

AEON ANGELUS NECRONOMICON

EVOLUTION

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with contributions by
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for



by



CONTENTS

Introduction	pg 4
Rules	pg 6
Setting	pg 8
Background	pg 9
Story	pg 11
Theme	pg 12
Act One: The Gilgal Refaim	pg 14
Act Two: The Temple House	pg 19
Act Three: The Great Shrine	pg 24
NPC Statistics and Handouts	pg 30
Player Characters	pg 32
<i>Winter</i>	<i>pg 32</i>
<i>Dream</i>	<i>pg 33</i>
<i>Reaver</i>	<i>pg 34</i>
<i>Sapphire</i>	<i>pg 35</i>
Mecha Templates	pg 36
<i>Gilgamesh</i>	<i>pg 36</i>
<i>Orpheus</i>	<i>pg 37</i>
<i>Leviathan</i>	<i>pg 38</i>
<i>Kameni</i>	<i>pg 39</i>
<i>Loki</i>	<i>pg 40</i>

INTRODUCTION

Aeon Angelus Necronomicon: Evolution is a scenario for CthulhuTech by Wildfire LLC. This scenario is designed to be run in just three hours. No prior knowledge of Cthulhutech is needed to play this scenario, though knowledge of the Neon Genesis Evangelion and the works of H.P Lovecraft is helpful.

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This scenario includes everything needed to play it, except some dice (ten sided dice).

The scenario is divided into four parts. The first two chapters start with the big picture of CthulhuTech's rules and setting. The next three chapters then focus on the scenario itself with an overview of the scenario's background, structure and themes. Finally, the last three chapters detail the scenario's 3 Acts which form the bulk of the story. The scenario then finishes with the NPC statistics, handouts and PC sheets, including their mecha.

The Original Concept

This scenario is based upon my ideas for a full length campaign called **Aeon Angelus Necronomicon**. Thematically, this campaign is my retelling of the Neon Genesis Evangelion story through the lens of CthulhuTech. This story is very popular in anime and has been retold a number of times, including in both RahXephon and Fafner.

Despite the seeming difficulty of retelling a story of this scope and scale in such a short period of time, it is not unprecedented. This scenario forms part of the tradition that both Evangelion and RahXephon established in retelling their entire story in a single movie, consisting of the most important scenes edited together. Like those movies, the pace in this scenario will be frantic and the players will be scrambling to keep up with the events. However, this is intentional and both those movies help establish how this scenario is likely to feel in play. Embrace the madness.

This scenario revolves around the three main Acts of what I envisaged to be the three stages of the longer campaign. Should you wish to evolve this scenario into a three session mini-campaign or a three year mega epic, it should be relatively easy to do so with the material provided.

Symbolism & Meaning

This scenario uses a lot of information that I gathered from my amateur "wikipedia style" occult research. It would not be an exaggeration to say that every name, symbol and reference made in this scenario is done so with specific purpose and that the meanings behind them are connected to the others in some fashion through real world occult mythology. I have done this to replicate the feeling of Evangelion where everything has a place or is a part of a larger puzzle, which the players may spend time both during and after the scenario attempting to understand what happened. However, as with Evangelion, the larger puzzle itself isn't what's important as it does not really form a cohesive single picture. Instead, you are left with an endless spiral of connections and symbols which you are left to decide their ultimate meaning.

Presentation of Information

There is much more material in these pages than is needed for this one scenario. Though this would normally be a problem, it shouldn't be so here. In fact, the wealth of material can actually be used to great effect in emulating both Evangelion and Lovecraft's works. Both of these stories deal with hidden knowledge and how discovery of these truths can lead to madness.

The information is presented in a prosaic manner for ease of use by the GM. However, it shouldn't be presented in this manner to players. The GM should opt to "show" rather than "tell" any background information, so that the players can feel as if their PCs are on the tip of an iceberg of the events, conspiracies and other dimensional entities involved. As GM, describe the immediate events from the perspective of the PC, and allow the players to piece what they can of the larger picture. It is highly likely that after playing through this scenario the players will know that their PCs have come into contact with the agents of powerful entities beyond their comprehension, but they should not be aware that these entities are Hastur's Avatars or even Shub Niggurath herself.

This is especially true of the climax of the scenario. The finale is not a physical act such as destroying the Great Shrine or stopping Ne'el's ritual, or even a literal one. Instead, the scenario ends with the PCs making a decision through a series of symbolic scenes which the PCs experience in a fugue state whilst being one with Shub Niggurath. The PCs may not understand the exact nature of the decision they just made. However, due to the symbolism involved they should know that they have made a decision and that by doing so they have done right (or wrong) by themselves and each other.

Acknowledgements

This scenario is derived from ideas, pictures and resources that I sourced from a number of places, much of which is used without permission. I would like to thank everyone who contributed in some way. In particular:

Aeon Angelus Necronmicon PbP: My players (Dahlia, WyzardWhatley, Skipster, and Argent) of the PbP campaign version of this scenario for providing many of the names and character details.

Playtesters: Sam, James, Conan and Nick who playtested this scenario.

Wildfire LLC: For creating the game that I have been trying to tell this story for, for quite a few years, as well as the myriad of inspiration and resources.

Pagan Publishing and Arc Dream: The Great Shrine of Shub Niggurath from Delta Green: Eyes Only provided me with the nexus which allowed this jumble of ideas to become a coherent scenario.

Chaosium: I started my background research with the Nephilim RPG, and though not much of what I used remains, it was inspirational. Also, for inspiration through the Call of Cthulhu RPG.

www.deviantart.com: A splendid internet resource of anime and Cthulhutech style pictures.

RULES

CthulhuTech uses a rules system called Framewerk. This scenario contains a simplified version of Framewerk that is suitable for use at conventions and with those who aren't familiar with the system at all. It lacks the depth and options of the full system, and I recommend that if any of this is of interest you go check out the CthulhuTech rulebook. You will not be disappointed.

Tests

All rolls (except damage and Insanity tests – see below) involve rolling a number of d10s determined by your Skill. The result of this roll is the highest single die result, unless the dice contain a straight or a match of 2 or more dice, in which case those dice may be added together if that is a higher result. For example:

- if you roll 1, 3, 7, 9, your result is 9.
- if you roll 3, 4, and 6 your result is 3+4=7.
- If you roll 2, 7, 7, 7, 10, your result is 7+7+7=21

If the PC does not have the appropriate Skill, roll one dice and half the result (rounded up).

This result is then modified by any applicable modifiers, such as Attributes (these have already been added on the PC sheets), multiple action penalties and wound penalties. For example, you make a Dodge Skill roll and you have a Dodge of 3 and an Agility of 8. This will be notated on the PC sheet as 3d10+8. You roll 2, 5, and 5. You get a total of 18, being 10 (5+5) from the roll and 8 from your Attribute.

If the result equals or exceeds the Difficulty (Diff) set by the GM, the action succeeds.

The general guideline for setting Diffs are:

Easy = 8	Hard = 22
Average = 12	Very Hard = 28
Challenging = 16	Legendary = 34

Where two PCs and/or NPCs are contesting against each other then rather than using Diffs, the winner is simply the one who rolls the highest.

Drama Points

Each PC has 10 drama points to spend during the scenario. Each drama point may be spent after the PC has made a roll to add an extra dice, or before the GM makes a roll to subtract a dice away. Drama points cannot be used on Insanity tests.

In addition, if a player describes an action in a particularly cool and exciting way that builds to the scene for all involved, the GM may award them an immediate drama point to that roll.

