
 Claw (lethal DV3), skill 4

The sand wyrms name brings to mind some gigantic desert worm or possibly a serpent, but in actuality the creature is from the lizard family. They resemble a cross between a giant horned toad and the dragon lizard of the Outback. They hunt in packs of 3-8, using cunning in stalking, herding, and combating their prey. They are fast, attacking with claws that rend and teeth that tear. The greatest danger to adventurers isn't the sand worm they see threatening them menacingly, but the 2-5 lurking to either side which are buried beneath the sand waiting to burst forth and attack. Sand wyrms will attack and eat anything, but prefer live food to scavenging. Their thick, spiked hide makes them an undesirable snack to most predators and their meat is said to have a rancid taste that no spice can mask. Sand wyrms may hunt around the caravan routes where they ambush groups moving between oases. They are attracted to shiny objects, and may pick them up during these caravan raids, but their low attention span causes them to quickly discard them. The Lunarri have been spreading rumors of treasure hoarded away by these "dragons". The only result has been an increase in the frequency of their feedings.

## GIANT SERPENTS

**STR** 14

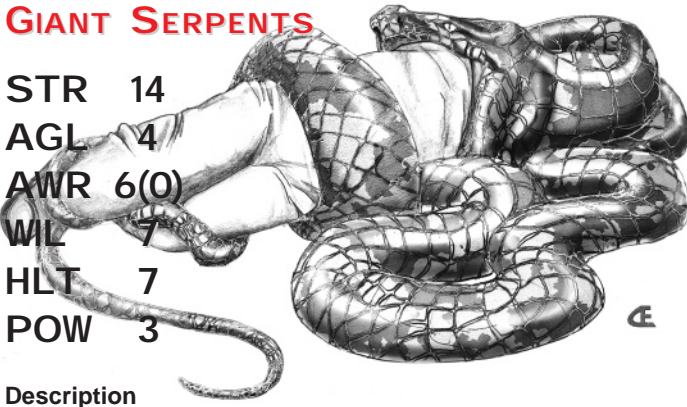
**AGL** 4

**AWR** 6(0)

**WIL** 7

**HLT** 7

**POW** 3



### Description

These massive versions of normal snakes have heavy, hard scales that blend well with their environment. Most commonly encountered in the desert, the giant serpents have nictitating membranes covering their eyes which prevent the sand from blinding them, allowing them to hunt even during the fiercest of sandstorms. The head is approximately the size of a large man's torso, enabling the serpent to swallow man sized or smaller creatures whole.

**Mass:** 500kg

**Variation:**  $\pm 50$ kg

**Length:** 9m

**Size modifier:** -2

**Good reaction roll:** Ignores you

**Neutral reaction roll:** Watches but does not attack

**Bad reaction roll:** Attacks smallest target

**Habitat:** Normal temperate to equatorial

**Special abilities:** Toughness x.5  
AV of 1/0  
Slither at up to 8m/sec  
Pain tolerance  
Venom  
Night vision

**Skills:** Bite (lethal DV3), skill 4  
Grab, skill 4

Giant serpents have an excellent sense of smell and are able to sense vibrations of moving creatures within a 100 meter radius. The most common prey of giant serpents are large animals, such as horses, cattle, pigs, or goats. They are not adverse to attacking more formidable prey if their hunger is great and the opportunity arises. It is not uncommon for larger serpents to attack desert caravans in an attempt to make off with a horse. They also prey upon the sand wyrms of the desert. Like other snakes, they do not need to eat very often, and a good meal will last it for weeks, during which time it remains torpid in a concealed lair.

The serpents' great size is usually all it needs to defend itself, for other creatures are quick to flee from it. Its heavy scales provide some protection against attacks, but the creature is so unused to being attacked that if it suffers +2 or greater impairment it will retreat, typically to a burrow, drainage pipe, tree or other apparent source of cover or protection. The giant scorpions of the desert are the only creature brave enough (or perhaps, stupid enough) to attack the gigantic serpents. Like the scorpions, giant serpents are notoriously dim-witted, and are both too stupid to fall for clever traps, or escape from any they accidentally blunder into. Like many monstrosities they are quickly dispatched with firearms, but can often inflict damage of their own before this happens. Extended wilderness expeditions are often weakened by solitary creature attacks, allowing more organized foes like the cadres a better chance of success.

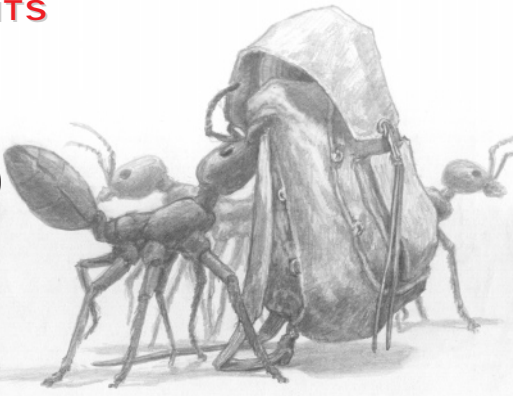
Giant serpents are not indigenous to the deserts of the Badlands and may be encountered anywhere, but will be in whatever form of snake is predominant to the area (i.e., monstrous asps in the P.I.T. and the desert, giant rattlesnakes in the American Southwest, huge pythons in the jungle regions, etc.).

Explorers to the colder regions of Apocalypse have reported sighting a furred serpent of immense size which does not seem to suffer any ill effects from the stinging cold there. None of these reports have been verified, however.

The giant serpent attacks with a surprisingly fast strike for a creature of its size. In man-sized or smaller prey the serpent attempts to either crush its foe with its powerful jaws or simply swallow it whole. In larger opponents the serpent attempts to use its venom on the victim. The poison is similar to other moderately toxic snakes, but is delivered in much larger doses, taking effect on a horse as fast as a regular asp would affect a rabbit. While not thunderously loud in their approach, the scraping of their hard scales on the ground is indeed noticeable, a tip to the aware explorer of the serpents' nearing presence. Many serpents lie in wait to ambush their prey, while others actively stalk their kills.

## GIANT ANTS

STR 3  
AGL 6  
AWR 5(0)  
WIL 6  
HLT 6  
POW 1



### Description

Very large ants with deformed, oversized mandibles.

**Mass:** 5kg  
**Variation:** ±1kg  
**Length:** .5m  
**Size modifier:** +2

**Good reaction roll:** Ignores you  
**Neutral reaction roll:** Inspects you but does not attack  
**Bad reaction roll:** Tries to bite off a chunk to take home

**Habitat:** Any but arctic

**Special abilities:** Frailness x2  
AV of 1/0  
Run at up to 5m/sec  
Pain tolerance  
Venom spray

**Skills:** Bite (lethal DV1), skill 4  
Grab, skill 4

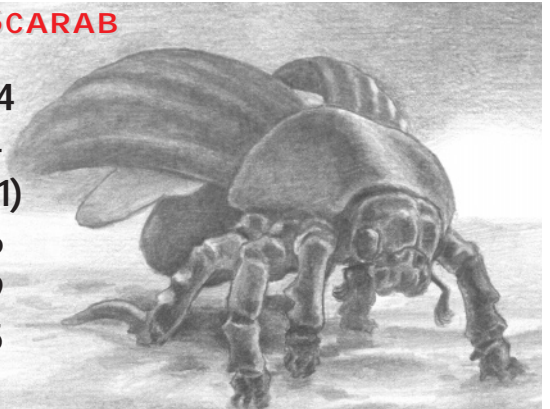
While most ants are not fearsome predators, the giant ants of Apocalypse should not be lightly considered. Usually they will go about their way, minding their own business, scavenging for food, ignoring or avoiding other creatures. But, woe betide he or she who runs into a hungry troop of army ants or even worse, encounters the aggressive red ants of the desert which have a formic acid spray that is used against intruders in their territory (DV1 chemical burn).

Being a community minded creature, the ants rarely think selfishly, even in combat. They prefer to attack with their mandibles, hoping to bite something off and beat a hasty retreat with it back to the nest. If this is too hard they might attempt as a group to grab the whole creature and drag it back to the lair to be terminated and eaten at a later time by the colony. Regardless of how much attack they are under, the ants will always attempt to drag corpses with them from the field of battle during a retreat.

Despite their size, these ants act almost identically to their smaller brethren. None have displayed any higher order intelligence, paranormal powers or mutations aside from those which would allow insects of this size to exist at all.

## GIANT SCARAB

STR 24  
AGL 4  
AWR 6(1)  
WIL 6  
HLT 9  
POW 5



### Description

Gigantic beetle-like creatures of paranormal origin, which may or may not possess horn-like protrusions.

**Mass:** 5,000kg  
**Variation:** ±1,000kg  
**Length:** 6m  
**Size modifier:** -3

**Good reaction roll:** Ignores you  
**Neutral reaction roll:** Moves away  
**Bad reaction roll:** Attacks if threatened

**Habitat:** Arid plains or desert

**Special abilities:** Toughness x.2  
AV of 4/3  
Run at up to 13m/sec  
Pain tolerance  
**Skills:** Horns (lethal DV6), skill 4  
Mandibles (lethal DV 4), skill 3  
Trample (combination DV6), skill 3

Scarabs are more than mutated beetles, for they appear to possess a limited degree of intelligence. Furthermore, they have been known to come to the assistance of templars who worship one of the Eternals of the Egyptian pantheon if the templar is within a kilometer or so of the scarab's location if the priest calls upon his or her deity for help.

The scarabs aren't particularly aggressive or territorial, and scavenge rather than hunt for prey. They will protect themselves if attacked and will defend their egg clutches. It will use its horns to gore during such an attack if the scarab possesses them. Their favorite source of sustenance is rotting flesh. Since there are generally always zombies moving throughout their region, the scarab rarely, if ever, has to kill for food. If unable to locate the undead the scarab will search for a giant ant colony to feed upon. Their immense size and protective carapace ensure that other creatures avoid attacking them, with the exception of the poorly dispositioned scorpion. This black carapace also absorbs too much heat for them to go about during the day. They are mostly found underground, coming out to scavenge between dusk and dawn.

## THRUSH RATS

STR 2  
AGL 5  
AWR 5(2)  
WIL 3  
HLT 5  
POW 1



### Description

Large, hairless rats with oversized snouts, filled with sharp teeth. The thrush rat's feet are equipped with long sharp nails on each of their three toes.

**Mass:** 20kg  
**Variation:** ±5kg  
**Length:** .7m  
**Size modifier:** -0

**Good reaction roll:** Ignores you  
**Neutral reaction roll:** Watches warily, chitters  
**Bad reaction roll:** Assumes threatening pose, will attack if cornered

**Habitat:** Tropical plains

**Special abilities:** Frailness x2  
AV of 1/0  
Run at up to 10m/sec  
Enhanced sense of smell

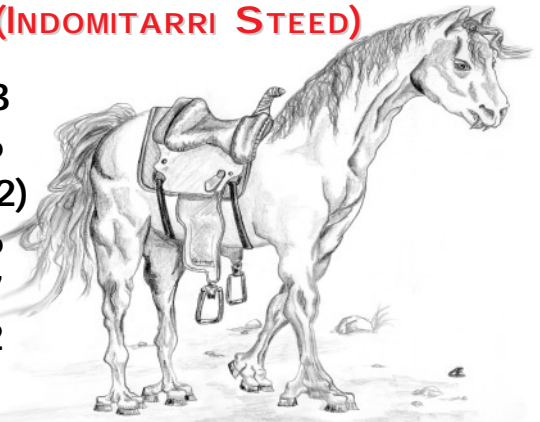
**Skills:** Bite (lethal DV1), skill 3

The thrush rats inhabit the saw grass of the steppes of the Dark Continent. They reside in the razor sharp grass and eat the grass as well, their horny hides providing a degree of protection from its sharp edges. They will not attack unless threatened and even then will retreat upon amassing any injury. The only exception to this being when an adult is defending its young offspring. While not dangerous, the thrush rats can become a nuisance to anyone traversing the steppes. They are numerous and are easily and often stepped upon, causing the rat to bite and the victim to often be pitched head first into the saw grass. Furthermore, the rats are curious, taking any opportunity to make off with items dropped on the ground or chew through packs to get at small, shiny objects while travelers are camped for the night.

Because the saw grass grows year round and at a phenomenal rate, the thrush rats aren't likely to leave the region in the near future. But, as the rats have an enormously high birth rate one day there will not be enough saw grass to feed all the thrush rats. Likely, this will lead the rats to migrate to other areas.

## EQUION (INDOMITARRI STEED)

STR 13  
AGL 6  
AWR 6(2)  
WIL 6  
HLT 7  
POW 2



### Description

Equions have the general appearance of overgrown ponies, with several differences. They do not have hooves, instead having three toes, two in the front and one in the rear. These toes are each equipped with a sharp, hoof-like edge. Their teeth are a mixture of sharp fangs intended for rending flesh and flat teeth used for crushing and grinding. Their coats will be sleek and glossy in warm climates and thick and furry in frigid climates.

**Mass:** 800kg  
**Variation:** ±200kg  
**Length:** 3.0m  
**Size modifier:** -2

**Good reaction roll:** Ignores you  
**Neutral reaction roll:** Move closer to investigate  
**Bad reaction roll:** Possibly attack and trample

**Habitat:** Average temperate to tropical plains

**Special abilities:** Toughness x.6  
Pain tolerance  
Run at up to 15m/sec  
**Skills:** Bite (lethal DV3), skill 4  
Strike (combination DV4), skill 4  
Trample (combination DV6), skill 3

The equion is the fierce steed of the Indomitarrri horsemen. Aggressive in the extreme, these cousins to the horse are to the rest of the world what the camel is to the desert. They can survive on little or no food for weeks at a time and eat nearly anything, from grasses to leaves to small burrowing animals that they can dig out with their toes. Their incredible digestive system allows them to eke out nearly 100% of the nutrients in any substance. If there is any food they cannot gain nutrition from it is unknown. They do not thrive in arid climates, however, because their three-toed feet don't carry their weight evenly across the desert sands and their bodies cannot carry as much water as the camel's.



In game terms, an Equion will be at +1 Difficulty to do things with a rider (up to 85kg) and +2 Difficulty if carrying a rider and gear.



## ADVENTURES

### Blind Justice?

This adventure is designed for a single character, however, it can readily be adapted to suit a larger party. Specifically, it is designed for the character detailed below. And really, it isn't so much an adventure as a guided tour to Cairo, politics and life in the P.I.T. The following text will be geared towards the pre-generated character. For any other characters the gamemaster will have to insert their own scenarios based upon their characters' backgrounds and personalities.