Character Sheets

This scenario includes character sheets for 4 player characters. It also includes sheets for their 5 mecha. The mecha sheets are in the same format as the PC sheets and include some identical information. This should allow for players to flip between the PC and mecha sheets with ease and fully utilise Framewerk's verisimilitude between personal and mecha combat.

Combat

Combat presents a few additional complications to the above rules. Time is broken into segments of time called turns. Each PC and NPC can take one action on their turn. Once all actions are done, the turn starts again.

Should it be required to determine who acts first in a round, then I suggest for speed of play, that the PCs and NPCs act in the following order:

1. All antagonists except for the Gug and Gibbering Horrors
2. Dream
3. Sapphire
4. Winter
5. Reaver
6. The Gug and Gibbering Horrors

Attacks and Dodges by PCs are performed like any other contested roll. If an Attack roll succeeds, the attacker rolls the damage dice for the attack, plus 1d10 for each whole increment that they beat the Dodge Skill roll by 5. The results of these damage dice are added together and then any armour is subtracted from the total.

Damage suffered accumulates and the total damage also has an effect that applies to PCs only, normally a penalty to future rolls. All damage is healed between Acts or per turn if the PC or mecha has Damage Control listed on their sheet.

Insanity

Each PC begins with 1 Insanity point, due to their synthesis with their Engel or due to their knowledge of sorcery. The PCs may gain more Insanity points as the scenario progresses. The greater the number the more likely that PC will not be able to control himself or herself when put under extreme stress, subject to disturbing scenes or when they cast spells.

When such a moment occurs, the PC must make a test against a Diff (normally 16) set by the GM. The PC rolls 5 dice less 1 dice for each Insanity point they have. If the PC fails, the player may decide that the PC either gains another Insanity point or is put under the GM control for a temporary period of time. The length will be determined by the GM determined by what is appropriate for the narrative but this loss of control should be expected to be a serious inconvenience to the PC.

These rules differ significantly from the insanity rules in CthulhuTech. The reason behind these different Insanity rules is that in a short scenario 1 Insanity point is not a real inconvenience, where as temporary loss of control of the PC is for both the PC and player. As such, the players are more likely to take Insanity points much more seriously.

Sorcery

Sapphire knows sorcery and has three spells. She may cast one per Act due to the extensive preparations involved.

To cast a spell, the player must make two rolls. The first is an Insanity test and the second is an Occult Skill roll. The Diff for both is listed on the PC sheet. If Sapphire fails the Insanity test (or sometimes even when she succeeds with Craft Yog-Sothoth's Guard) and the player chooses to hand control of the PC to the GM, the spell goes awry in some way. If Sapphire fails the Occult Skill roll, the spell simply fails.

It is expected that combined with her synthesis with her Engel and the use of Craft Yog-Sothoth's Guard to save her life at least once, Sapphire is likely to go insane during this scenario.

SETTING

The year is 2085. The stars are right. Humanity stands on the brink of extinction. All that stands before this inevitable end are those who give up their own humanity to enable them to fight back. Amongst these defenders, and perhaps the ones who have the most hope of making a difference, are the Engel pilots: people whose psyche have synthesised with monstrous biomechanical constructs which form the cutting edge of the New Earth Government's weaponry.

How did we get to this?

In the early 21st century, humanity discovered how to access the inexhaustible power of dimensional energy by harnessing it through the technology of D-Engines. The human race began to technologically advance at an alarming rate.

As a side effect of using this living energy, many users of D-Engines felt a bond develop with the equipment that it powered. It was not long before this bond was utilised by the creation of vehicles that had the same shape as its pilot or driver. Before long, mecha had become a common sight on the battlefield.

Mankind's advancement did not go unnoticed. The Migou feared that humanity's folly would bring on the End Times and acted to stop them. Their first plan was to genetically engineer a seemingly interstellar army called the Nazzadi to attack Earth. This black skinned and red eyed people seemed to be the stuff of nightmares, but in fact they were created from the same genetic material as humans.

The First Arcanotech War caused devastation on a massive scale. However, the Nazzadi began to feel that their enemy was actually kindred spirit. They rebelled against their Migou masters and joined in rebuilding humanity instead.

The Migou refused to admit defeat and amassed for a second wave of attacks, this time manned by their own race. However, when they arrived the situation was worse than they expected. Hastur had already awakened and was engaging the NEG on a massive scale through a wild and savage army called the Rapine Storm. Nyarlathotep was working through the shadows and the followers of Cthulhu were once again in search of their ancient slumbering god.

The Migou took control over Earth's orbit and began their deadly assault. Humanity was forced to fight a war on many fronts. This Second Arcanotech War quickly became the deciding conflict of this Aeon - the Aeon War. All hope seemed lost. However, humanity led by the NEG never gave up hope.

The NEG developed war machines of unprecedented power called Engels. Little is known about how the Engels are constructed. What is known is that they are made from both mechanical and biological components and that their pilots must be synthesised with them in order to overcome any of the Engel's own limited sentience and control.

The Engel Project fights on the forefront of humanity's final battle. If the end is to be avoided or even delayed, it is they who must forge it from blood.

BACKGROUND

It is 2085 and humanity is fighting for survival in the Aeon War. However, this is not the first time widespread conflict has occurred to decide when this Aeon would end and what the new one would be. The last Aeon War took place a time before the last ice age when the advanced serpent sorcerers known as the Valusians were the dominant race on the Earth, ruling from their magnificent city of Mu.

Order of the Black Star

During that time, the Order of the Black Star, a powerful cult worshipping Shub Niggurath in the form of primordial Earth Goddess Cybele, threatened to awaken the Old Ones. The Order was named after the Moon, which they worshipped as the personification of the Dark Mother. Unlike the shining circle we see today, the Moon was like a black eye leering down from the heavens. This appearance was caused by the Great Shrine of Shub Niggurath, lying under a grotesque crater we now call Mare Orientale, which faced the Earth. The Shrine poured powerful energies down to numerous sites on Earth.



The Order was led by a number of powerful sorceresses who became known as the Sybil. The Sybil were focused on using these energies to breed themselves a race of semi-divine beings called the Nephilim. The Nephilim were an amalgam between men and monstrous entities born from Shub Niggurath herself. This amalgamation is mirrored in some ways several millennia later by the interface synthesis performed between pilot and Engel.

The Sybil believed that if they could awaken enough Nephilim this would in turn rouse the Dark Mother from her slumber and bring the current Aeon to an end. By doing this, the Sybil believed that they could shape the Aeon to come.

The Valusians realised that their very race was on the brink of extinction due to the Order's actions. To counter this fate, they used their own sorcery to rotate the Moon. By doing so, the Great Shrine was moved away from the Earth to face the dark emptiness of space. The tactic succeeded but the impact it had on the Earth was tremendous. The seas ran awash over the land and ice ran rampant, starting the next ice age. The Valusians faded away and all but three of the Sybil died.

The three Sybil who survived were Sedeqetelebab (Sedeq), Ne'elatama'uk (Ne'el) and 'Adataneses (Adata). Their survival has been remembered through the ages: their names are attributed to the three daughters-in-law of Noah, who were believed to be capable of powerful sorcery and long life. The three sisters separated from each other shortly after the catastrophe and seemingly disappeared from history. However, none of them ever stopped trying to fulfil their original plan, though each pursued their own course.

Adata

The youngest, Adata, was driven mad by the events that she had suffered. She received many visions that she believed were communications with Shub Niggurath herself. She turned away from using sorcery and instead explored another path to merging humanity with the divine directly through the psyche itself. She believed that if the mind itself was stripped bare that it would be able to merge with these divine communications. Unfortunately, in her madness, she did not see that she had come under the influence of the Tattered King, Hastur, who uses Adata to this day as a part of his efforts in the Aeon War through the Rapine Storm.