### SISTER ANNA VON REICH

**STR** 4  
**AGL** 6  
**AWR** 6  
**WIL** 5  
**HLT** 5  
**POW** 6

#### Ads & Disads

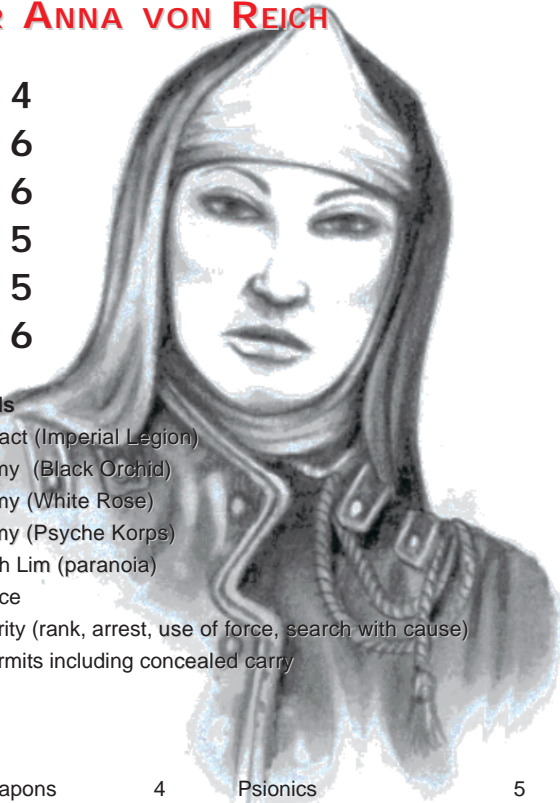
Level 3 Contact (Imperial Legion)  
Level 2 Enemy (Black Orchid)  
Level 1 Enemy (White Rose)  
Level 1 Enemy (Psyche Korps)  
Level 3 Psych Lim (paranoia)  
Pain Tolerance  
Police Authority (rank, arrest, use of force, search with cause)  
Weapons permits including concealed carry  
Age (27)

#### Skills

Projectile weapons	4	Psionics	5
Melee weapons	4	Law	3
Unarmed combat	4	First Aid	3
Land vehicle operation	3	Second language	4
Streetwise(-1)	5	Area kn.(city)(-2)	5
		Running	3

#### Powers

Psychic Leech  
Psyche Sight  
Telepathy



As with any Imperial Marshall, otherwise known as an Imperial Affairs Agent (therefore a representative of the Church of Frey and Freya), Sister Anna has no memory of her life before beginning her training in the Seminary. Since she is a half-alferi she is in the Protestant division of the Church's hierarchy. As this is her first assignment in the field, Sister Anna has a great deal of theoretical knowledge concerning the P.I.T., humans, half-alferi, the alferi involvement, the Imperial Legion, the human resistance movements, and the Church's position on matters concerning the area. Obviously, with no practical experience she is likely to run into many unforeseen complications during the mission.

The "good" Sister is a powerful psionist. Her most powerful ability is her telepathy. One aspect of this power which she has never reported to her superiors is that beyond her normal ability she gathers psychic impressions from every person she encounters. These impressions take the form of visual images formed in the person's mind regarding whatever they may be thinking about. What is most unusual about the impressions is that she is often times able to receive them from powerful telepaths and persons who are normally psionic blockers. So far, none of her victims have been able to detect the use of the ability upon their person.

Sister Anna always is adorned in her jet black IAA uniform and wears her black habit over her hair and the white parochial collar around her neck. She carries a standard issue P-38 with several additional clips along with a survival knife and a hand incendiary gun and 10 rounds of incendiary ammunition. As her skills suggest, she is well versed in the usage of these weapons. She also has a submachine gun packed away with her gear along with a number of extra clips of ammo.

For character development purposes, Sister Anna is a balanced character, built on a half-alferi (human/Lunarii) base of 135 Attribute and 115 Skill Points, with 11 points left over. These points need to be spent on the telepathy power somehow, with the remainder going towards ASP.

#### Setting up the adventure

If Sister Anna Von Reich is used for the adventure the gamemaster should use the following set up:

Having successfully completed your training and graduating from the Imperial Seminary at Rome, you are now receiving your first assignment as an Imperial Marshall, an agent of the Imperial Affairs Agency, the branch of the government headed by the Church of the Divine Twins which ensures the Kaiser Reich's edicts (and specifically those of the Church) are adhered to. You have been issued your weaponry, uniforms, and assignment, which reads as follows:

## Reich date 1997-0419

*You are to make haste to the P.I.T. There you will meet your Psyche Korps liaison, Colonel Wolfgang Von Sturm who will offer you his assistance in your investigation. Under no circumstances are you to discuss your findings in the investigation with the Colonel or anyone else, with the exception of the senior Imperial Marshall in the P.I.T., Reverend Edgar Riess. Be forewarned, however, that Colonel Von Sturm and the good Reverend share a loathing for one another and will not cooperate with one another to aid you in your investigation, even upon fear of reprimand from their superiors in the Fatherland.*

*Earlier this very morning a patrol of Imperial Legionnaires responded to screams originating from the docks upon the Nile river. What they discovered was an Imperial Marshall beset by unidentified assailant(s). The assailant(s) escaped, leaving the Imperial Marshall lying in his own blood. The Marshall never regained consciousness before expiring, so the identity of the assailant was never discovered. The IA Agent's corpse was horribly mutilated, covered with lacerations, contusions, and bite marks. The corpse is secured in the morgue at the Imperial Legion headquarters in Cairo awaiting your inspection. The corpse will be incinerated if it re-animates, so you must make speed there to view the body before it is destroyed.*

*Your assignment is to ascertain the identity of the Marshall's murderer(s), the motive behind the murder, and file this in your report. Disciplinary actions will then be enacted based upon your report to Imperial Affairs headquarters. Any persons attempting to hamper your investigation may be assumed to be acting against the interests of the Reich. As an Imperial Marshall representing the Church you may call upon any of the Kaiser Reich's police and/or armed forces to assist you as you deem necessary. Blank warrants (3) have been provided to expedite your investigation. Because urgency is needed to examine the corpse you will be transported to the P.I.T. by way of an Imperial Aerotransport. From there, you will be left to your own resources.*

Colonel Wolfgang Von Sturm will be awaiting Sister Anna's arrival at the landing field. Standing rigidly at attention, garbed in his coal-black uniform, the Colonel is the epitome of the silver Alferi. His face is devoid of any emotion, but his eyes are filled with fury and hatred. He apparently does not like the idea of working with Imperial Affairs or a half-alferi.

*Heil das Reich! Greetings fraulein. I welcome you to the P.I.T. I am sure your superiors have already given you notice of my aid in your investigation. Let me make myself clear, however, that I will only offer what services I deem necessary and convenient, regardless of what the Church has to say in the matter. Now, if you will see to your baggage and follow me, I will see you to the Imperial Foreign Legion Headquarters. Once there you may begin your investigation in whatever manner you see fit.*

The Colonel is not a talkative man and any attempts at conversation will meet with failure. If questioned about any matters he will simply and bluntly inform the Sister that he has no intention of discussing anything until he has returned to Legion Headquarters. Any attempt to use telepathy on the Colonel will reveal the following images:

Through the Colonel's eyes every other creature is seen as nothing more than an animal to be used as he sees fit. So many atrocities have his eyes seen, it makes you gasp for breath. You might feel for this man, if it were not for the fact that in every scene it is he who is committing the horrid crimes or ordering others to do so in his stead.

There is no love in this Alferi's heart. His devotion to the Psyche Korps and the Kaiser Reich exists only because of the power he gains from his service. He could care less whether the Lunarri controlled the world or fell into the same pit of despair which mankind now resides. His only pleasures are obtained by torturing others and spreading fear and dread. If Wolfgang Von Sturm could love anything it would be power. And, he would be willing to do *anything* to preserve the power he already possesses or advance his sphere of influence and control even further.

Once at Legion Headquarters Colonel Von Sturm will disappear. If Sister Anna is taken to conducting her own investigation without Von Sturm's assistance she can either view the corpse or begin speaking with the Legion officers.

## The Corpse

Traumatic shock brought on by severe injuries is listed as the cause of the Imperial Marshall's death. The Marshall was a full blooded Lunarri male of approximately 400 years of age, however, the Marshall has no public identity, no doubt due to his highly secret work. The Marshall was not only tall for an Alferi, but much heavier than normal, all of which was composed of muscle. Unlike most Lunarri males, the Marshall's hair was not close-cropped. Rather, it was long and was beyond shoulder length. You cannot help but notice that the Alferi had been extremely hairy in comparison with others of his race. Finally, both the fingernails and toenails are severely overgrown. Closer examination reveals them to be extremely strong and sharp. Coarse, silver hairs were found with the body. They were believed to belong to the Marshall, having been pulled loose from his scalp during the struggle.

The lacerations appear to have been made by some type of claw or talon, but you make an observation regarding each of the lacerations; the wounds were inflicted by a being trying to grasp and hold the Marshall and the Marshall subsequently trying to escape the beings clutches (obvious from the deep entry wound and the jagged, uneven flesh tears that follow a curving pattern, as if pulled backwards). The bite marks don't resemble those of any of the large animals indigenous to the area, but are far too large to be human

(the coroner has speculated the bite originates from some species of carnivorous primate). You notice that the number of teeth and their subsequent positioning match those of a human, even if the shape of the wounds, and hence the shape of the teeth, do not. The hairs found upon the scene are too coarse to be those of an Alferi and you note that the Marshall doesn't have any wounds to his scalp indicating that any hair had been forcibly removed.

Robbery is not a motive, for nothing of value was removed from the Marshall's corpse. The person or persons responsible for the murder either knew that the Imperial Marshall was going to be coming to the docks on the night of the murder or followed him there. So, this crime was quite possibly committed by someone who knew the victim.

### Questioning the Legionnaires

When questioning the Legionnaires, Sister Anna is likely to come up with little useful information. They don't like her, are too close-knit to discuss things with outsiders, or both. What she will be able to glean from them is:

1. The Marshall always preferred his own company to that of others, even other Alferi. He was close with his half-alferi aide de camp, who herself was murdered not more than a month prior. After her body was stolen from the morgue before cremation, the Marshall began to sink into depression, further isolating himself from the other Alferi.
2. The Imperial Marshall and Colonel Wolfgang Von Sturm bore no love for one another, each trying to out do and discredit the other at any opportunity.
3. Colonel Von Sturm was present at Legion Headquarters performing an interrogation for all of the evening and throughout the night of the murder.
4. The Marshall had on several occasions come into conflict with another Imperial Marshall, Edgar Riess. In one incident the Marshall had tried to physically batter the Reverend at the pub which they both frequented, the Last Rite. While the Reverend's known ability to negate many psionics prevented the Marshall from using his abilities, Sister Antoinette humiliated him in front of the bar's patrons.

### The Last Rite

The Last Rite is as seedy a dive as one can find among the dock districts of the P.I.T. Prior to the Alferi invasion, the building had been a Catholic church. During World War II the church was a meeting place for the freedom fighters of the Allied resistance which launched top secret forays into axis controlled Libya and southern Europe. Today, it is still a safe haven for agents of the freedom resistance, which is ironic because it is also a favored haunt of the Imperial Legionnaires and Psyche Korpsmen.

Even to those who hold no credence for the lost faith of Christianity, entering the pub can be a disconcerting experience. Beautiful, hand crafted stain glass windows line the walls, depicting scenes of Christian martyrs. Yet, smoke fills the air of the main room of the tavern, while loud noise echoes off the walls. Empathy is not needed to feel the unusual combination of peace and serenity and decadence and despair which permeate the atmosphere of this old building. Only in a place such as this can one find human, Alferi, and half-alferi sharing a drink, exchanging information, sharing a moment of peace (albeit a strained one).

While a few sidelong glances and glares can be expected by the entrance of an Imperial Marshall, the conversation will not drop below a dull roar, no one will rise to run away in fear and no one will rise to strike a surprise blow against the Alferi overmasters which occupy the land; at least not immediately. If a table is not available, the proprietor will see to it that some human vacates theirs immediately.

Having been seated and her order taken, the proprietor will come to Sister Anna's table to make sure everything is in order and all her needs are being met. At this time the Sister can question him. Jamal Muhammed is a short, barrel chested man with a swarthy complexion and typical Arabic features. Like any true merchant he has a glib tongue and sharp wits, always finding a way to keep his clientele pleased and the authorities properly bribed. While he will be conversational and friendly he is not likely to release any information which could endanger or offend any of his other customers, or offer for free anything that he can get tangible or intangible rewards for. What he can relate to Sister Anna is listed below. As far as Sister Anna can tell, any information presented is true to the best of Muhammed's knowledge (and is available elsewhere, which is the only reason he would offer it for free).

1. The Imperial Marshall frequented this establishment for several years.
2. He was until recently accompanied by another Imperial Marshall, a half-alferi female, whom he heard had been killed some weeks prior to the Marshall's own murder.
3. No, he does not know the identity of the Marshall's murderer.
4. Everyone fears Imperial Marshalls and their investigations, so it is very likely that the Marshall had many enemies who would be more than willing to kill him at any opportunity.

Just in time to remove the proprietor from the hot seat, a man slams a P-38 unto the table and seats himself across from Sister Anna. The Man is dressed in the jet black uniform of an Imperial Marshall, but his uniform is worn and stained and several buttons are unbuttoned. Sister Anna will no doubt be surprised that the man is neither Alferi or half-alferi but human. He is unshaven and has a haggard, worn appearance. He has obviously had several drinks while on duty.

Behind him, standing at rigid attention, is another Imperial Marshall: a half-alferi female of athletic build wearing the black uniform and black habit of the Sisterhood. This could only be the infamous Reverend Edgar Riess and his *aide de camp* and body guard, Sister Antoinette. Sister Anna should be rightly outraged at Riess's conduct and appearance, but has her orders and he is a superior officer (for now).

*"Evening, Sister. Out slummin' or is this official church business? A word of advice to you: Keep your sidearm in your hand or within easy reach when your in the P.I.T. Sure, the locals are fearful of Imperial Marshalls but there are psychos a plenty just waiting to place a slug in your skull in this section of Cairo. Oh, but what was I thinking? I'm sure you've already been trained to deal with this type of situation as well as any other which might rear its ugly little head, haven't you?"*

Every Imperial Marshall knows of Reverend Edgar Riess, the only human agent in the Imperial Affairs Agency to date. He is in an ironic and pitiable position (assuming one really gave a damn, that is). As the *only* human in the IAA, he is a statement by the Church of their supposed willingness to allow humanity into the Lunarri society, by placing him in the ranks of one of the most powerful organizations in the civilized world. Unfortunately, everyone now hates him. The Lunarri see him as an unwanted infiltrator and a blight upon their otherwise perfect social organization. Humans view him with malice, for in their eyes he is a traitor to his own race. To the half-alferi he is a sign that humans and Alferi may be able to live a separate but equal coexistence, possibly signaling the end of the short lived half-alferi population explosion.

Since no one cares to listen to his explanations on how he came into his position, what his mission is, or why he remains in the employ of the Lunarri anyway, Reverend Riess employs a rather effective strategy to ensure his safety. He uses his power, abilities, and contacts to make nearly everyone hate him. At least this ensures him some degree of safety by showing everyone that he doesn't play favorites. After all, he is an equal opportunity tormenter.

Sister Anna will immediately notice that all of her psionic abilities damped to unusably low levels as the Reverend sat down at her table. The only power which will remain functional is a shred of her empathic ability. The partial mental picture which emanates from the Reverend can be described as follows.

*Anguish. So many have suffered. Many have perished, but so many are forced to endure the trials of life, suffering with the mental anguish of losing loved ones, coping with the harshness and tyranny of the lands they dwell in, and the overwhelming horror evoked by the supernatural which roams the land. Children fight alongside adults for their peoples freedom and likewise die beside them in pools of their*

*own blood. Even if the battle is won a new foe arises upon the battlefield. Brother will battle brother while friend combats friend as the corpses animate and seek to squelch the life forces of the living which taunt them, reminding them of the life they once possessed and the eternal damnation which they must now suffer.*

*He is a helpless onlooker as the student dissidents are chained to the iron rod driven deeply into the ground. He hears the horns of the jeeps blare, alerting everything within ear shot of their presence. He sees the looks of pure, unadulterated fear in their eyes as they struggle to free themselves from their confinement. He feels the sense of death in the air moments before the living dead shamle out of the forest's confines. He hears the sounds of the carnage: the youth's screams, the decaying teeth tearing away chunks of sinew, the pleas for mercy to the ears of deaf gods, the bones snapping under the unearthly strength of the dead ones iron grip, and the laughter of the Lunarri all around him. Later still, he hears the whispered insults and threats made by his fellow humans, most of whom believe him a traitor to his race.*

Reverend Riess will be more than happy to discuss the investigation with Sister Anna. Standing behind Reverend Riess, Sister Antionette remains quiet, yet her roving eyes and alert posture indicate she is intent on ensuring his safety. Empathic impressions from Sister Antionette are those of classroom lessons and drill sessions from the Imperial Seminary combined with mental observations of all those she sees. No doubt, she is as loyal to the IAA as the Reverend disloyal. Since only the Reverend will speak, the following can be used in answering Sister Anna's inquiries.

Do you have any idea who killed the Imperial Marshall?  
*No. But I wish I did, because I'd love to shake their hand and buy them a drink. He was the most arrogant bastard I've every had the misfortune of meeting. And, as they say here in the P.I.T., "The only good hound is a dead one."*  
 Hound? What exactly is a hound?

*Oh. I forgot that you're only a novice and not privy to that information yet. The "hounds" are special IAA agents, Imperial Marshalls with a specific agenda. They're all super patriots who combat the human resistance movements and the Church of Technology on a personal level. They're all morphs, shape changers, who track down resistance agents and church templars and assassinate them, eliminating the danger they represent to the Kaiser Reich. As you can guess, they're not well liked here in the P.I.T. and they don't live long if the resistance agents corner them. Our dead associate and his aide were both hounds. Apparently, the Black Orchid caught them before they got caught themselves.*

Do you have any idea who killed the Marshall's aide?  
*I can't be certain, but my sources tell me that the Marshall killed her himself. Word has it that the two were much more than partners. Apparently, she became pregnant. She hid her condition from him for nearly five months before she began to "show". As we both know, most of our beloved benefactors are extremely racist, and such was the case with this hound. It was ok to sleep with a half-alferi, but the idea of the half breed bearing his child was unacceptable.*

*I'm sure your aware that the Lunarri are completely opposed to abortion. Of course, this doesn't have to be an option when your society doesn't view anything wrong with simply killing the fetus' mother while she's still pregnant. When they finally came to blows I hear it was a sight to behold. Apparently, they both morphed and locked up in mortal combat. She lost, but judging from the amount of silver fur strewn about the dock and all the bandages he wore for the next week I'd say she put up a valiant fight.*

*He told the investigator that they had been attacked by agents of the Black Orchid and the Hand of the White Rose working in concert with one another. Of course, the Lunarri investigator took his word as truth. After all, he was an Alferi and she was only a half-alferi. It's all a story, however, because the Hand and the Black Orchid have never cooperated with one another and never will. You and I both know that. It wasn't much of a surprise when they were blamed for the abduction of the corpse, even though neither side ever came forward to take credit for the deed. What's more likely is that he disposed of the body so the coroner's report wouldn't state that she was pregnant with an Alferi child.*

With that statement the Reverend sits at attention in his chair, staring across the room. His intent gaze is locked upon none other than Colonel Wolfgang Von Sturm. The Colonel strides boldly up to the table, his own gaze locked into that of the Reverend's. Sister Antionette has yet to make a move but a scowl has formed upon her face at the Colonel's arrival.

The Reverend slowly rises from his chair, never taking his eyes off those of the Psyche Korpsman. A telepathic image forms in your mind, originating from the Reverend. In the scene you previously glimpsed with the dissidents and the living dead you now see Colonel Von Sturm holding a pistol to Riess' back, forcing him to view the youth's plight. There can be no doubt that these two hate one another with an intensity beyond reason. Riess speaks.

*"I do hope you'll excuse me, Sister Anna. I have business to attend to which demands my immediate attention. Please brief me to your findings and conclusions in the investigation before submitting your report."*

With that he does an about face, and he and Sister Antoinette exit the bar.

Colonel Von Sturm seats himself in the chair next to you. *"I do hope the good Reverend hasn't been sullyng my image in your eyes while I wasn't present to defend my honor."* As he raises his hand to signal the barkeep that he is ready to order he nonchalantly states, *"I am prepared to answer your questions now, but mind my rank and position and keep them respectful and I might be of some assistance to you."*

At this moment Sister Anna shouldn't help but notice the differences between the two men. The Colonel is rigid, arrogant, racist, and cruel. He is impeccably dressed, well groomed and manicured, not to mention slender and in top physical condition. Reverend Riess is despondent and cynical yet wry and witty. He goes to great lengths to wear his uniform in a manner which insults all Alferi he meets. As for his physical condition, he appears haggard and excessive drinking has made him a bit over weight and seemingly out of shape. But, appearances can be deceiving and she suspects that is just what the Reverend wants onlookers to believe when sizing him up for a scuffle.

Questioning the Colonel is no easy task, despite his seemingly cooperative attitude. The gamemaster should portray him as evasive in most situations, unwilling to answer some questions, and offended that he has even been asked some questions. Below are a few of his answers to some obvious questions.

Colonel, do you know who murdered the Imperial Marshall?  
*No, and I do not envy you in your task for their are many who would love to have killed my kinsman, myself included. He was cruel, arrogant, and extremely self centered; an atypical Alferi. Off hand I would speculate that your prime suspects would be agents of both factions of the human resistance movements, the members of the Church of Technology and their templars, Reverend Riess and Sister Antionette, and finally myself.*

What was Reverend Riess' relationship with the Marshall?  
*Riess hated him. No surprise, however, for Riess hates all Alferi and damn near everything else in the world. They came to blows just before the Marshall's aide was assassinated, I believe over the female aide. Seems she had become impregnated, by whom we can only speculate. The Marshall was irate again and was apparently going to rough up his aide at this very table. Before he could strike her Riess slammed a shoulder into him from behind. Riess is a psionic blocker so the Marshall was left to his formidable physical skills to fight this battle. Normally the Reverend lets Sister Antoinette see to his defense. This time he handled it himself. He's a capable combatant and he fights dirty; the kind of person who brings a pistol to a knife fight. He handled the Marshall without suffering any serious injuries and succeeded in publicly embarrassing the hound as well.*

You knew he was a hound too?

*Everyone knows he was a hound. He wasn't dangerous to the resistance movements or the Church of Technology. In fact, he was on the take from all three groups. I've heard he met his end because either one of the groups found out he was taking from another and decide to end their affiliation permanently. That or the Church found out he had made their contact into a middleman and was obtaining arms from the Church and smuggling them into the Fatherland, passing them off as Alferi creations.*

Where can I find the resistance agents?

*Oh. I'm sure they've already taken notice of you and our conversation. You won't have to go to them, they'll find you. I'm sure you do realize that we don't know their headquarters location, however. If we did you can rest assured that I would personally lead a squadron of Legionnaires there and arrest them. After interrogating, torturing, and executing them I'm sure the Kaiser would see fit to promote me to Governor of the P.I.T.*

How well did you know the Marshall?

*Well enough. We've tangled publicly and privately for years now over various different reasons. I'm sure you will no doubt hear a great deal about our public controversies from the locals if you inquire with them. Regardless of what you might hear, dear Sister, I can assure you that I had nothing to do with his death, however. Which is unfortunate, for I would have loved to have been the one to end his miserable existence.*

At some point your empathy picks up the following image. Through Von Sturm's eyes you witness more than one battle with the Marshall, but only the first strike, which was always made by Von Sturm. On one occasion Von Sturm uses his ability to create and manipulate fire to scorch the Marshall, who in turn whirls about with a bestial snarl engraved upon his face. Another time the Psyche Korpsman unleashed a crushing onslaught of psychic energy at the Marshall which drove him to his knees. Yet, always the Marshall arose sprouting silvery hair, fangs, and claws and advancing towards von Sturm with furious eyes. Above all else, you feel Von Sturm's hatred and disgust for the Marshall which goes far beyond professional animosity and delves deep into an unknown but purely personal agenda.

With that Von Sturm excuses himself and leaves the Last Rite. No one else will be able to answer any of Sister Anna's questions, although with her empathy she can glimpse many images associated with Colonel Von Sturm, Reverend Edgar Riess and Sister Antoinette, and the murdered Marshall and his assistant. Mostly, Sister Anna picks up feelings of antipathy, hatred, and fear. There is no doubt in her mind that someone in this room intends to ambush her when she leaves the tavern.

Sure enough when Sister Anna leaves the tavern she can feel the empathic presence of several people, a mixture of human and half-alferi by their telepathic signature, shadowing her steps. She hears them draw closer as she comes to a deserted section of city street. Now the footsteps gain speed as the group rushes out from the shadows to assail the Sister.

It is up to the gamemaster to determine how many assailants are in the group. Please tailor the encounter to be challenging, but the end result should be that Sister Anna either realizes she cannot defeat the overwhelming number of attackers and that they are only trying to subdue her, not kill her, and decides to surrender, or she can simply be overwhelmed, beaten into unconsciousness, and taken to wherever the attackers were intending to lead her to in the first place. The attackers are STR 5, AGL 5, WIL 5 and have relevant combat skills of 4. However, it is quite conceivable that she could prevail against them, in which case someone's opinion of her will need to be modified. She will probably get a more polite invitation the next day.

Once Sister Anna either surrenders or is pummeled into unconsciousness, the thugs will either blindfold and escort her or carry her unconscious form to their hideout. Once there she will be left alone in a dark room to wait. While there she can empathically sense the minds of dozens of humans and half-alferi all loaded with intrigue, desires, hatred, and fears. One common denominator rests in each of their thoughts, however, they all fear and loathe her, the Imperial Marshall, and would prefer to either see her dead and incinerated or released from their compound. All pray that the agents who brought the Sister here were not followed by another Imperial Marshall, a Psyche Korpsman, or a Legionnaire.

Although she does not feel the presence now, when the thugs attacked her on the street, Sister Anna was being watched by someone. Whom this person or persons were she does not know, but she feels assured that the thugs who abducted the group was indeed followed. It stands to reason that the person trailing the abductors is no friend of theirs either.

Suddenly, the door to the dark room bursts open and three men enter. Two of the men are no different than the common thugs who abducted you from the streets. The third man, obviously the leader of the three, is also rather plain, but to your trained eye you recognize that he only appears to be plain and non-recognizable only because he goes to great lengths to hide and disguise himself. You can see that he is tall and extremely muscular, even though he keeps his bulk hidden under loose fitting robes. His turban does not allow you to know if he has any hair or what color it is and his dark tinted spectacles hide his eyes from your view. While the common observer might be fooled, you recognize that both his beard and mustaches are in fact fakes, mere

disguises to dupe onlookers. You are dragged to a table across the room and forced into a chair. The turbaned man seats himself in the chair across from you and begins to speak.

*I won't bore you with small talk, Sister Anna. You must cease your investigation into Fenris' death. There are too many complexities which are best left undiscovered in that particular Lunarri's dossier. It is our intent to convince you to either cease all investigations or render an ambiguous ruling on his death. Or remove the affair from your concern altogether.*

Who are "We"?

*Let's not play dumb, Sister. We know you are an Imperial Marshall on your first mission, but expecting us to reveal anything we do not wish to is foolish nonetheless.*

What makes you think I'll believe anything you have to say? *Because I have information which you may find useful. Fenris hated humans and half-alferi but he had the Kaiser Reich's best interest in mind. He realized that by working with the White Rose he could gain allies which would aid the Fatherland.*

Who is Fenris?

*Fenris Von Sturm. Your Imperial Marshall had many enemies here in the P.I.T. including Reverend Edgar Riess, the Black Orchid, and his hated sibling, Colonel Wolfgang Von Sturm, the infamous Psyche Korpsman.*

You want me to believe that an Imperial Marshall was working with the human resistance?

*He wasn't working with us. We were simply his contacts with the Church of Technology. In return for our assistance and use of our contact network he helped us avoid other IA Agents, Psyche Korpsmen, and the Imperial Legion. We would also tip him off to Black Orchid agents, whom he would hunt down, torture, and execute. This let him fulfill his orders, sate his taste for violence and destruction, and keep his public appearance as a hound.*

Why should I believe you?

*You don't have to believe me. But I'll be happy to set up an interview with Imhotep, the High Templar of the Church of Technology. In fact, I insist. The interview has already been arranged. We will take you to Imhotep as soon as our discussion is finished.*

In return for my good report or overlooking you, what is it you want?