Sedeq

The eldest, Sedeq and the cleverest of the three, turned away from sorcery and the old ways. Instead, she bided her time to ensure that her next attempt wouldn't fail. First, she secured the body of the last Nephilim, Baphomet, who was on the verge of death. She used the semi-divine cadaver to build herself an occult society much more powerful than the Order of the Black Star, the Knights Templar. This group has been active in occult history for thousands of years.

Baphomet was believed to be a pagan idol, connected to Pan and later the devil, worshipped by the Knights Templar. However, this was a ruse to hide the true nature of Baphomet as one of the semi-divine children of Shub Niggurath. Only the leaders of the Templars and the Vatican knew the truth. Baphomet was an ancient being, 50ft tall and encased in a shell of living armour, buried beneath the Temple House in Paris – a proto-Engel.

Eventually, a viable alternative for merging humanity with the divine presented itself to her. She explored the use of science and genetics to create an amalgam. Though her early attempts all failed; the leaps and bounds made in the Engel Project promised to elevate her ideas into success. She quickly used her own expertise and influence to take on the persona of Dr Ezra Ma (named after her mother-in-law Ezrama) and formed the Bereshith Protocol inside the Engel Project. The Protocol is an experimental group that is attempting to achieve a perfect synthesis between the Engel and pilot.

Unbeknownst to anyone in the NEG, the Engel Project or the Protocol, Sedeq's continued successes actually come from the secret use of Baphomet's genes that are spliced into 3 test subjects at birth many years ago. Not even the test subjects are aware of this fact. One of three, Winter, also has genetic material from Sedeq herself.

Ne'el

The middle Sybil, Ne'el, holds onto the old ways and continues to lead the Order of the Black Star. She hopes to re-forge a path back to the Great Shrine through one of several ancient lost gateways on Earth that were designed to capture the Shrine's lunar energy. Her attempts so far have been thwarted by the Migou. The Migou know the location of the gates as they currently use the Great Shrine to supplement their race's own atrophied reproduction. They are also aware that the Order's activities will also awaken the Old One.



Her attempts so far consist of using powerful elemental sorcery to drill massive holes into the desert around Israel to find a gate close to the site of the Gilgal Rephaim, an ancient and unexplained stone monolithic circle. So far, she hasn't succeeded. However, she has managed to capture some of the residual energy in the sites and created twisted images of the Nephilim that are called the Rephaim. She is close to mounting her invasion into the Great Shrine itself.

The Migou would almost certainly win this conflict, if it wasn't for the influence of Hastur. Having already netted Adata into his influence, he has decided to use her sister and the Bereshith Protocol to ensure that Shub Niggurath's awakening will be abrupt and violent. Hastur's plan is undertaken through two of his avatars: the King in Yellow, in the form of the young Bereshith Protocol barrista called Sephariah Twist, and the Emerald Lama, in the form of the sagely wandering Arab called Rishi. Together, they hope to drive the Neo-Nephilim spiraling into the conflict between Ne'el and the Migou and crashing into the slumbering Shub Niggurath.

STORY

The scenario consists of three Acts to be run in three hours. As a GM, there is a lot to get the PCs through in the time available. The three Acts are designed to allow for very aggressive scene framing to push the story along at a merciless pace. Though many of the major decisions from Act to Act are decided for the PCs, the Acts themselves hold great flexibility, which the GM should encourage as much as possible.

Leaving 15 minutes for an introduction of the rules and setting, the length of time anticipated in running these three Acts at (the requisite) break-neck pace for a three hour scenario is:

Act One: The Gilgal Rephaim – 60 minutes

Act Two: The Temple House – 45 minutes

Act Three: The Great Shrine – 60 minutes

Act One sees the PCs investigate the site of an anomalous natural disaster at the Gilgal Rephaim in Israel. Whilst there, the PCs encounter all of the factions that are involved in this scenario through Dr Ezra Ma, an Avatar of Hastur, cultists of the Black Star, a Rephaim, and the Migou. The PCs discover that someone is looking for an ancient portal built at a time when beings remarkably similar to the Engels that they pilot existed and were worshipped as gods.

Act Two sees the PCs awake from sleep in their beds. In a dream state, they meet and hold a conversation with Rishi and Sepharial, Avatars of Hastur. They experience a number of revelatory visions showing them their true nature, the manipulation and corruption of the Protocol, and the location of an unguarded portal to the Great Shrine. The night culminates in a conflict with Dr Ezra Ma and his unmasking as Sedeq.

Act Three sees the PC travel to the Plateau of Leng in Tibet to infiltrate into Carcosa. This journey starts with a short but violent conflict with the forces of the Rapine Storm and ends with a bizarre masquerade ball in Carcosa. With what little sanity they have left, they enter the Great Shrine and find themselves in the centre of a massive conflict between Ne'el's Rephaim and the Migou. They enter a fugue state as Shub Niggurath stirs and calls her children to her. In a series of flashbacks, they must decide who they are and where they will stand.

Factions

This scenario includes a number of factions. All factions are introduced to some extent in Act One. Also, the agendas of all factions are apparent on some level in Act Three. Here is a list of the 6 factions and their agendas:

Bereshith Protocol: The Bereshith Protocol wants to use the Neo-Nephilim as the NEG's next super weapon to defend humanity.

Sedeq and the Knights Templar: Sedeq wants to use the Neo-Nephilim to awaken Shub Niggurath gently, bringing this Aeon to a close and define the next.

Ne'el and the Order of the Black Star: Ne'el wants to destroy the Neo-Nephilim, and instead awaken Shub Niggurath through the creation of the original Nephilim using the Great Shrine.

The Migou: The Migou want to stop the Neo-Nephilim, and indeed anyone, from awakening Shub Niggurath or damaging the Great Shrine.

Hastur: Hastur wants to rush the awakening of Shub Niggurath by manipulating the Neo-Nephilim.

Shub Niggurath: As an Elder God, her designs are unknown. She wants to subsume her children, the Neo-Nephilim. Her awakening will bring this Aeon to an end.

THEME

This chapter discusses the underlying themes behind this scenario. If you are feeling overloaded by this stage or if you are not interested in using themes, you should feel free to ignore this section. The scenario works fine as written and its use of themes is like unseen glue that binds the story tightly together. This section should help explain to the GM what each scene adds to the overall story and how many scenes mirror and contrast each other.

Central Themes

The overall theme of this scenario centres on Shub Niggurath, the Dark Mother. Shub Niggurath is a nurturer. She looks after her young so they can thrive. However, she represents the dark side of nurturing: that is both the subsuming of the entity being nurtured as well as the acceptance of loss of identity by the nurtured. She is overbearing and smothering to the point that she destroys the individualism and identity of her own young.

A related theme is one of identity. Our identity is influenced by our relationships. Whilst it is unhealthy to allow these relationships to completely influence us (the dark side of nurturing), it is equally unhealthy to not accept any influence from those relationships. Instead, a positive identity is created from accepting “good” influence (the bright side of nurturing) but then using that to craft our own independent identity. This is symbolised by our very first relationship, that between mother and child, which we must move from if we are to reach adulthood.

The Neo-Nephilim

The story centres on the three PCs who are the Neo-Nephilim, experimental Engel pilots with call signs Winter, Dream and Reaver. These PCs will decide the fate of Earth, at least for today. The Neo-Nephilim’s story is one of identity through the acceptance of positive relationship, and their victory comes from taking strength in each other and self-confirmation of who they are.