*It is possible for you to take over where Fenris left off. You could bring the violent Black Orchid to its final demise with our assistance and share in the glory Fenris was about to reap from his agreement with the Church. All you need to do is look the other way and lead other hounds, Psyche Korpsmen, and Legionnaires astray from our path.*

Again the door bursts open. This time a young, lithe, half-alferi bearing several firearms steps into the room. She aims her weapons at the White Rose agents, motioning for them to move towards the opposite side of the room. As they move she steps to Sister Anna's side, thrusting one of her pistols into the Sister's ribs while keeping the other leveled on the agents. Quietly, she ushers Sister Anna out of the room, into the corridor, past several bodies bearing signs of professional and quiet execution, and out of a door at the end of the hallway into the streets of Cairo where a group of seedy characters await you. As you begin your rush through the streets, pursued by the agents of the White Rose, the half-alferi begins to speak with you.

*Enjoy the fresh air, Fraulein, because this may be the last chance you get to draw a free breath. You are going to be the catalyst that draws the Kaiser Reich into our struggle.*

Who are you and what struggle are you referring to?

*We are the Black Orchid. We intend to take you to the Imperial Legion headquarters. There we will slit your throat and leave a white rose upon your mutilated corpse. The Legion, Colonel Von Sturm, and Reverend Riess will all then assume that the White Rose is responsible for your murder and Fenris' as well, since you were murdered during the course of your investigation. Then the Kaiser Reich will be forced by the Church of the Divine Twins to unleash more hounds, Psyche Korpsmen, and Legionnaires to track down and annihilate the Hand of the White Rose.*

So, you're responsible for Fenris' death after all!

*Ha! We could only dream about taking out our vengeance upon the hound. He has murdered more than a score of dedicated agents over the past year. He was assisted by the agents of the White Rose, who provided him with the identities and locations of our operatives. He left their operatives alone, naturally, because they were his contacts with the Church of Technology.*

With that the abductors round a corner and are confronted by another unknown group of armed men. All the men are dressed in robes of white, coarse cotton with the symbol of an Ankh dyed in black upon the chest. A fire fight erupts between the two parties. While no one is shooting at Sister Anna, no one is taking any precautions to miss her either. Within moments the agents of the White Rose arrive upon the scene and join in the fray. Sister Anna should realize that now is the perfect opportunity to attempt her escape.

The lead agent of the Black Orchid group is named Kess. She is the half-sister of Tess, the agent of the Black Orchid who causes so much problems for the White Rose and the Kaiser Reich within the Fatherland. It is quite probable that Kess will be maimed or killed during the ensuing conflict. If this happens Sister Anna and anyone with her are going to gain a powerful and determined new enemy, her sister, Tess.

This encounter ought to give your players all the fight they can handle. It is up to the gamemaster to determine how many thugs are present and just how much fire power each person possesses. While it is not advisable to wipe out your group here, if they persist on fighting on when the opportunity for escape arrives then let them have it with all the power and strength all three sides can muster up. If they manage to defeat all of the assailants they are sure to be severely weakened and easier pickings during the later encounters.

During the battle, sometime after the character(s) are beginning to be overwhelmed an opportunity for escape will pop up. A man will rush out of an alley, grab Sister Anna by the arm and attempt to rush her off down the street. Sister Anna may still be battered from previous encounters and too beaten up and exhausted to resist the offer. With several of the assailants in hot pursuit he will guide her through the maze that is Cairo's streets, finally ducking into an alley and resting against a building wall. Using nimble fingers that can feel the slightest abnormality, he searches the wall until suddenly a portion of the wall pulls away. Sister Anna can have no idea where she is or where the secret passage leads to but the sound of her pursuers drawing closer should be ample incentive to force her to enter the entrance with the wiry little man. She gets no flashes of ill intent from him, at least in the short term.

There is no light in the corridor and when the door closes behind you darkness overwhelms your senses. Only the hand of the man offers you any hope of finding your way out of this labyrinth and back to the world of the surface. The two of you travel for what seems like hours at a brisk pace, never stopping to rest. Despite any attempts you will make the wiry man will not converse with you other than to say he is taking you someplace safe where a very important person awaits your arrival. finally, you come to a stop. Although you cannot see him in the darkness, you hear the man using his hands to search another wall. A click of metal echoes through the dark corridor as the section of wall moves inward and soft light issues out from the room within.

Inside the room waits a man. He is dressed plainly in white robes and has long flowing, stark white hair and a neatly trimmed goatee. He is of middle years, but you cannot be for sure if he is a human or half-alferi. He sits at a table drinking spirits from a dented metal cup and arguing with a bottle of wine sitting upon the table. His mind is a confused jumble of disconnected images, only a few of which seem to match the room you are in. He seems not to notice your arrival and your guide quietly waits by your side indicating to you that you should remain silent a few moments more, allowing the man to finish his argument with the bottle. In a few moments he curses at the bottle then lashes out at it with his hand, sending it flying across the room where it shatters against the stone wall. Then, his mood seems to lighten as he looks up and gazes upon you and rises to address you.

*Greetings my dear. I do hope my guide did not get you seriously harmed during the ambush. No, I doubt that he would. He enjoys are business entirely too much to do something foolhardy enough to piss me off. Most likely be signing his own death warrant, he would.*

Who are you and why have you brought me here?  
*I'm dreadfully sorry, I am, I am. Imhotep, I am. As for where you are, I have no idea. I got here the same way you did, a long walk through a dank, dark corridor. They chose the location, all I did was show up and have orders sent for you to do the same. Why? Would you prefer I have left you up there to have your throat slit by that hot-headed little vixen? Damn it! Would you please shut those damn dogs up. Their barking is driving me insane. First it's that insolent bottle and now those accursed dogs. If you can't arrange better accommodations next time. I just won't come. (the room is quiet. There are no dogs barking).*

You still haven't told me why you brought me here.  
*I almost forgot about that. I just wanted to clear the air with you about the stink your little investigation has dug up. Tell your beloved Kaiser that the Church had absolutely nothing to do with your hound's death. Your Kaiser will never admit it but Fenris' business with your guide, and likewise his business with the Church has been profitable for the Kaiser Reich.*

What exactly do you mean by that?  
*Damn it! Didn't I tell you to shut up those damn dogs. And while you're up, get me another bottle of that wine you've been hoarding away. And as for you Missy, don't even play me for stupid. You and I both know that the Fenris has been purchasing weapons from goat-boy there, who in turn got them from us. Hell, your scientists haven't had any new inventions for half a century. Of course, the Kaiser Reich denies it. Hell, maybe the Kaiser didn't know. One thing is for certain, however, Fenris was purchasing the weapons and inventions we create. What he was doing with them I don't know.*

*I don't know why I'm bothering to tell you any of this, however, because the simplest solution to the problem is to use a pistol to redecorate the wall with your lovely brains. I suspect they're lovely, anyway. We can't have the Psyche Korps down in the P.I.T. investigating Fenris connection with the Church or the rebel factions. Now can we? Yes, I think that's what we should do. Gunther, please dispatch the good Sister to see her beloved god/goddess.*

A thundering din fills the room as stone fragments of the wall spray across the once secret room. Through the dust swirling about the air you can make out two figures storming into the room. The first figure, tall, slender, definitely female and as nimble as a jungle cat, races towards the coughing figure which is Gunther. Savagely, she grasps the arm which holds the pistol and wrenches it behind his back until

a sickening snap can be heard. She then smashes her fist into the pit of his stomach, doubling him over. Gunther is finished off by a knee smash to his head. Leaving the wiry little man sprawled upon the floor, the woman, Sister Antoinette, rushes to aid her companion.

While Imhotep may seem foppish and incompetent, he is apparently neither, for Sister Antoinette's companion, none other than Reverend Edgar Riess himself, is currently struggling against the High Templar. Riess' normally poorly groomed hair has grown into several enormous serpentine locks which have constricted him, while Imhotep has drawn his dagger and is advancing upon him. Sister Antoinette pulls her pistol and fires off several rounds, although none of them make contact, digging pockmarks in the baked clay walls around him (while the Church of Technology has no *acknowledged* Eternal, Imhotep could have an allegiance and Eternal help of his own).

The templar begins summoning another spell. The air of the room seems charged as a strange whirling wind fills the room. This miniature, charged tornado takes up a position in front of the old man and begins to move forward, apparently at the templar's conscious behest. The concentration necessary to control the spell causes the spell constricting Reverend Riess to dissolve. Realizing that they are hopelessly outmatched in the confines of the small room and facing forces beyond their ability to fight, Sister Antoinette and Reverend Riess grab Sister Anna by the arm and rush her out into the dark corridor.

Flashlights flare to life, illuminating the corridor with pale, yellow light. Only the sound of your and your companions footsteps and gasps of breath echo through the cramped space. After an untold amount of time, Reverend Riess comes to a stop and pulls some netting from the corridor wall, revealing a ladder leading up to the ceiling. Upon climbing the ladder the Reverend opens a portal in the ceiling. To Sister Anna's amazement, the portal opens into the safe confines of the Imperial Legion headquarters.

Now back at the Legion headquarters Sister Anna can take time to recuperate from her wounds (overnight if needed). She will also have time to analyze the information she has obtained and draw some speculations. It won't take long for the Reverend and Sister Antoinette to pay a visit to Sister Anna to discuss the findings of her investigation. The following questions can be ad-libbed to give Sister Anna some more information.

Why didn't you tell me everything you knew about Fenris?  
*For one thing, you didn't ask the right questions. Then, there's the fact that I didn't think you needed to know everything regarding Fenris and his operations.*

This could leave me to believe that you were involved in his death.

*So? Think what you want, Sister. Murders happen every day in the P.I.T. and more often than not they get classified as a death by accidental causes because the Kaiser Reich doesn't want the people involved brought to justice, the clues don't lead anywhere, or the investigators are either too lazy to look into the matter or could care less. If I did kill Fenris it really wouldn't matter in the eyes of either the Church or the Kaiser Reich. But, in reality, I just didn't have enough motive to kill Fenris. Hell, think. If I killed everyone I hated there wouldn't be anyone left in the P.I.T. but the walking dead. And I hate them too.*

Do you think Colonel Von Sturm could be the guilty party? After all, he was his brother and I garnered that they loathed one another and were constantly clashing with each other.  
*Who knows? Its not really Von Sturm's style though. He's a consummate military professional. He prefers to stick to the book. A bullet in the back of the head is more his style. Remember, the Colonel has the authority to do just about anything he wants to do to anyone he chooses. Proving his guilt would be nearly impossible. Bringing him to justice would be even harder. No. If the Colonel killed Fenris he would be bragging about it everywhere.*

What about the human resistance movements?

*As you've seen, they can be effective when using their agents in the proper manner. Their real problem is the feud between the Black Orchid and the Hand of the White Rose. Its a wonder they haven't brought all the hounds down upon themselves by now. The Hand wanted you to know that they weren't involved in Fenris' death, while the Black Orchid wanted to blame the Hand for not only Fenris' death but yours as well. If the Black Orchid had murdered Fenris they would have put up posters bragging about the feat. And as for the Hand of the White Rose, they may be opposed to the oppression of the silver Alferi, but assassination isn't on their agenda.*

The Church?

*Naw. I got word through my sources that Imhotep wanted to meet with you earlier tonight. He wanted to explain that the Church had nothing to do with Fenris' death and what his and the Church's relationship was with the hound. We decided to drop in because the High Templar is a little off the deep end. The voices in his head sometimes get the best of him and he gets dangerous. We were real lucky to get you out of there in one piece. As for Gunther, he was Fenris' contact and fence. He stood to lose the most of anyone involved, so it's unlikely that he murdered Fenris.*

*Gunther is a sneaky, untrustworthy weasel, but he's more loyal than the average person in the P.I.T. and if you need anything, anything at all, then Gunther is the man to see. Well, I guess that brings you back to square zero, doesn't it?*

Before Sister Anna has time to answer the question, however, a human legionnaire bursts into the room, skidding to a halt and attempting to regain his breath.

*"The body's gone, Reverend." he gasps.  
"Slow down, son. What body's gone and from where?"  
"The Marshall." the legionnaire stammers, "The corpse of the Imperial Marshall is gone."*

Obviously pissed and intent upon getting to the heart of the matter, Riess rises to his feet, grabs the legionnaire and slaps him violently. *"What the hell do you mean the body's gone! Did it just walk out by itself?"*  
*"No sir!", the legionnaire snaps. "Two robed figures fought their way out with the corpse."*

Sister Anna thinks it a terrible state of security that two figures could get into the coroner's office at Legion headquarters and escape with a body while being pursued.

A little bit more dressing down by Riess and questioning reveal that two robed figures somehow stole into Legion headquarters and attempted to sneak out with the corpse. They were accosted by several legionnaires who were savagely beaten by the mysterious intruders. Despite the Legionnaire's best effort (for they knew their lives depended on it), the two still made away with the corpse. Once outside they disappeared into an atypical fog and no one can locate their whereabouts. The only clue to the identity of the mysterious corpse thieves is the word Skoll stamped upon the door of the cubicle which held the body.

Riess' face bends into a scowl as he quickly paces towards the door. As he reaches the portal he barks out, *"They're headed towards the docks. Lets go!"*

## The Conclusion

No more foot races through the dark streets of Cairo. Reverend Riess, Sister Antoinette, Sister Anna, and several legionnaires pile into a truck and speed towards the docks of the Nile river. Along the way other troop transports join in the chase, no doubt attracted by the roar of the sirens screaming through the silent avenues of the P.I.T.'s largest city. Forms hide in shadows and cautious, fearful eyes gaze through cracked shutters at the streaking entourage, yet no one dares to impede the official procession.

Within moments the convoy has arrived at the abandoned dock. With no one in sight, Reverend Riess orders the legionnaires to fan out and search for the corpse stealers. Within moments other transports arrive on the scene, commanded by Colonel Von Sturm. He also dispatches his

troops to search for the suspects while he strides over to join Reverend Riess and the Sisters. The two greet each other with salutes, one staunch and crisp, the other merely an acknowledgment of the others existence. Despite the obvious tension between the two they are set upon putting their considerable differences aside to find the thieves. With the unspoken agreement made, the group sets out in search of the corpse stealers.

It will not take long for the group to ascertain the fugitive's location, for automatic weapon fire and screams will echo through the night. More weapon fire and screams will issue out from different locations until it seems that the two fugitives are everywhere. But, when the group rounds one of the corners they will come face to face with their prey. The corpse is not quite as dead as it should be, however.

Two figures claw at the body of the Imperial Marshall. Make no mistake, the hound has been dead some while now, but by his movements of defense it is obvious he has re-animated to undead status. The two figures which rend at him are almost human. Their bodies are ghastly thin, as if suffering from malnutrition. In a few places patches of skin hang limply from wounds inflicted by the hound. Huge mouths filled with needle like fangs open so wide that the jaws seem to dislocate as they bite deeply into the Imperial Marshall's dead, decomposing flesh. They grip the Alferi's corpse with long, cracked, filthy claws which likely carry numerous diseases. Ghuls. Yet unlike normal ghuls (if such a thing can be said to be true), these two have patches of lusterless silver hair protruding from their skin and their features are even more feral than those of other ghuls. Finally, one of the ghuls is definitely female while the other is minute in size and appears to be some form of child.