During this scenario the Neo-Nephilim discover that they are children of the very things that they are trained to fight and destroy. In the madness that ensues they have several opportunities to support one of the various factions involved, none of which are pleasant or even sane. In the end, the PCs are also given, by Shub Niggurath, a way out of making any choice by returning to the Dark Mother. Hopefully, the PCs will hold true to themselves by actively resisting all of the choices presented, even into death.

Their storyline is given a personal touch through Winter, who is the direct genetic descendant of Sedeq, who can almost attain perfect synthesis with her Engel Gilgamesh. Sedeq feels a special “motherly” relationship with her, which mirrors the twisted nurturing of Shub Niggurath herself.

Sapphire

A fourth PC, Sapphire, is a Nazzadi arcanotechnician who initially acts as an observer of the other three. Sapphire’s story is about losing one’s identity by rejecting all relationships that influence you, be they positive or negative. She forsakes the present and herself for the future. Sapphire is a strong-willed woman, who is frustrated by the lack of history her race possesses. She is making her own desperate bid to define her future and gain the power that the other three consider to be a curse – Engel Synthesis Interface. However, in doing so, Sapphire overlooks her present situation, that of her bond with the Neo-Nephilim. Sapphire’s story finishes just before the other PCs. Her finale is whether her actions have carved her place with the other three PCs or whether she has blinded herself to them in her pursuit of the future so that they will condemn her to a violent end.

Sapphire provides an important contrast to the other three PCs. In her sacrifice of the present, she suffers a heavy toll. Her likely decline into insanity should focus the PCs on the fact that the only people who care for them are each other. This should ground their perspective of the

situation, just when it is most needed. Sapphire's desire to sacrifice her sanity and all relationships she has to gain the one thing that the other PCs would love to be rid of, will be a shock to them. She also mirrors the hubris and ego of three Sybil giving a human face to their millennia spanning story of hubris and worship.

By Act

So how does the theme impact on the scenario? As with any good movie where time is a precious commodity, every scene in this scenario tells a vital part in the overall story and its theme. To put this all into perspective, the various scenes are broken down in this section.

Act One

Migou Attack – This scene establishes the state of affairs as the PCs may see them. It shows the PCs acting together against a common enemy under the protective guidance of the Protocol. Though it seems the PCs are looking out for each other, this is all superficial and barely covers the true state of affairs.

Rephaim – The revelation of truth and first crisis point happens with the attack of the Rephaim. The PCs have lost the Protocol's guidance. Their very lives are put into danger by an incomprehensible aggressor. This is an acid test for each PC where they must ask whether they would risk themselves for their fellow PCs and see the answer of their fellow PCs.

Act Two

The Two Avatars – This crisis feeds into the start of Act Two. With everything around them crumbling down, Hastur's dispassionate revelation of the truth will likely strike a cold and comforting resonance with the PCs current state of mind.

Sedeq's Unveiling – The result of Hastur's interference is to dispassionately paint Sedeq as a villain. The PCs are then given a hand in deciding the fate of Sedeq. Though it is easy to kill her, her misguided yet genuine care for the PCs should make the situation much more complicated. This is aggravated when Major Saxon who clearly doesn't care for the PCs at all, is prepared to mercilessly kill her and paints the PCs as little more but monsters. This should leave the PCs dissatisfied with the outcome of this Act, whatever that outcome is.

Act Three

Plateau of Leng – The seemingly random combat with the Gibbering Horrors and the Gug outside the Stone Monastery is actually important to the scenario's theme. It should contrast the Migou attack in Act One by showing the PCs working together in a genuine fashion, highlighting their newly forged bond to each other.

The Great Shrine – This is ultimate chaos. The situation is meant to make it clear that no PC decision will produce the right result. This leads into the introduction of Shub Niggurath who will present them with the easy and appealing option of not choosing and letting someone else decide for them.

Shub Niggurath – The two symbolic scenes at the school reflect (without being too obvious) the two most important decisions the PCs made in the previous Acts. It is hoped that the PCs will exhibit what they have learnt in those previous decisions by choosing not to succumb to Shub Niggurath's nurturing influence. The scene in which Sapphire is tortured by the other children resonates the scene with the Rephaim, where the PCs first had to decide between saving themselves or helping each other out. By standing by Sapphire they are recognising a genuine bond and resisting external influence. The scene in which the PCs may volunteer to punish the other children resonates with the scene with Sedeq. By not punishing the children, the PCs exhibit restraint in judging others too quickly and assuming that they know what's best for them. The scenario culminates with a decision by the PCs that may well go unsaid. It is hoped that the decision is to deny Shub Niggurath and the influence of the factions, whilst recognising the bond with the other PCs. This is encapsulated by the final line by the amalgam.

ACT ONE: THE GILGAL REPHAIM

This Act is set at the Gilgal Rephaim, an ancient monolithic stone circle in the Golan Heights of unknown purpose and origin

All six factions in this scenario appear and collide in this Act. It is into this conflict that the PCs are thrust, propelling them into the greater story.

This Act is also the simplest of the three Acts and this is to give the players time to learn the system and their PCs.

The three broad sections of this Act are:

1. Introduce the PCs as they arrive at Ayn al Basha.
2. Encounter the Migou efforts to stop the Order of the Black Star.
3. Encounter a Rephaim and note its similarity to the Engels.

In addition to these sections, there are a number of other important elements:

- Establish Dr Ezra Ma's strange nature and his protectiveness of Winter.
- Meet Rishi, the current incarnation of the Emerald Lama, Avatar of Hastur.
- Encounter the Order of the Black Star and learn of its search.
- See the statues of Shub Niggurath, in the form of Cybele, and the Nephilim.
- See flashbacks to what the site was used for, before the last ice age.
- Loads of combat.

What is going on?

The Gilgal Rephaim is one of the sites which the Great Shrine of Shib Niggurath used to pour energy down to, before the last ice age. Due to this connection, it was possible to travel direct from the portal to the Great Shrine, under the lunar surface.

Ne'el and the Order of the Black Star have been searching for the portal to gain access to the power to create Nephilim, and failing that to gather enough of the residual power to create Rephaim. They have been blasting the deserts of the Middle East with powerful elemental vortexes to burrow down into the earth to locate the buried portal.

This activity has come to the attention of the NEG, the Migou, and Hastur.

The NEG have sent the NES Chicago to the Jerusalem Arcology to deal with the growing number of refugees. The Bereshith Protocol has been tasked to investigate the site of the latest disaster and determine the cause. The Bereshith Protocol sends the PCs.

The Migou have sent several fast moving stealth mecha to destroy the Order of the Black Star's excavation. They are not aware of the NEG's plans until they detect the arrival of the PCs dropping from a Nighthawk Stealth plane. When this occurs, the Migou desperately move into action, trying to achieve their goal before the PCs can understand what is happening.

The Order of the Black Star use one of the Rephaim to defend their operation. This being, along with the artefacts recovered from the site, put doubt in the PCs minds that there may be some connection between their own Engels and the site.

Hastur commences his own plan by sending Rishi to contact the PCs.

Gilgal Rephaim

The Gilgal Rephaim is a series of large concentric stone circles sitting on a plain near Israel. Its shape mirrors that of the Black Moon, which leered down from the sky like a great eye before the last ice age. It was designed to receive and capture the energies emanating from the Great Shrine which it then stored in the statue of Cybele. The Sybil then used this energy along with their sorcery and worship to create semi divine beings, the Nephilim. Even millennia later the arcane connection continues and, with the right ritual, an inter-dimensional bridge between the site and the Great Shrine is possible.



By 2085, the Gilgal Rephaim is mostly buried under sand from devastation of the First Arcanotech War. A modest sized town, called Ayn al Basha, has been built over it. The town is surrounded by plains and desert. In what was the centre of the town a vast crater from the vortex stands, with many multi-storey buildings falling inside around its edges. In the centre of that crater is the newly excavated site of the Gilgal Rephaim as well as deeper artefacts such as a gigantic statue of a Nephilim and Shub Niggurath, in the form of Cybele, giving birth to man.

In the plains outside the town several Migou Silverfish mecha are buried waiting to attack the cultists of the Black Star.

Bereshith Protocol

The Bereshith Protocol operates through Mission Control. The people who interact with the PCs by way of headset communication are:

- Major John Saxon – head of operations and a gruff military adviser
- Dr Erza Ma – head of science and a weirdly excitable “eunuch” like fellow

As a GM, these NPCs allow you to communicate information to the players in character, rather than in third person. Most information requested by the PCs will be provided in character via Major Saxon. He can also be used to add tension to any moment by adding a panicked or demanding voice when any PC is hurt or under stress. Dr Erza Ma should be portrayed in an unsettling manner to foreshadow the reveal in Act Two. He is protective of Winter, constantly berates Sapphire to keep an eye out and provides disturbingly accurate analysis on many of the stranger events encountered.

The Bereshith Protocol has a number of technological resources available to support the PCs. This includes the Nighthawk Stealth Carrier designed to drop the Engels in without being noticed. They also have access to STUARDs (Surveillance and Tracking Upper Atmosphere Remote Drones) that act like satellites to monitor the situation. The STUARDs will be destroyed just before the Migou attack, cutting off communication between Mission Control and the PCs.

Rishi

Rishi is present at the site when the PCs arrive. He is dressed in ethnic Arabic dress that is sun bleached green and worn. He has clear sea green eyes, which are unusual for his seeming ethnicity. When the PCs approach the town, he will be burying the final bodies of the dead into a huge massive grave. The PCs are likely to think that he is the last survivor of the site, but his calm manner and the revelation of the extent of the grave should cast doubt over him.

Rishi has no real agenda in this Act except to meet the PCs, witness the events unfold and eventually be taken back to the Bereshith Protocol's base, Temple House in Paris, for further questioning.

Migou

The Migou have been monitoring this site for some time. They are aware of the location of all the portals to the Great Shrine and that the Order of the Black Star is trying to locate them. The Migou have buried five Silverfish in the sands around the Gilgal Rephaim. Their plan is to wait for the cultists to remove the artefacts from the town and then intercept them. By leaving the attack as late as possible they hope to avoid confrontation with the Rephaim.

The arrival of the PCs will surprise the Migou. They will feel forced into action and will do so with shocking speed. First, the Migou will destroy the STUARD from orbit blocking communication from Mission Control to the PCs. Second, the Silverfish will drop their stealth systems to use their blinding speed and gravbombs to almost suicidally engage the PCs and pin them down, allowing for at least one Silverfish to take out the cultists during the distraction.

Order of the Black Star

The Order of the Black Star at the site consists of several cultists with a broad spectrum of skills. They include archaeologists, geologists, weapon specialists and sorcerers. In general, they are not powerful enough to oppose either the Migou or the PCs directly except though the Rephaim which Ne'el has given them. Their goal is to confirm the location of the portal, remove the newly born man part of the statue of Cybele and return it to Ne'el.

Unfortunately, the portal will be irrevocably damaged during the fight as the Rephaim draws upon the residual energy of the area, causing all kinds of difficulty for the PCs.

Cybele

Cybele is an ancient earth mother goddess, often sitting on a throne made from living creatures. She is one form given by man to the Great Old One, Shub Niggurath. She is often portrayed as a grossly overweight pregnant with black skin. She is often thought to be related in some fashion to Lilith, the Black Moon, as well as the Black Madonna. The Black Moon is a reference to the appearance of the Moon before the last ice age. The Black Madonna is an unexplained phenomenon of statues of the Virgin Mary with jet black skin. The Knights Templar are believed to be connected to the Black Madonna, which many have postulated is actually the influence of pagan earth goddess statues.

A statue exists of Cybele exists at the Gilgal Rephaim and it is the vessel in which the residual energies from the Great Shrine have collected. The statue is immense and unprecedented in known archaeology. Below her, she gives birth to a man (which is actual size and holds the highest concentration of the energy) and above her in a similar fashion would have stood the Nephilim. Only the feet of the Nephilim still remain. What is left bears a striking resemblance to the Angels and particularly the horned Seraph Angel.



Rephaim

The Rephaim are a race of giants in biblical legend that are often connected to the Nephilim. They are believed to have constructed the Gilgal Rephaim and it has been theorised that this was to worship an earth goddess and observe the heavens. The Rephaim are beings like Nephilim and Angels created by Ne'el using the residual energy from the Great Shrine. Though they do include a merger of humanity and monstrosity, the beings are a mockery of the Nephilim. Their existence is only temporary and any sanity the subject had before undergoing the process is lost.

The Rephaim at the site starts hidden from normal sight. Sapphire's Mystical Unborn can see the Rephaim (but won't offer this information unless it gains something in its favour). When the PCs have discovered the statue of Cybele, the Rephaim will surprise them by coalescing by drawing upon the energies within the statue that have lain stagnant for millennia.

The use of the residual energy will strike a warped connection on the PCs who experience confusing flashbacks to the time when the site was originally created. These visions include the black eye in the black sky, the worship and bloody birth of a Nephilim, and grotesque rituals performed by the three Sybil. These flashbacks are also experienced by the PCs' Engels who respond by threatening to break the PCs control over them.

This loss of control over the Engels should really be a focus for the end of this Act. The Rephaim is a savage creature that will attack the PCs in a cannibalistic frenzy that the GM should describe in as much visceral detail as the players can handle. The GM can add to the furore by having Major Saxon screaming all kinds of scary sounding technobabble, such as the PCs lifesigns dropping, Ice (Engel Interface Synthesis) points are spiking beyond nominal thresholds and psyche barriers are being breached.

Mechanically, the loss of control should be handled using the Insanity mechanic. Ideally, the result should not be to rack up a vast amount of Insanity points at this stage. Instead, the players will probably decide to hand over control of their PC for a short period. In this Act, this should be just for one turn. In that turn, the Rephaim will probably take advantage of their helpless state and attack them mercilessly, heightening the disturbing twist at the end of this Act.

Suggested Sequence of Events

Here is a suggested sequence of events for this Act:

1. A GNN broadcast reports that there has been a number of unexplained natural disasters in the Middle East, giving rise to increase in refugees and religious worship. The NEG have sent aid by way of the NES Chicago.
2. The PCs sit in their Engels' pods in a drop bay of the Nighthawk Carrier, lit by the red light of the jump signal.
3. The PCs use their A-Pods to drop into the town just before dawn. They get an overview of the geography.
4. The PCs see Rishi just outside the town burying a dead body. He seems unafraid if the Engels approach. The PCs will be able to sense that there is in fact a mass grave under Rishi, just below the surface of the sand.
5. The PCs see the crater in the centre of town. At its bottom, several strange foundations and stone structures can be seen.
6. The STUARD picks up a moving vehicle fleeing from the other side of town, as well a VTOL craft powering up. This is the Black Star making a run for it with the newly born man part of the statue.
7. Communication with Mission Control is suddenly lost as the STUARD is destroyed.
8. The five Silverfish attack with blinding speed, trying to destroy the cultists. Three engage the Engels in an almost suicidal charge using their gravbombs to pin them down. The other two try and flank the group and attack the fleeing cultists.