Aware of the group's presence Fenris calls out for their aid. The two ghuls do not cease their attack, all the while dragging the larger, struggling hound towards the murky river. Fenris cries out for his brother to help him for his mind has not succumbed to undeath as fast as his body has. He pleads for their help, to stop the fiends which are trying to drag him off to some unthinkable abyss. Behind the struggling trio an awe- and fear-inspiring image can be seen. A transparent spectre watches over the battle. The body of the spectre is a parody; partially male, partially female, seemingly split down the center. The male side, definitely Lunarri, bears a dark, iron hard countenance. The female side is undeniably beautiful, yet with its wild darting eye and devious, smirking grin appears quite insane. The female's hand motions to the trio, urging them to come to her side as she glides out over the Nile. The Male wields a great iron broad sword in his thin hand slowly waving it from side to side as if waiting to strike.

Reverend Riess and Colonel Von Sturm stand shoulder to shoulder as the spectacle takes place, neither bothering to raise a hand to assist Fenris. Without direct orders to interfere, the Legionnaires are staying out as well. All realize that the hound is at the mercy of the fickle gods of the Lunarri and none want to get involved. If Sister Anna or anyone else should want to assist the Imperial Marshall the female ghul should have stats +2 more than normal, while the lesser one should be -2 normal (minimum of 1). The spectre may or may not get involved itself, but if it does, it will be to let the spectacle unfold without interference by characters.

## Finishing the Adventure

It should be obvious by now who murdered Fenris Von Sturm: his assistant and lover whom he himself murdered because she became pregnant with his child. Her only crime was not being a full-blooded Alferi.

What this adventure is designed to do was test the players' intuition, resolve, and role playing skills. It also serves to introduce them to many of Apocalypse's notable characters. Contacts can be made, enemies gained, and a familiarity with the P.I.T., its prominent players, and what power games are being played can be learned. From this simple beginning many more adventures can be made dealing with the persons and groups encountered in this adventure.

If the pre-generated character gets killed during the adventure, no big deal. Another character can be generated and the adventure resumed. If using their own characters, which subsequently get exterminated, players can also create new characters who have to piece together what the other investigators have done and still decide who murdered the hound and attempt to bring them to justice. Death comes to even the most well-played and well-designed characters, and the GM is free to make the call that this is a "practice" adventure and the first death doesn't count. What is important is that the players are able to get the feel of the P.I.T. from several different perspectives, and not make the same mistakes again.

## The Children of Kali

This adventure is suitable for use with any type of characters. The gamemaster can tailor the strength of the adventure's villains to match those of his player's characters, subtracting from listed large numbers and adding numbers to any encounter he or she feels is not strong enough to challenge his adventuring party.

Note that this adventure may involve characters in actions that both they and the players will find distasteful. The reluctance or ease with which characters engage in these actions will give the gamemaster an idea of the moral fiber and resolve of the adventurers.

## Setting Up The Adventure

Orphans are common in the P.I.T. The Kaiser Reich allows their continued existence because they can be used in dangerous circumstances where they do not want to lose a valuable adult worker, they can traverse through tunnels and small spaces where adults cannot, and they can pay them even less than their adult counterparts (usually in the form of food, water, clothing, and temporary shelter). With the number of orphans growing by leaps and bounds every day, the silver Alferi view the diminutive humans as a perfect, expendable work force worthy of their exploitation. The orphans are most commonly employed in the mines or in the agricultural fields.

Murders are on the rise in the P.I.T. While this doesn't bother the Kaiser Reich (because all the victims have been humans and half-alferi), it has not escaped the attention of the Imperial Foreign Legion. All of the victims have been adults and have been viciously slashed to death by sharp, short blades of some sort. In some of the instances the victims have had some affiliation or relation to one another, but when reviewing the cases as a whole there is very little that suggests the victims all had the same murderer(s) other than the weapon used. The only significant connections are: any children dwelling in the victim's home were not harmed in anyway themselves; dark smudge stains and coal dust were found at some of the murder sites; a few granules of compost and fertilizer were found at several other crime scenes; and the coroner has speculated that the wounds were inflicted by a type of harvesting instrument commonly found upon the farms south of Cairo.

While the silver Alferi care little about what happens to the humans and half-alferi, they will not tolerate anyone but themselves depleting their slave labor force. The Kaiser Reich has assigned a Psych Korpsman, and a pair of Imperial Affairs agents to investigate the murders. The Imperial Foreign Legion is accepting bids for a charter granting the charter holders the authority to investigate the murders as well.

With all the above investigations in progress, there are several ways for the character(s) to become involved in the adventure.

1. The characters may petition for a charter to investigate the murders. This gives them some authority and shackles them with the burden of responsibility in regards to solving the murders.
2. If one or more of the characters are legionnaires they can be assigned to the case and would be allowed to enlist the aid of the civilian comrades (who more or less get drafted into the Imperial Foreign Legion).
3. If the character(s) are Psych Korpsmen they can be likewise assigned by their regional commander. This will not make them allies with the korpsman already assigned to the case. Please keep in mind that Lunarri korpsmen will not associate or cooperate with non-Lunarri except under circumstances of extreme duress.
4. The characters could have a personal interest in the murders, such as the loss of loved ones (such as a sibling, whose adolescent son or daughter is now missing).
5. The characters can just be in the wrong place at the wrong time and get sucked into the mix in true whirlwind fashion. For instance, the characters just happen to be walking by a house where a murder is being committed, rush inside to assist the inhabitants or aid the killers, as the case may be, and become eye witnesses to the event. Then the children of Kali will no doubt pursue them to make sure there aren't any witnesses. All the while the Legion and/or the Psych Korps may in their usual paranoid fashion consider the characters the probable suspects.

Regardless of how the characters become enmeshed in the murders, you are going to want to lead them through a series of encounters, using clues to guide them to each encounter, with another clue being found at that encounter which will lead them to yet another encounter. This is a linear adventure style, which is certainly not the best way to run things, but it serves as a short adventure and does provide a primary plot from which you can draw sub-plots as necessary. Solving the crimes could take months, and the perpetrators may be involved in other activities at the same time. The primary encounters should go as such:

1. Initial encounter to begin the adventure (chosen from one of the previously listed choices).
2. A possible attack by the children against the investigators of the case to cause chaos and confusion.
3. Investigation of the mines.
4. Encounter with the Imperial Affairs agents, Rev. Edgar Riess and Sister Antoinette.
5. Investigation of the farming communities, south of Cairo along the banks of the Nile river.
6. Encounter with the Psyche Korpsman Wolfgang Von Sturm.
7. A second nighttime attack by the children which leaves the characters with a captive and more clues.
8. The climactic final encounter with the children of Kali at the micro-brewery.
9. Tying up all the loose ends.

## Encounter #1

This is going to have to be left up to the gamemaster to decide which of the previously listed scenarios best fits the players and their characters. It should be simple enough, however, for you only need give the party a background and second-hand information unless the group stumbles upon one of the murders. In such an encounter use the statistics listed at the end of this section for melee combat.

Characters can also purchase a charter to investigate the murders. This costs a certain amount of money, but pays off a much larger amount upon closure of the case if the characters bring the perpetrators to justice. How much it costs and pays is up to the gamemaster. Such a charter comes with an authority to purchase search warrants related to the case for 100Cr each (normal cost+1), for up to 30 days from the purchase of the charter. If the characters are petitioning for the charter to officially investigate the matter the gamemaster should really rake them over the coals with bureaucracy. Clerks should possess a chip on their shoulder and ask the characters off the wall questions obviously aimed more at garnering information about the personal lives than their qualifications. This harassment can be offset with the proper financial incentive, but characters are likely to have to bribe several other clerks and government workers just to keep them from squealing to the authorities. You can see that this private enterprise system of criminal investigation is rife with possibilities for abuse, and it regularly is. That's life in the P.I.T.

Only after characters have been officially chartered to investigate the murders should the clerk inform them that they have a set period of time to solve the murders. It is up to the gamemaster to determine the time period for his or her group, but keep in mind that you want to push your characters and make things as confusing and chaotic for them as possible. Just to keep their minds focused on their goal the gamemaster might want to remind them that failing to solve the crime means loss of the funds spent on the charter.

As officially chartered investigators the characters will have access to results from the Imperial Legion's crime laboratory. This facility can analyze any material to determine its composition, hopefully providing the characters with any information they require. Keep in mind that this is not a 1990's genetic research facility and is only capable of base analysis on substances using earth's 1940's technology. Analyses also cost 100Cr each, payable in advance. Characters will also be directed to the Imperial Kaiser Reich University's criminology division for questions regarding possible motives or tie-ins of the clues. The gamemaster can point a struggling group in the right direction by playing the distracted academician.

## CHILDREN OF KALI (YOUNGER)

**STR** 2  
**AGL** 5  
**AWR** 3  
**WIL** 3  
**HLT** 3  
**POW** 3

### Ads & Disads

Suicidally devoted  
Age (7)

### Skills

Melee weapons	2	Second language	2
Hand axe	+1	Running	2
Pickpocket	2	Climbing	2

The children of Kali always attack with either a knife or a small, hand axe like weapon consisting of a 30cm handle affixed to a razor sharp blade which is 10cm long and 5cm wide (total melee damage of 1 or 2). They rarely attack in any other pattern than that of a mob, preferring to ambush opponents whenever possible. Few if any of the younger children will possess paranormal powers.

## CHILDREN OF KALI (OLDER)

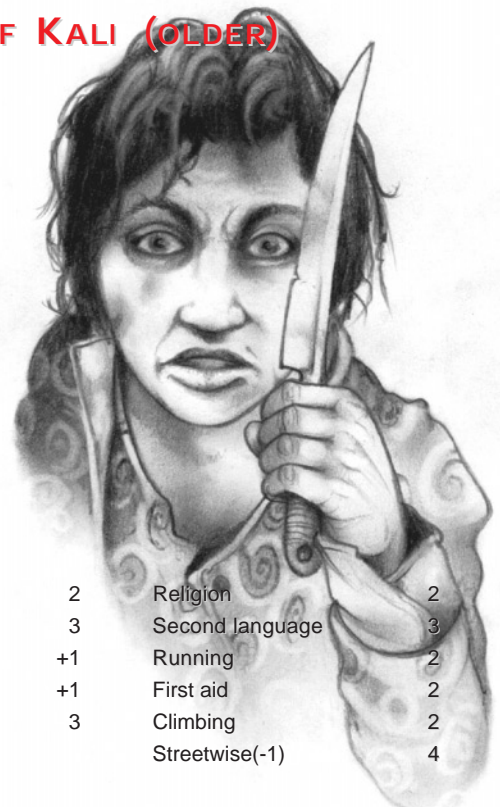
**STR** 3  
**AGL** 6  
**AWR** 4  
**WIL** 3  
**HLT** 4  
**POW** 4

### Ads & Disads

Suicidally devoted  
Age (11)

### Skills

Projectile weapons	2	Religion	2
Melee weapons	3	Second language	3
Hand axe	+1	Running	2
Knife	+1	First aid	2
Unarmed combat	3	Climbing	2
		Streetwise(-1)	4



These young zealots form the upper echelon of the ranks of the children. They can very rarely, if ever, be swayed from their devotion to the Black Mother. These children are tough, streetwise survivors able to hold their own in any fight. At the gamemaster's discretion any of the children may possess a psionic paranormal power granted to them by the Black Mother. So far, the children have always prevailed, and always take their own dead back with them, leaving no solid clues as to who is doing the attacks.

The gamemaster should tailor the number of children encountered to suit the strength of his or her group. Remember, you want to test the party, possibly maim one or more party members to show the true danger the children represent, but you don't really want to wipe the party out right now or the adventure will be ruined.

### The Mines

The last attack was in one of the local mines, killing several people. The mines have been closed off since the last attack, so the owners are desperate to have their revenues restored. The entrance has been cordoned off, so that all the evidence would remain intact. The mine owners will be sure to mention to the investigators that he has received word from the Kaiser Reich that two agents from the IAA are also enroute to conduct their own investigation.

Careful investigation of the mines may turn up several clues for the party, depending on how deeply they investigate. If they go into the mine, remember that mine safety is not a big concern, nor is the comfort of the workers. Passages are just wide and tall enough to facilitate removal of ore, the air is barely tolerable and the lighting the absolute minimum necessary for operation (not necessarily safe operation) of any machinery used.

1. A small broken weapon that appears to be some form of small hand axe. The hand axe bears many notches carved on its wooden handle.
2. Corpses of the slain miners are outside the mine for the investigators perusal. Characters should immediately notice that some the corpses have reanimated into zombies, although they were chained and bound before being "laid to rest", ensuring that they remained harmless for the time being. The gamemaster should relate to the characters that there are mangled body parts strewn about and many of the bodies were horribly mangled, as if some creature has been dining upon them. The bodies will be consigned to a bonfire as soon as all official examination of them is complete.
3. If the characters can carefully examine any of the corpses they will discover a crude, strange pattern carved into their flesh: a stick figure with a serpentine lower torso and six arms.
4. Laying upon the ground at the site of the attack, partially covered by dust, is a black, iron medallion. It is a disk depicting a feminine figure with six arms, each bearing a small bladed axe, whose lower torso is that of a giant serpent.
5. Characters with any hunting or tracking skill will be able to determine that a very large object or creature has been recently dragged through the tunnel.
6. Oops! Lying in wait for its next meal is an enormous carnivorous worm. This worm was sent here by the eternal, Kali, to waylay the investigator's research into the affairs of her children. The creature is cunning and will utilize all of its powers and the confined quarters to its advantage when attacking. It will not retreat, fighting until it has taken a total of +10 in impairments before slithering down a twisting narrow tunnel (zealousness and the influence of an Eternal are attributed to this unnatural ability and motivation).

## GIANT WORM

**STR** 14  
**AGL** 4  
**AWR** 6(1)  
**WIL** 7  
**HLT** 7  
**POW** 6



### Description

This enormous, worm-like creature has an armored body which blends perfectly with the soil of Apocalypse. More than one color of these worms has been spotted, each of a different hue, conforming to the local soil coloration, supposedly taking this color through ingestion of soil and rock. The worm has no apparent optical sensory organs, yet appears to be extremely aware of its surroundings. The worm accomplishes this through echolocation (an inborn type of radar). Characters with extremely sensitive hearing (such as an enhanced or paranormal sense of hearing) will perceive this as a shrill, high pitched scream continually emitted by the worm.