9. Toward the end of the conflict, damage to the town causes the floor of the crater to subside, revealing the Gilgal Rephaim and the statue of Cybele.

10. The Rephaim coalesces and attacks the PCs.

11. Whilst fighting, the PCs suffer disabling flashbacks and the Engels seems to try and break free. The PCs will need to make Insanity tests diff 16 to establish control as their psyche is ripped asunder.

12. The building energy tears into the Rephaim who begins to mutate and go berserk.

13. Mission Control establishes partial communication. Dr Ezra Ma is interested in the statue and identifies it as Cybele. He identifies the Nephilim's feet that a newly born man should be situated at the base of the statue.

14. The Rephaim dies at the feet of the Cybele statue. Its body dissipates and the remaining residual energy seems to float upward seemingly through Cybele's birth canal and into the predawn sky, where the Moon sits watchfully.

15. Nighthawk Stealth Carrier returns and the Act finishes on the PCs retrieving several items and people from the site. The PCs discover the newly born man statue held by the cultists has shattered.

ACT TWO: THE TEMPLE HOUSE

This Act is set at the Temple House in Paris, the base of the Bereshith Protocol and also the original headquarters of the Knights Templar.

This Act focuses on the PCs and reveals to them their true nature as well as the Bereshith Protocol. By its end, they should be questioning everything.

This Act is the shortest of the three Acts as it contains almost no combat. Time should be spent on allowing the players to roleplay their PCs and explore them to their fullest.

The three broad sections of this Act are:

1. Encounter Rishi and Sepharial, the two avatars of Hastur.
2. Discover Baphomet, being held in the basement of the Temple House.
3. Reveal the true nature of Dr Erza Ma.

In addition to these sections, there are a number of other important elements:

- Establish the Temple House and the dream-like state which the PCs are in.
- Reveal the location of an unguarded portal to the Great Shrine in Carcosa.
- Reveal the missing past of the PCs.
- Question their loyalty to the Bereshith Protocol.
- Learn that the PCs are genetically altered to allow for greater synthesis.
- Destroy Dr Erza Ma and gain a sense of her greater plan.

What is going on?

Sedeq, posing as Dr Erza Ma, established the base of the Bereshith Protocol on top of the headquarters of the Knights Templar, an Order she controls. In a secret and secure basement of the Temple House lies Baphomet, the cadaver of the last Nephilim, and the secret of Sedeq's experiments success.

Hastur has two Avatars inside the Temple House. The first is Sepharial Twist, a young attractive woman and fresh face who runs the Protocol's café and bar. She is someone who the PCs will have confided in and someone who they are comfortable with. The second is Rishi, the man who was brought back to the base following the incident at the Gilgal Rephaim.

Together, the two Avatars plan to strip away all the lies surrounding the PCs with the aim of crumbling their perspective on all things, breaking their faith with the Protocol, and motivating them to go to the Great Shrine seeing the Migou and the Order of the Black Star as enemies. Sepharial will be charming and friendly. Rishi will be sagely and authoritative.

The two Avatars have their work cut out but they can afford to reveal much of this information honestly and without reserve. This approach should be enough to have the PCs at least consider what they have to say and realise that everything is a lie.

The scene ends with a physical act to symbolise this break from the past. Dr Erza Ma is revealed as Sedeq, and her ugly plan laid bare for all to see. Whether by the hand of the PCs or the Protocol, Sedeq will meet her end. Her demise should not be satisfying to the PCs however, as Dr Erza Ma was one of the foundations on which they established their view of the world. Her destruction should have the PCs thinking that they have been manipulated to some unknown end. In particular, Winter will feel her loss the most, especially as Sedeq, was the only mother she ever knew.

Temple House

The Temple House is the base for the Bereshith Protocol. Its foundations are that of a much older building, but it has received vast modernisation and expansion to cater for the needs of the cutting edge Bereshith Protocol. However, much of this work is not yet completed. As a result, the old and new stand side by side and there are many vast empty spaces and unused sections.

One visual motif throughout the Temple House is the use of Christian iconography, particularly that with double meanings. The Black Madonna, a black skinned Virgin Mary, will be the most common. There is no explanation as to why these statues exist, though some postulate that they are a reference to an ancient fertility goddess such as Cybele. The Black Madonna was also connected to the Knights Templar. The image of Baphomet as the devil in the form of a black goat humanoid will also appear in a number of classical style paintings of Biblical scenes. The extent with which to use this imagery is over to the GM. I would suggest erring on the side of more than less, given the short 3 hour time frame.

No layout of the base is provided as it should change to fit the narrative. Simply assume that it has many facilities, some which are beyond the comprehension (and security clearance of the PCs). The only two places where the PCs will feel comfortable are their own bedrooms and Sepharial's café and bar.

The Temple House may seem like just scenery but it plays an important role in this Act as it adds to the atmosphere. It should feel both like a haunted house and dreamscape all rolled into one. The two Avatars are able to influence the physical geography of the building considerably and this unquestioned and disjointed spatial alteration should add to the dream-like feeling of the scene. When they wish to reveal a flashback to a PC, it will often appear as if the flashback were taking place inside the Temple House in front of all PCs. If the Avatars wish to move the PCs to a location inside the Temple House, it will happen seamlessly.

Bereshith Protocol

The history and secrets of the Bereshith Protocol is set out in the Background section. However, no one except Sedeq and Hastur know all this information.

Major Saxon is a military man loyal to the NEG. He believes that the Protocol is a valuable asset, which is performing risky experimentation to provide a real advantage in the Aeon War. He trusts no one. Though he initially comes across as just a wise military superior, he suspects that they are corrupted and he knows that they are dangerous. If the PCs or Dr Erza Ma show themselves to be the enemy he won't hesitate to use the fail safe systems he has put in place to deal with them.

Sepharial and Rishi

Rishi is the elder Arab who the PCs met at the Gilgal Rephaim. He was brought back to the Temple House for questioning but now seems to roam freely around the complex. He is actually one form of the Emerald Lama. He is credited for revealing to the world the details of the Valusian city of Mu through the Emerald Tablets. Rishi is a sagely figure. An elderly man with clear green eyes. He has another eye of the same colour tattooed on his forehead.

The Emerald Lama represents madness through truth and learning. He will act as both a guru and an authority figure on the information that is revealed to the PCs. He will never get angry or enter into a conflict with the PCs.

Sepharial Twist is the barrista of the Protocol's café and bar. She is actually one form of the King in Yellow, based on a description of the moon as a princess wrapped in a yellow veil on page one of Oscar Wilde's play Salome. This play was supposedly inspiration for or inspired by a version of the play King in Yellow. She is named after the astrologer that first used the Dark Moon Lilith in his astrological calculations. She is the friendly face behind the bar which people can tell their woes to. She is also seen behind the piano playing those classic piano solos that are familiar to "anime".

The King in Yellow represents madness through dreams and desires. She will act as a friend and confidante to the PCs as all the information is revealed to them.

The PCs' past

The Neo-Nephilim don't remember much about their early childhoods. The reason for this is that they were genetically altered at birth by the Knights Templar many years ago. The first was Reaver, followed by Dream and finally Winter. Winter also had genetic material from Sedeq spliced into her own. This all occurred before the Bereshith Protocol was even in existence.



Though the process of genetic splicing probably has some advanced procedure in science, the method when using the potent genes of the semi-divine Baphomet is very simple. This is to also allow the GM to represent this process in an obvious visual way. The process just requires a specially prepared and compatible baby to be injected with a large quantity of Baphomet's decayed blood.