**Mass:** 400kg  
**Variation:** ±40kg  
**Length:** 8m  
**Size modifier:** -2

**Good reaction roll:** Investigate and attack  
**Neutral reaction roll:** Attacks largest target  
**Bad reaction roll:** Attacks nearest target

**Habitat:** Temperate to equatorial underground

**Special abilities:** Toughness x.5  
 AV of 3/0  
 Slither at up to 7m/sec  
 Pain tolerance  
 Echolocation

**Skills:** Crushing bite (comb. DV4), skill 4  
 Grab, skill 4

The worm is a natural underground creature from the world of the Alferi, and is normally harmless, like a very large version of the terrestrial earthworm. However, in this case the worm will use its rock-gnawing jaws to mangle and crush characters if it can, its natural avoidance instincts overcome by outside influence.

## The Imperial Affairs Agents

Either while investigating the mines or after conducting their investigation the characters are destined to meet the good Reverend Edgar Riess and his aide de camp and body-guard, Sister Antoinette. Attention will likely be drawn to they two dressed all in black with their stark white clerical collars about their necks walking boldly through the mining community. As if they were encased in some protective force field, every person avoids not only crossing their path but averts their eyes from their penetrating gaze. The man is of medium height with a stocky build, while the woman is lithe and unnaturally well muscled. If the characters attempt to question anybody as to the identity of the two, they will not say a word but will attempt to get away from them as quickly as possible.

At least in the beginning, Reverend Riess and Sister Antoinette will be very brusque, even threatening, with the investigators. The Reverend is very suspicious and paranoid of anyone connected in any way with the Kaiser Reich and will be distant and rude until he is convinced they are not connected to the Lunarri in any way other than their charter for this investigation. Sister Antoinette always seems distrustful of everyone, but will never fail to follow the good Reverend's orders. If the characters can win over the Reverend they will gain a valuable ally. Otherwise, they will have made a powerful enemy. For more background and character information see the **Apocalypse V.I.P.** section of the book.

While the Reverend and Sister Antoinette can tell the investigators that the hand axe is actually a harvesting knife indigenous to the farming communities, inhabited by the semitic settlers from the north. The Reverend and the Sister can both ascertain that the medallion found by the investigators is some form of symbol holy to another Eternal. If they can be gained as allies they can contact their sources in Cairo to uncover the origins of the medallion and the scars upon the miners' bodies. Using the information and the advice of the Reverend, the investigators should realize their next stop should be the farming communities to the south.

## The Kibbutz

As characters enter the farming communities the local farmers will try their best to ignore the investigators. The kibbutz children will be inquisitive, asking continual questions until the adults finally come over to shoo them away. The best conversation the characters can hope for during the work day is to obtain directions to the town inn.

The Waterin' Hole, the town's only inn, is clean but offers very little in the way of accommodation. Other than the innkeeper and his family and staff, no one else will be found in the Waterin' Hole except at meal times and after the evening meal.

The locals cannot or will not give the characters much in the way of information regarding the slayings. They can identify the hand axes used in the murders as a harvesting knife common to the area. They will also relate to the investigators that for the past week there have been numerous serpent attacks in the fields and several of the crocodiles have emerged onto the banks of the river to attack the women cleaning their clothing. Furthermore, three nights past one of the farmers was found murdered. His body had been horribly mutilated by numerous wounds inflicted from razor sharp blades of some sort. The characters should also think that they noticed a youth staring at them who was also among the children seen at the mining encampment.

Unfortunately for the progress of the investigators, they are about to meet with a dangerous opponent, the Lunarri Psyche korpsman, Colonel Wolfgang Von Sturm.

Von Sturm could care less whether the investigators have an Imperial charter or not. In his mind, if you're not Lunarri, then you're nothing but a slave. He knows his power is absolute, and since the characters can immediately be executed for not cooperating with him, demonstrating an attitude of insubordination, or attempting to assault him, he will attempt to intimidate, humiliate, and physically abuse the investigators at any opportunity. In truth, he could care less about the murders. He intends to only make a surface level investigation and return to Cairo, reporting that he found nothing which indicates any organization to the murders, regardless of what he actually discovers.

During the evening, around dusk of the day that Colonel Von Sturm departs for Cairo the investigators will notice a young lad which they have encountered before. The young boy was first noticed in Cairo before the investigators were attacked the first time, again at the mines, and now here in the kibbutz. The investigators may attempt to chase and capture the boy, but all attempts will be to no avail, for the lad seemingly disappears into the surrounding countryside.

Shortly after midnight on the same night which the previously seen youth was sighted the investigators will be attacked by a gang of the children of Kali and some of their ghulish counterparts. The gamemaster should use the previously mentioned statistics for the children and the ghuls and should tailor the number of children encountered to fit the party's strength at the moment. The attack should be in conditions of near-darkness, both to give the children a chance against superior skill, and to keep their identity secret until it is over. With luck, at least one of the attackers can be captured alive. There will be a lot of unpleasant questions asked when the lights are turned on and characters are revealed with smoking guns and a dozen dead children. Any survivors will have a remarkably consistent story that utterly damns the characters as murderous fiends.

If this doesn't get the characters hauled off to the camps, with some effort and away from his peers, one of the children can be made to tell a different story. He will only tell the investigators that the children are holing up in a small brewery north of the farming community. He will lead them there if they agree to release him upon their arrival. He is obviously setting the investigators up for an ambush at the brewery with the children of Kali and whatever loathsome monstrosities they are allied with. Characters can realize they are being set up, and take whatever precautions they feel necessary. The child will of course undermine these as best he can. For instance, he won't give directions if it looks like a truck of armed Legionnaires is along for the ride.

## The Brewery

This brewery produces boch beer which is not allowed to age long and is primarily sold to the locals of the kibbutz and other surrounding farming communities. The beer is nowhere near the quality of the Lunarri ales and lagers and could not compete against them in the markets of Cairo. Not to mention, the locals of the farming communities can't afford to have the silver Alferi beer imported to the kibbutz. Because of its relatively small size and small work force, the brewery is able to cease operation for a month every year to allow the workers to clean and repair the equipment. During such a period the children took over the facility, killing the technicians who had traveled down from Cairo to service the machinery. Since the brewery's management is based out of Cairo, they won't show any interest in the facility until several more weeks have passed and no sales have been reported.

Since the children have turned the brewery into their haven, they have called upon the Black Mother to make their new house "more like a home". The Goddess answered their prayers by sending some of her servants to protect and care for her children. In all, the place has an overwhelming, sickening odor of decay and filth. The children live in harmony with the monstrosities and mutations, amid the squalor and filth that litters the floor of the plant. Any of the following creatures may be encountered simply wandering about the brewery; thrush rats, ghuls, poisonous snakes and exceptionally large maggots that turn into even larger bloodsucking (and disease-carrying) flies. Any and all of these can and will attack under the direction of any of the children.

Characters will find the area is lit only by skylights and a few wan lanterns. Any electricity the place might have had is no longer working. There is a long central brewing room with a high ceiling and vats down its length, a number of side offices and storerooms connected with each other and the brewing room, and a large enclosed room at the far end which is probably a warehouse, judging by the loading dock. Aside from the loading dock, the doors are not locked, but all ground-level windows have been covered up from the inside.

## Domicile of the younger children

This is where the younger children of Kali sleep when not running errands for the Black Mother or sitting with their "nanny". Any children caught here will put up a terrible fight, hoping to draw the attention of the older children who sleep in the adjacent room. The older children are unlikely to respond to the sounds of combat, other than that of gunfire, for they will assume the children are simply fighting and playing amongst themselves (casual death simply passes unnoticed here. A freshly dead child is not seen as a cause for alarm, even by the other children). As previously noted in the text, the gamemaster should tailor the number of children encountered to fit the current strength of the party.

## Domicile of the older children

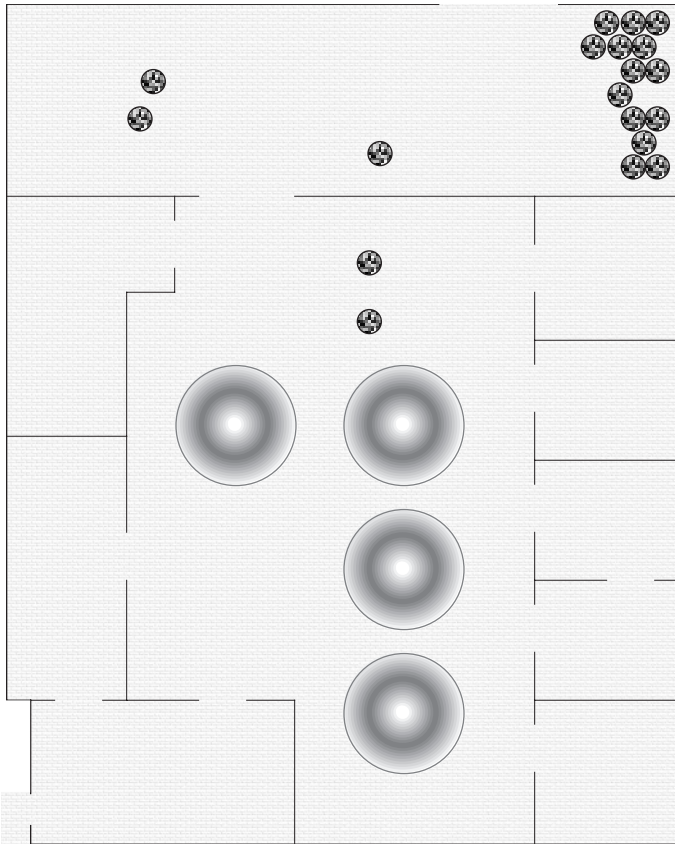
The older children, ages 12 and up dwell here. As their strength and resilience is greater than that of the younger children, they are seldom present, usually being away somewhere working the will of the Black Mother. They will not respond to any commotion originating from the younger children's quarters unless they overhear gunfire (none of the children use firearms of any kind). If gunfire is heard, one child will go to warn the "nanny" while the others will attempt to aid the younger children.

## The Bodies

Several of the factory workers and maintenance technicians tried to hide from the children and the ghuls when they realized what was actually happening during the takeover of the facility. Unfortunately, the children discovered them and decided to make their demise as torturous as possible. By now, they have already expired. In the vats of the main brewery room, the investigators will find their mangled corpses, many snakes, and quite possibly a ghul or two, depending on what the gamemaster wants to surprise the party with if someone climbs a catwalk and peers down into a vat.

## The lair of the ghuls

This is where the ghuls reside when not out terrorizing mankind in the name of the Black Mother. If warned by the older children to the investigators presence, the majority of the ghuls will not be here, for they will be searching the compound for them. It is up to the gamemaster to determine how many ghuls are actually here, and there *will* be ghuls here to guard the children's nanny.



Brewery floor plan (embellish to taste)

## The Nanny

Many snakes of various sizes slither about the floor of this room. In the center of the room numerous children and ghuls crouch in a circle, surrounding a huge creature. At first glance the creature appears to be an enormous centipede or other type of multi-legged worm. Characters will then notice that the beast is more serpentine. Careful observation will detect that the head of the creature is definitely that of a female humanoid with long serpent tresses descending from her scalp. The "legs" first observed can be identified as human looking arms protruding from the monster at random places. Closer viewing will reveal what appears to be human faces embedded into the creature's torso. In all, the sight is certainly worth a fear check, certainly if one hasn't been made already for the sight and smell of the place. Instead of fleeing, characters may opt to just helplessly retch a while.

This is the children's "nanny". This vile creature is a naga. It is a minor diaboli (**Least Eternal**) serving the Black Mother in this region. Any character able to use a mystic or psychic form of sight that reveals circumstances as they truly are will see that the arms and faces protruding from the naga are those of children writhing in agony, and any fear check for those characters is at +1 Difficulty. Similar mystical or psychic hearing will allow characters to hear the children's cries of tormented pain. Their essence was merged with the naga as a reward to the creature from the Black Mother.

## NAGA

**STR** 17  
**AGL** 7  
**AWR** 7  
**WIL** 7  
**HLT** 10  
**POW** 9

### Description

The extremely muscular and massive snake-like torso of the naga is covered in tough, rubbery scales. These scales make the naga's body impervious to any damage from blunt weaponry of any type, due in part to its flexibility, which causes the blows to simply bounce off. All other damage is reduced as well.

**Mass:** 400kg  
**Variation:** n/a  
**Length:** 8m  
**Size modifier:** -2

**Good reaction roll:** n/a  
**Neutral reaction roll:** n/a  
**Bad reaction roll:** n/a

**Habitat:** Any

**Special abilities:** Toughness x.5  
AV of 4/4  
Slither at up to 7m/sec  
Pain tolerance  
Coercion power

**Skills:** Tail strike (comb. DV4), skill 4  
Grab, skill 4  
Claw (lethal DV2), skill 4

In combat, the naga can either strike with its tail in a crushing blow, constrict its torso around an opponent and attempt to crush it, bite with its large humanoid head and serpent tresses, or claw with the arms protruding from the torso. The naga's jaws can dislocate, allowing it to swallow creatures whole if the opportunity arises. When attempting to swallow a creature whole, the naga can make no other attacks and once a creature has been swallowed the naga can no longer constrict opponents.

This is how the creature receives nourishment. They living children assume that these children have been rewarded by Kali and have no idea of what the Black Mother's plans for them really entail. If the children could be made aware of the damned children's plight their faith and devotion to the Black Mother would waiver, although that of the ghuls would not (the children would have to see it with their own eyes, however).

The naga has no intention of allowing characters to reveal her true nature to the children or let them escape to gain reinforcements for an all out raid. She will attempt to entrance the characters, then have the children and ghuls rip them to shreds. If unable to do this, she will join the children and the ghuls in an all-out attack on the investigators.

**Note!** - It is *strongly* suggested that the gamemaster encourage characters to make a fighting retreat at this point. With the presence of the naga, the children of Kali, the ghuls, and the numerous snakes the characters are likely outmatched. The number that can be thrown at them is certainly more than they can dispatch unless they all have automatic weapons. And even then, you have to pause to reload... If the party is equipped and healthy enough (or just plain stupid enough) to combat these minions of Kali, let 'em have at it. Otherwise, a full retreat is in order.

It is up to the gamemaster to determine the number of minions of Kali present in the room, but it is suggested that the number be at the least challenging and at the best overwhelming.

## Concluding the Adventure

Depending on what actions the investigators have taken during the course of the adventure:

### 1. The characters got killed.

Ow! That's tough, but when you make your own grave you have to lie in it. It is very likely that the characters told other people about their investigation who could be created as characters for a future adventure concerning the children. Otherwise, your players could use new characters who have been sent from the Kaiser Reich to conclude the investigation. Or, your players could decide to just draw an end to their dealings with the children of Kali,...for now. This is not a recommended end for the adventure as it tends to turn people off to have their pain-stakingly created characters so casually offed.

### 2. The characters discovered the naga and got away.

When they return with reinforcements the naga, the ghuls, and the children of Kali will all have long since fled the scene of the crime by way of narrow, now collapsed tunnels made by giant worms. The investigators are going to have some serious explaining to do to their superiors in Cairo. While the full explanation may be true, and the characters may even have evidence, they will not have brought the culprits to justice, and so are not eligible for any reward from any charter they bought. On the other hand, the case is still open, so they could still *eventually* collect. When they encounter Reverend Riess and Sister Antoinette again they will have to give them a full briefing. The Reverend may draft them into his service, making them deputy imperial marshalls with orders to track down and eradicate the naga, ghuls, and children of Kali. This has certain benefits and liabilities. On the good side they get the advantages of any authority the position gives, like weapon permits, petrol rations, better medical care and so forth. On the other hand, anyone who hates the IAA now hates the characters, and anyone who is an enemy of Riess will tend to interfere with the characters just on general principle.

At any rate, the characters will have earned a new, powerful enemy. The children of Kali will begin to actively search out an attack the characters. It will simply come down to two choices for the characters concerning the children of Kali: track them down and eradicate them or have them track you down and eradicate you. How serious the effort against the characters is will be directly proportional to the effort the characters expended against Kali, except She will never forget and there will always be *something* being plotted against the characters.

### 3. The characters killed the naga and everything else.

You can count on one thing as a definite, the characters will spend the rest of their possibly short-lived lives being tracked and attacked by minions of Kali. This works out well, however, because when the Reverend deputizes them and orders them to track down and eliminate the children, they won't have to spend a lot of energy on finding them.

Fortunately, while vindictive as hell, even Kali knows when to cut her losses. If efforts to eradicate the characters through mortal pawns do not succeed, she will eventually cease the efforts and concentrate on other plots. Eventually the characters will lower their guard, and she is patient...



## EQUIPMENT

### Basics

Just about anything you could conceivably want from a historical Earth up to about 1950 is available. If you know where to look, things up to about the mid-1960's can be found for staggeringly high prices, either in cash or favors. Things of paranormal nature or which cannot be manufactured at all at TL10 or better are extremely rare and usually irreplaceable.

### Armor

Armor is available, but not common. Most Apocalypse campaigns will originate in the P.I.T. because of the tenuous freedom humans have there and it is where a lot of things happen. But, the P.I.T. is a *hot* place. People sweat like pigs there even without armor, and in every season, wet or dry. Characters who have to rely on their feet for transport will probably exhaust themselves if wearing clothing that does not breathe.

That said, the generally available armors are; flak vests of varying type, heavy, but able to slow down a pistol bullet or buckshot; aluminum chain mail, not very good against bullets or bolts (halved, round down) but able to breathe and capable of blunting melee weapons; and incidental armor like heavy boots, shin, elbow or forearm guards. Helmets are readily available, and generally of WWII-era construction.

The Kaiser Reich is cooler, and elite troops may have better armor, incorporating metal plates and layers of high-strength nylon for some ballistic resistance. The Indomitari generally use steel chain mail and quilted silk as armor. Solarri usually wear little armor, having their samurai fight for them, and these use light but effective silk and bamboo armors. Obscurarri forces wear little or no armor, but often have leather shields. Aside from the Kaiser Reich, all of these armors are halved (round down) vs. firearms.

The racist nature of most Alferi will lead them to the worst possible interpretation of how a member of humanity or another sub-race might have acquired a piece of their "traditional" armor.

### Weapons

In the P.I.T., the Badlands and among the Indomitari, weapon ownership is a fact of life. Elsewhere it is useful, but not as universal.

Most guns are of WWII design, with some improvements, so things like MP42 submachineguns, Lugers and Walther P-38's are common in the Kaiser Reich, while Nambu's and Ariskara's are more common among the Solarri. Large numbers of American and British weapons were in the European theatre at the time of the Juxtaposition, but few if any are newly manufactured. Ammo in the typical US or British calibers (.45ACP, .38 Special, .303, .455 Webley, etc.) is still manufactured in the P.I.T., but not nearly as common as the standardized 9mm Parabellum and 7.92mm Mauser. Uncommon US calibers (.357 Magnum) are extremely hard to find, and the ammunition is usually hand-made on special order. Various parts of the Kaiser Reich still have supplies of weapons and ammunition in local calibers, like the 7.5mm French MAS, 6.5mm Swedish Mauser, etc. The Indomitari generally eschew firearms, but those humans under Indomitari rule have no cultural problem in arming themselves with old Soviet weapons and ammunition, though no new stocks have been made in decades and the reliability of existing supplies is in doubt.

Aside from the melee weapons of the Solarri forces, most edged weapons in **Apocalypse** are of middling quality, with Solarri weapons being the best, Kaiser Reich and Indomitari weapons being next, and cheap, mass produced weapons in the P.I.T. being lowest on the quality scale (but cheap!).

Almost all firearms listed are double the listed price. Contacts and haggling can get prices down to or near the listed price. If someone sells you a gun at near the listed price without a lot of haggling, it's probably busted or extremely difficult to get ammunition for.

### Vehicles

Vehicles are *always* a significant outlay of cash, both to own and operate. Aside from permits, gasoline in the P.I.T. is 2Cr per liter (\$8 per gallon), and half this in the Kaiser Reich. Without access to the rubber plantations of southeast Asia or South America, all tires are made from synthetic rubber made from crude oil, and vehicle tires generally run 100Cr each (50Cr for motorcycle and 25Cr for bicycle tires). In the P.I.T. unguarded vehicles *will* be stolen or stripped to the paint in minutes unless the owner has such a fearsome reputation that the consequences are not worth the profit.

### Other

Consumer and other goods are as-is, where-is. The best goods come from the Kaiser Reich, and are usually expensive. On the good side, new items from the Kaiser Reich are usually standardized and fairly easy to get parts or service for.

# APOCALYPSE

Pistols	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Browning Hi-Power	9mm	6	+1	2	3	9	1.1kg	.2kg	4	13c	6	630	USA
Colt .45	.45ACP	5	+1	1	3	9	1.4kg	.3kg	4	7c	7	280	USA
Derringer	.22LR	3	+2	-1	1	9	.3kg	-	2	2i	5	85	P.I.T.
Lebel 1892	8mm	4	+1	1	2	8	.8kg	-	3	6i	6	120	France
Luger	9mm	6	+1	2	3	9	1.1kg	.2kg	4	8c	7	600	Reich
Nambu 1925	8mm	4	+1	1	2	8	.9kg	.1kg	4	8c	6	250	Ris. Sun
Sawed-off shotgun	12ga	9	+0	-1	7	9	2.7kg	-	2	2i	7	180	P.I.T.
		3(+0)		-1									
Tokarev TT-33	7.63mm	5	+1	1	3	9	1.0kg	.1kg	4	8c	6	290	USSR
Walther P-38	9mm	6	+1	2	3	9	1.0kg	.2kg	4	8c	6	660	Reich
Walther PPK	7.65mm	3	+2	0	1	9	.6kg	.1kg	4	7c	6	250	Reich
Webley .455	.455	4	+1	1	3	9	1.1kg	-	2	6i	7	130	England
Zip gun	9mm	5	+2	-2	1	9	.7kg	-	1	1i	5	10	P.I.T.

SMG's	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
MP-40	9mm	6	+0	1	9	9	4.5kg	.5kg	8	32c	7	240	Reich
Sten Gun	9mm	6	+0	0	10	9	3.5kg	.7kg	9	32c	7	110	England

Rifles	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Arisaka 1905	6.5mm	15	+0	4	13	8	4.2kg	-	1	5i	9	360	Ris. Sun
Carcano 91/41	6.5mm	15	+0	4	11	8	3.9kg	-	1	6i	9	340	Italy
Hunting shotgun	12ga	9	+0	2	15	8	4.3kg	-	2	2i	8	360	Any
		3(+0)		1									
Enfield No.4	.303	15	+0	4	11	9	4.4kg	.3kg	1	10c	8	380	England
Karabiner 98K	7.92mm	19	-1	4	13	9	4.4kg	-	1	5i	9	540	Reich
M-14	7.62mm	17	-1	4	15	9	5.1kg	.7kg	11	30c	8	800	USA
MAS 1936	7.54mm	18	0	4	13	9	4.1kg	-	1	5i	8	480	France
RSC 1918/35	8mm Lebel	17	-1	4	13	9	4.8kg	-	4	5i	8	620	France
Sturmgewehr 74	8mm Kurz	13	0	4	11	9	5.2kg	.6kg	9	30c	8	490	Reich

Other	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Bow (STR 4)	-	2	+1	2	9	5	.9kg	.1kg	1	1i	4	60	Badlands
Bow (STR 5)	-	3	+1	2	9	5	1.2kg	.1kg	1	1i	4	75	Badlands
Bow (STR 6)	-	4	+0	2	9	5	1.5kg	.1kg	1	1i	4	100	Badlands
Crossbow (STR 8)	-	8	-1	3	13	5	3.2kg	.1kg	1	1i	4	360	Badlands
.30 BAR	.30-06	19	-1	4	16	8	9.5kg	.7kg	9	20c	8	980	USA
MG-34S	7.92mm	19	-1	4	18	9	15.5kg	5.5kg	12	200e	8	1040	Reich
Flamenpistole <sup>1</sup>	20mm	3	+1	0	3	10	.8kg	.3kg	4	10c	5	480	Reich
Grenade (frag -1)	-	9/2E	+1	-1	1	9	.6kg	-	1	-	4	5	Reich
Panzerschreck 2	66mm	336/6E	+0	2	9	10	4.6kg	2.3kg	1	1i	8	170	Reich
M20 Bazooka	89mm	420/7E	-1	1	22	9	9.6kg	4.1kg	1	1i	9	150	USA
Mortar	81mm	10E	-1	2	15	9	16.8kg	3.4kg	1	1i	9	500	Any
Recoilless rifle	57mm	362/5E	-1	3	15	9	7.4kg	1.6kg	1	1i	9	640	Reich

Melee weapons (skill modifier)	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
Knife (+0)	lethal(c/p)	+1/+0	+0	2	1	5	.3kg	Melee	Knife	-	4	40	Any
Short sword (+0)	lethal(c/p)	+2/+2	-2/-1	4	4	5	1.1kg	Melee	Sword	-	10	150	Any
Broadsword (+0)	lethal(c/p)	+3/+2	-2	4	5	5	1.6kg	Melee	Sword	-	10	200	Any
Katana (+1)	lethal(c/p)	+3/+2	-2/-1	4	6	5	1.3kg	Melee	Sword	-	10	1800	Ris. Sun
Rapier (+0)	lethal(c/p)	+0/+2	-1	4	5	5	.7kg	Melee	Sword	-	4	120	Reich
Billy club (+0)	comb.(b)	+1	-1	3	3	5	.3kg	Melee	Club	-	2	60	Any
Club (-1)	comb.(b)	+3	-2	4	5	1	1.4kg	Melee	Club	-	5	50	Badland

1.Does a point of lethal fire damage per turn for 10 turns, reducing flammable armor on location hit by 1 per turn

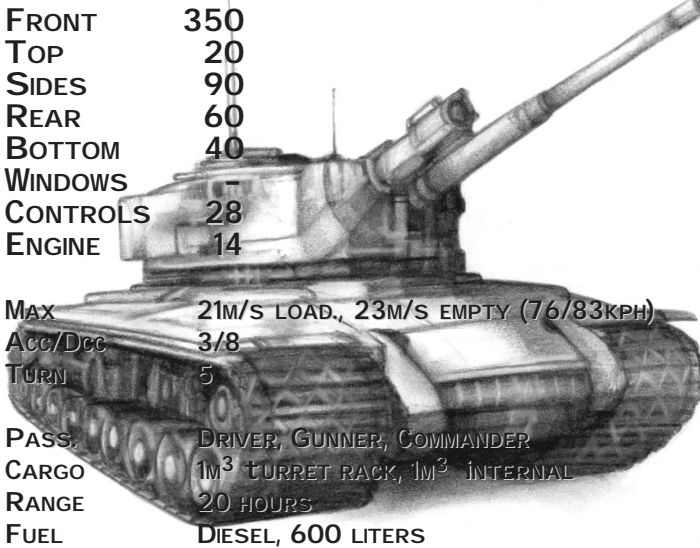
# APOCALYPSE

Armor	TL	Armor Value	Protects	Mass	Size	Cost	Special notes
Light clothing	-	0/0	All	2.0kg	-	80	Basic everyday clothes & shoes
Heavy clothing	-	0/1	Torso	.3kg	-	20	Halved vs. punctures or thrusts,
			Arms	.3kg	-	25	Adds 2°C to felt temperature, most
			Legs	.4kg	-	30	uniforms count as heavy clothing
Steel helmet	8	4/1	Head but not face	.9kg	-	20Cr	
Flak vest	9	2/2	Torso	3.8kg	14	80Cr	Adds 2°C to felt temperature
Advanced flak vest	10	2/3	Torso	1.5kg	5	200Cr	Adds 3°C to felt temperature
Aluminum chain mail	10	2/3	Torso	2.7kg	6	600Cr	Halved vs. punctures or thrusts
Elite armor	10	7/6	Torso	5.5kg	-	600Cr	Adds 6°C to felt temperature
		5/6	Arms	4.5kg	-	800Cr	
		5/6	Legs	5.0kg	-	800Cr	
		7/1	Head	.9kg	-	100Cr	
Quilted silk	5	1/2	Torso	1.0kg	10	60Cr	May be worn under other armor,
			Arms	.8kg	7	80Cr	halved vs. firearms, adds 2°C to
			Legs	1.3kg	7	80Cr	felt temperature
			Head	.4kg	5	60Cr	
Steel chain mail	5	2/4	Torso	7.0kg	6	300Cr	Halved vs. punctures or thrusts
			Arms	8.0kg	4	400Cr	
			Legs	9.0kg	4	400Cr	
Lacquered bamboo	5	3/1	Torso	3.0kg	-	180Cr	Halved vs. punctures or thrusts,
			Arms	2.4kg	-	240Cr	adds 1°C to felt temperature
			Legs	3.9kg	-	240Cr	
			Head	1.2kg	-	180Cr	
Leather shield	4	3/0	-	1.5kg	-	100Cr	Halved vs. punctures or thrusts