Each of the flashbacks to the Neo-Nephilim's births can be done as physical scenes which all PCs can see and experience. Like a dream, any action they take will be incorporated into what happens without question from those in it. Each flashback sees a baby born to parents. This should be described in a tender manner. To avoid the GM second guessing the players, ask the players to describe both the scene and their PCs' real parents in an ideal way from their PCs' point of view. Once done, the GM can describe a shadowy female figure waiting in the background. The doctors take the parents aside while the figure comes forward and injects the baby. The face of the figure is shadowed. Each of the PCs feel it is familiar, especially Winter but none recognise it just yet.

Baphomet

Baphomet is the decaying corpse of the last Nephilim. His body is held in a secure vault in the basement of the Temple House. As soon as Rishi and Sepharial take the PCs to the vault, it will alert Major Saxon. However, he will not be able to confront them initially as the PCs have only visited in their dream projected state.

He looks very much like a dead and decaying Engel, especially the gigantic horned Seraph Engel like the Rephaim. He is attached to the wall by his hands which are nailed spread out behind him. His wings form an egg like cocoon around his body. Three huge rents in his dead flesh drain all the fluid from his body. In front of the chest of Baphomet is a man-sized figure, resembling a pilot. It forms part of the larger figure, almost appearing to be an atrophied limb.



Baphomet's representation as a black humanoid goat figure, often connects him to the Devil and to a lesser extent Pan. It is this second connection that proves correct in this scenario. Shub Niggurath is often associated with the Black Goat of the Woods. However, this form may in fact be an Avatar of hers. It is possible that Baphomet may have been the cause of the Pan myth and association with a primordial earth goddess.

Dr Erza Ma & Sedeq

Sedeq is an ancient and powerful sorceress, who has spent several millennia to bring her plans to fruition. She is very clearly mad. She recently changed her appearance to that of a ripe "eunuch-like" scientist with which she could act inside the Bereshith Protocol without fear of being discovered.

Sedeq visits the PCs every night to inject them with a small amount of Baphomet's vitae. The process is quite disgusting and whilst doing it, Sedeq acts unequivocally like a mother breastfeeding her baby. The PCs will also recognise her as the shadowy figure in the earlier flashbacks. The Avatars will show the PCs this scene whilst they are still in a dream projected state. The Avatars will then leave the PCs to decide their own fate, awakening them right in the middle of Winter's "feed".

Sedeq will react very poorly to being uncovered by the two Avatars and the PCs. Her first priority is to maintain her masquerade. However, as soon as it is apparent that it has been breached she will instead try and convince the PCs to keep her confidence. She cares for the PCs a great deal, however her twisted sense of nurturing should be obvious.

Sedeq will try and convince the PCs that everything she has done for them was for their own benefit and she has protected them at every turn. Hopefully, the players armed with the information learned in this Act, will interrogate her motives. In return, she may reveal a lot of information regarding her own plans and dreams for the PCs. None of this should be detailed, but if you respond to the PCs half informed statements and questions, the right kind of information should be revealed naturally. In particular, the following information may be revealed:

1. There is a connection between Baphomet and the PCs and their Engels.
2. She had a grand plan for the PCs which involved perfecting their Synthesis with the Engels, involving the return to their mother at the Great Shrine.
3. She has two sisters who are also doing something similar, including some connection to the Order of the Black Star.

Once the scene has run its course and the PCs seem to have made up their mind about what to do with Sedeq, Major Saxon arrives. He will take immediate command of the situation and demand that the PCs kill Sedeq, reminding them of their duty to the NEG and humanity. If they refuse, he will gun Sedeq down mercilessly. In either case, he will also treat the PCs like they are tainted, corrupted abominations.

Suggested Sequence of Events

Here is a suggested sequence of events for this Act:

1. The PCs "wake up" in a dream projected state, seemingly at night in their beds in Temple House to a haunting piano solo.
2. They leave their bedrooms which are all along a single corridor. At the end of the corridor, they can see the far off light of Sepharial's bar. Everything else seems like an endless black void. Sepharial is spotlighted playing the piano under a statue of the Black Madonna, whilst Rishi is at the bar having a drink.

3. Sepharial and Rishi will greet the PCs and be happy to strike up a conversation. If asked, Rishi will shrug his shoulders as to why he is not locked away
4. The two Avatars will steer the conversation toward finding out what the PCs are looking for. They sense an unfulfilled longing in the PCs. Rishi will give them an invitation to a ball in Carcosa, stating that there will be an unguarded portal to the Great Shrine at that location. The Great Shrine he explains is a place of great power, that was the core of the conflict between the Black Star and the Migou at the Gilgal Rephaim.
5. He asks them to keep this invitation secret from the Protocol. If asked why the invitation should be kept secret, Sepharial and Rishi say that the Protocol is not to be trusted and question what the PCs actually know of it. The two Avatars cast doubts over the Protocol, claiming the Protocol knew of their origins but never told them. It is no coincidence the PCs were brought together for this project. It was engineered. They ask to show them 2 visions that will help them learn the truth.
6. The first vision occurs straight away from the bar. In three directions in the dark, three scenes are illuminated from the darkness. Each PC sees the moment of their birth. In each a shadowy figure injects a large quantity of rancid blood into the baby. The effect is obvious, like a ripple of corruption washing through the baby.
7. The two Avatars offer to take the PCs to see Baphomet as proof of what they say. Baphomet's chamber is a secure vault in the belly of the Temple House. The figure of Baphomet oozes with the black blood and vitriol they saw before. Insanity test at Diff 22 for seeing Baphomet.
8. An alarm sounds and Major Saxon appears with guards. Upon seeing Baphomet he is stunned. He cannot perceive the PCs. However, his true feelings for the PCs are revealed when he orders his men to treat the PCs as if they are dangerous abominations.
9. With a dream-like bending of space the two Avatars relocate the PCs to their bedrooms. Here they see Dr Ezra Ma travelling the hallways and administering Baphomet's vitae to each.
10. The two Avatars will dissuade telling the PCs that they are being used. The PCs must work out for themselves just know who they were, are and destined to be. They must overcome that which holds them back through hatred if they are to obtain their true potential.
11. The PCs awaken in bed. Dr Ezra Ma is at Winter's bed. She initially will try and calm her down. However, under pressure she will appeal to the PCs to not reveal her, saying that she was acting in their interests. Dr Ezra Ma obviously cares for the PCs deeply, though extremely condescendingly.
12. Major Saxon arrives in force after destroying Baphomet. He demands the PCs destroy Dr Ezra Ma. He offers Sapphire her Engel if she convinces the PCs to do this. If they don't, he will kill her. She dies looking up at the Winter. She calls the PCs her children and apologises for leaving them alone to return to their mother. Afterwards, Major Saxon treats the PCs as enemy prisoners.

ACT THREE: THE GREAT SHRINE

This Act covers the journey through the Plateau of Leng and Carcosa to the Great Shrine under the surface of the dark side of the moon.

This Act is the climax to the story where the PCs must decide where they stand and who they are. Ideally, the PCs should reject all the options available by choosing their own path, even though this will lead to their death.

This Act is the most difficult of three Acts to manage as it requires the PCs to journey through 2 different places to reach a desperate climax from which there is seemingly no escape. All six factions are again present in this Act pursuing their agendas. This should provide the PCs with a smorgasbord of what not to do.

The three broad sections of this Act are:

1. Infiltrate through the Rapine Storm on the Plateau of Leng.
2. Travel through the portal at the masquerade ball in Carcosa.
3. Determine the conflict at the Great Shrine.