Equipment	TL	Mass	Size	AV	Cost	Special notes
Medium pack	9	2.5kg	50	1	100Cr	Holds up to Size 45 of items
Large pack	9	4.0kg	100	1	130Cr	Holds up to Size 90 of items
Travel kit	9	.5kg	5	1	35Cr	Civilized necessities (soap, razor, etc.)
Two-person tent	6	6.0kg	20	3	40Cr	Minimal protection from the weather
Four-person tent	6	14kg	60	3	100Cr	Room for people and some gear
High-tech trail food, 1 day	9	.8kg	8	1	10Cr	Can be stretched twice as far if resting
Low-tech trail food, 1 day	4	1.0kg	10	1	10Cr	
Lunarri camp setup	9	25kg	100	4	300Cr	Four person tent, cot, blankets, lights. etc.
Portable transceiver	9	1.0kg	8	1	150Cr	Output power of 1, batteries last 10 hours
Manpack radio	9	10kg	20	1	300Cr	Output power of 5, batteries last 20 hours
Generic gadget, small	-	.2kg	3	0	50Cr	Use as needed for generic items
Generic gadget, medium	-	1.0kg	8	1	150Cr	
Generic gadget, large	-	5.0kg	20	1	300Cr	
Oil lamp (rating 2)	3	.6kg	5	1	15Cr	Burns for 4 hours on refill (.2kg)
Flashlight (rating 3)	9	.6kg	5	1	20Cr	Good for 9 hours on set of batteries (.3kg)
Waterskin (4 liter)	2	4.4kg	5	1	15Cr	Lasts 1 day in hot climates, 2 days elsewhere
Blanket	2	1.2kg	5	2	15Cr	Provides a 5°C temperature shift
Sleeping bag	8	3.0kg	15	3	50Cr	Provides a 10°C temperature shift
Binoculars	8	1.0kg	5	1	100Cr	Provides AWR bonus when used
Rifle scope (6 power)	8	.4kg	3	1	200Cr	Provides aiming bonus
Rope, 50m	3	4.5kg	15	1	25Cr	Holds up to 150kg
Saddle & tack	5	25kg	70	2	400Cr	Ornamentation may vary the cost
Saddlebags	5	10kg	35	2	100Cr	Holds up to Size 15 in each of two pockets
Steamer trunk	8	10kg	110	2	100Cr	Lockable, holds up to Size 100 of items
Vehicle tool kit	9	10kg	20	5	200Cr	Adequate tools for most parts replacement
Electronic tool kit	9	3.0kg	10	1	200Cr	Suitable for most primitive electronics
Lockpicks	8	.3kg	3	1	100Cr	Suitable for most TL7-10 mechanical locks
First aid kit	9	1.0kg	8	1	100Cr	Adequate for 5 First Aid rolls
Formal clothing	-	3.0kg	20	1	500Cr	Dress uniform, tuxedo, formal dress, etc.
Reference book	-	1.0kg	5	2	50Cr	Average textbook

## PANZERKAMPFWAGEN 6

FRONT	350
TOP	20
SIDES	90
REAR	60
BOTTOM	40
WINDOWS	-
CONTROLS	28
ENGINE	14
MAX	21M/S LOAD, 23M/S EMPTY (76/83KPH)
Acc/Dcc	3/8
TURN	5
PASS.	DRIVER, GUNNER, COMMANDER
CARGO	1M <sup>3</sup> TURRET RACK, 1M <sup>3</sup> INTERNAL
RANGE	20 HOURS
FUEL	DIESEL, 600 LITERS

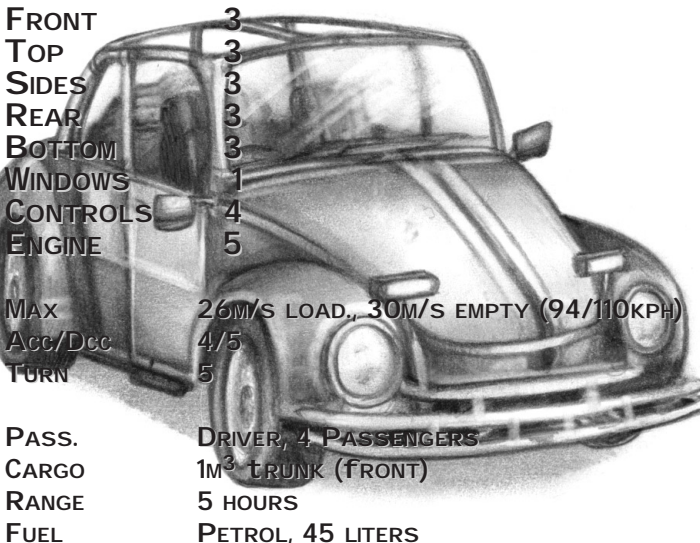


### Description

Current light tank used throughout the Reich and the P.I.T. Lightly armed and armored, it has extended cruising range and is well ventilated for use in hot climates, but can be closed to avoid Molotov cocktails. Equipped with 40mm autocannon (DV95, Range Mod 35) and 7.92mm machine-gun (DV20, Range Mod 5), 400 rounds ammunition each. Has rubber-faced tracks to avoid damaging paved roads. Rear-engine, suspension rating 4 (all-terrain). ≈90,000Cr.

## KUBELWAGEN 3

FRONT	3
TOP	3
SIDES	3
REAR	3
BOTTOM	3
WINDOWS	1
CONTROLS	4
ENGINE	5
MAX	26M/S LOAD, 30M/S EMPTY (94/110KPH)
Acc/Dcc	4/5
TURN	5
PASS.	DRIVER, 4 PASSENGERS
CARGO	1M <sup>3</sup> TRUNK (FRONT)
RANGE	5 HOURS
FUEL	PETROL, 45 LITERS

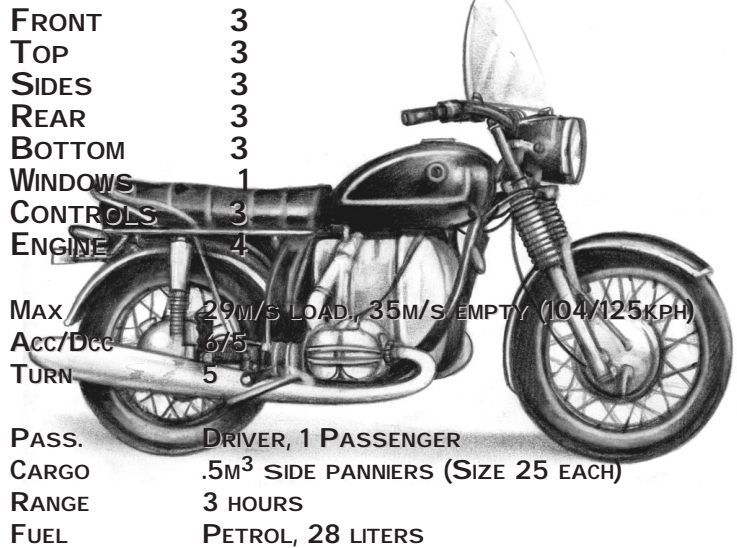


### Description

A light vehicle based on a Volkswagen chassis. Comes with a roll bar, which may be used to mount a light machinegun or recoilless rifle. Also has a detachable canvas top. Rear-engine, and prone to overheat in hot climates if heavily loaded. Suspension rating 2 (light off-road). ≈7,500Cr.

## BMW 750

FRONT	3
TOP	3
SIDES	3
REAR	3
BOTTOM	3
WINDOWS	1
CONTROLS	3
ENGINE	4
MAX	29M/S LOAD, 35M/S EMPTY (104/125KPH)
Acc/Dcc	6/5
TURN	5
PASS.	DRIVER, 1 PASSENGER
CARGO	.5M <sup>3</sup> SIDE PANNIERS (SIZE 25 EACH)
RANGE	3 HOURS
FUEL	PETROL, 28 LITERS

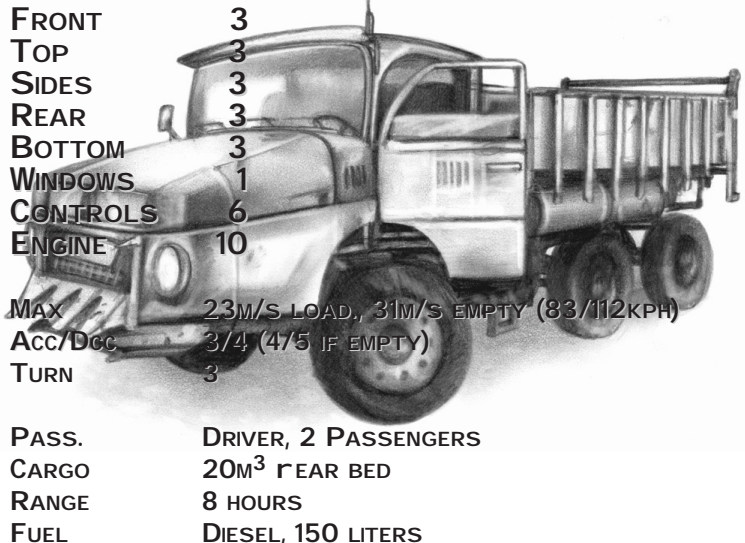


### Description

A heavy, multiple purpose motorcycle, capable of both off-road use or carrying a sidecar. Generally used by couriers and reconnaissance units. Not common in the P.I.T. due to the ease of theft. Street-only versions in the Kaiser Reich have better road handling and top speed. Count as front engine, suspension rating 2 (light off-road). Windscreen protects driver from front, otherwise driver and passenger are unprotected. ≈3,500Cr.

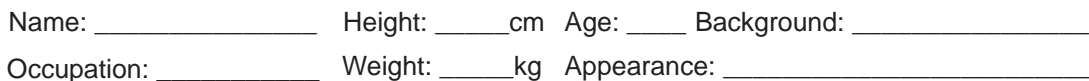
## UNIMOG 3

FRONT	3
TOP	3
SIDES	3
REAR	3
BOTTOM	3
WINDOWS	1
CONTROLS	6
ENGINE	10
MAX	23M/S LOAD, 31M/S EMPTY (83/112KPH)
Acc/Dcc	3/4 (4/5 IF EMPTY)
TURN	3
PASS.	DRIVER, 2 PASSENGERS
CARGO	20M <sup>3</sup> REAR BED
RANGE	8 HOURS
FUEL	DIESEL, 150 LITERS



### Description

A heavy six-wheel, six-wheel drive truck used throughout the Kaiser Reich and the P.I.T. Has room for three in front, and benches for up to 20 in the rear, or can carry up to 4 tons of cargo. It can also tow trailers and artillery. Normally in the P.I.T. has a crew of three, a driver and two guards. Front engine, suspension rating 2 (light off-road). ≈30,000Cr.



STR			
AGL			
AWR			
WIL			
HLT			
POW			

Carrying capacity:	Mass	Penalty
Unencumbered ( $\text{STR}^2 \times .25$ )	____kg	-0
Half encumbered ( $\text{STR}^2 \times .5$ )	____kg	-1
Full encumbered ( $\text{STR}^2 \times 1$ )	____kg	-2
2x encumbered ( $\text{STR}^2 \times 2$ )	____kg	-4
3x encumbered ( $\text{STR}^2 \times 3$ )	____kg	-6
4x encumbered ( $\text{STR}^2 \times 4$ )	____kg	-8
5x encumbered ( $\text{STR}^2 \times 5$ )	____kg	-10

<b>Ads &amp; Disads</b>	<b>AP</b>	<b>SP</b>
Base Amount		
Total AP and SP		

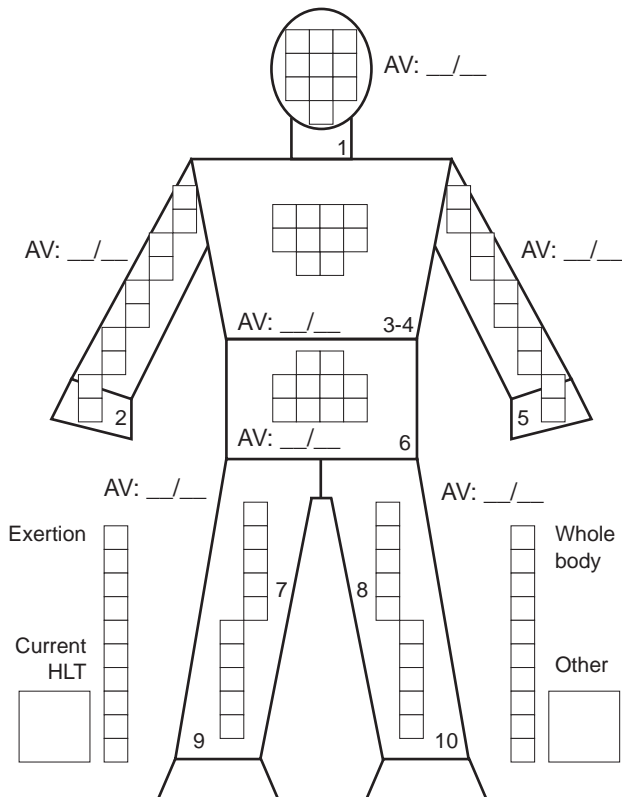
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Carried items	Size	Mass
Hat	_____	_____ kg
	_____	_____ kg
Shirt pocket	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
Jacket	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
Trouser pocket	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
Boot/ankle	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
	_____	_____ kg
Jewelry, etc.:		_____ kg
	_____	_____ kg
	_____	_____ kg
	_____	_____ kg

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Melee defense	Melee offense
Base defense : ____	Punch : ____
plus Dodge : ____	Damage : ____
plus Block : ____	Kick : ____
plus both : ____	Damage : ____

◻=Non-lethal ◻=Lethal ◐=HLT



# The end is near...

Or you wish it were, anyway. You remember your grandparents telling you of the Great War in the nineteen-forties and the A-bombs that opened the rift to Hell itself. The dead walked and hungered. The world trembled before their onslaught. Some nations fell, others held fast. But then the Alferi came through.

Intelligent, advanced, proud and cruel, they came back to the world they were once banished from. Their gods, dusty names in ancient books, arose from their slumber, further adding to the Alferi domination of the globe.

For fifty years humanity has struggled under their yoke, slaves at worst, serfs at best. But the New World Order is showing signs of strain. Outside the Great Wall, the cadres of undead still march, and the Alferi factions war against each other. Human resistance groups scheme, and Alferi radicals seek a peaceful coexistence. Death is the least of the punishments these rebels can expect if they are caught.

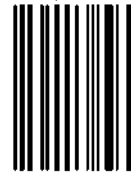
Apocalypse is the shattered now of an enslaved mankind. Prepare to enter the nightmare...



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