In addition to these sections, there are a number of other important elements:

- Fight the Gug and Gibbering Horrors roaming the Plateau
- Retain one's sanity and not be tempted by the masquerade ball in Carcosa
- Withstand the assault of both the Rephaim and the Migou forces
- Merge with Shub Niggurath,
- Retain one's identity and deny the Dark Mother
- Come to peace with their past and make their final decision

What is going on?

Unlike the previous two Acts, there is much less going on behind the scenes in this one. The PCs have kept the invitation to Carcosa secret, waiting for a mission into the Rapine Storm's territory. That time has come. The Act follows the PCs who are now the biggest movers and shakers in this scenario as they try and bring this matter to an end by finding and using the portal to the Great Shrine.

Elsewhere, Ne'el and the Order of Black Star have actually managed to locate another portal unguarded by the Migou in a place called the Zone in the United States. The Zone is the name for an unexplained magically devastated site where Las Vegas used to be. As such, the Migou were not able sense any activity inside it. Ne'el has mobilised her army of Rephaim and is on the brink of assaulting the Great Shrine. Unfortunately, the unstable nature of the Rephaim is aggravated by the Zone and this will prove catastrophic.

Hastur, on the other hand, is confident that he is on top of everything. In fact, he has decided to hold a masquerade ball to watch the fruition of his plan in luxurious style. At the ball, the PCs will be the guests of honour, along with Rishi and Sepharial.

Shub Niggurath lies sleeping. Though her slumbering form is not located in a physical space, it is connected to the Great Shrine. The events that transpire will threaten to awaken her and if the PCs decide to merge with her they will not only awaken her but also be instrumental in what she does after awakening. There is one problem though. Due to Hastur's interference, Shub Niggurath's awakening will be abrupt and violent. Her coming would always bring about the end of humanity but if the PCs take this path all traces of humanity and Earth will be wiped away in an unprecedented apocalypse.

Sapphire

Before the start of this Act, Sapphire is approached by Major Saxon. He has agreed to give to her an Engel with which she can interface with in exchange for securing her loyalty to keep an eye on the other PCs should it be needed in this Act. Whether or not the player intends to go along with it, Sapphire has seemingly agreed and is now synthesised with an Engel called Loki. This will cost her 1 Insanity point.

This offer is important to the story arc of Sapphire. Major Saxon tries to spin her now being part of “the team”. She is likely to be well aware that he is just using her but how she deals with her reward will heavily decide her ultimate fate at the end of this Act, as it may mean betraying the other PCs.

The Rapine Storm

The Rapine Storm is an army of incomprehensible brutality and deformity. Acting on the will of Hastur, they have grown out from the Plateau of Leng in the mountains of Nepal to ravage much of South East Asia and have extended themselves as far as the Arabian Peninsula. The army consists of humans, many mutilated and insane, as well as a variety of creatures unknown to man. The NEG are constantly engaging the Rapine Storm but they have been unable to contain the force.

The PCs will be dropped deep behind enemy lines onto the Plateau of Leng, high in the Himalayas. Though the Plateau is hidden from most, the invitation given by Rishi to the PCs will allow it to be revealed to them. The PCs will again use the Nighthawk Carrier to drop right down on top of Hastur’s cyclopean stone monastery, which leads directly into Carcosa.

The Plateau of Leng is an icy desert. It is pretty close to being hell on earth. The blasted icy plain is only occupied by horrible stone villages and evil fires. Mind shredding horrors stalk the land devouring any they come across.

Despite the PCs being dropped right next to Hastur’s monastery, they will not go unnoticed. A Gug and two Gibbering Horrors will attack them. This encounter is perhaps the most optional of the entire scenario. It does add several things to the scenario but if you are pressed for time, this is the one to cut short. Leaving aside the theme, which is discussed elsewhere in detail, the combat really contrasts the power levels in CthulhuTech to that of the classic Call of Cthulhu RPG. It also provides vivid contrast to the masquerade ball, giving that more impact.

Inside the monastery’s colossal halls, the PCs find a gallery with walls lined with small alcoves containing a thousands of jars. They can’t determine what is in those jars (breaking them will reveal just a dust like sand and a whispering sound). The gallery extends beyond any comprehension of space and a wind constantly blows down the gallery calling the PCs on. Also, in the very distance the sounds of laughter and harpsichord music can be heard.

Carcosa

Carcosa is the home of Hastur. It appears as a seemingly abandoned medieval city of maddening streets surrounding Lake Hali. The sky is filled with cloudy depths and the lake is filled with stars. Across the lake, stands a grand palace illuminated by golden light and filled with beautiful people.

After exiting the gallery, the PCs find themselves on the shores of Lake Hali with silent Carcosa behind them and the golden palace in front of them. Though the PCs are in their Engels, they are dressed in baroque masquerade costumes. Also, the palace seems to built to their size as if they were the size of an ordinary man.

Upon approaching the palace, they are treated like guests. Masked servants open doors and serve drinks. The palace is packed with beautiful people, laughing dancing and drinking. A band plays old tunes. The Yellow Sign is everywhere.

In the main hall, bedecked with mirrors, Sepharial and Rishi sit as King and Queen on golden thrones. Next to them is Adata, Sedeq's younger sister, who is stark raving mad in a clichéd way i.e. talking to herself, rocking back and forth. The way the two Avatars act to the PCs, combined with seeing the mad Adata is meant to be symbolic as to what following along with Hastur's plan means. It is easy and swift but eventually it leads to madness.

This scene is not meant to linger. Doing so would endanger the PCs' sanity and very likely spell the end of the scenario. It is meant only to confuse the hell out of the PCs (and players). Upon entering the great hall, Sepharial and Rishi will greet the PCs and repeat to them the agendas of Ne'el and the Migou in relation to the Great Shrine in a matter of fact manner. They then point to a set of double door across from them. That doorway will lead the PCs direct to the Great Shrine.



The Great Shrine

The Great Shrine is situated under the surface of the dark side of the Moon. It is a vast underground cavern in which a great black pyramid is centred. It emanates tremendous energy that can be used in many rituals especially those relating to the creation of other beings.

The Migou have been in control of the Great Shrine in recent times and use the Great Shrine to supplement the reproduction of their race. When the Migou undertook the Second Arcanotech War, the Great Shrine was one of their most important targets. The Migou's control of Earth's orbit ensures that the Great Shrine is safe from invasion by humanity. On Earth, there are also a number of portals through to the Great Shrine. These have mostly been destroyed by the Migou. However, once inside Carcosa and another that reopened inside the Zone, were beyond their control.

The Migou have a significant force defending the Great Shrine. However, they are not expecting an attack and are also wary of having too much presence in the Shrine in case it somehow disturbs Shub Niggurath. When the attack begins, the Migou forces will mostly be a backdrop which engages Ne'el's army of Rephaim. However, some will be available to attack the PCs. It is suggested that this be just one Mantis, though the GM can throw in more Silverfish if he has the time to do so. A good description of how this combat should feel is the attack of the machines on Zion in Matrix Revolutions.

Rephaim

Rephaims are gigantic Engel-like beings resembling the horned Seraph Engel. However, they are born from the residual energies from the Great Shrine that have sat stagnant and rotting for millennia. As such, their bodies are a twisted mockery, cancerous and unstable. These Rephaim have also been further unhinged by travelling through a portal situated inside the Zone, followed by close proximity to Shub Niggurath herself. As a result, they are timebomb waiting to explode.

Ne'el enters the shrine with a horde of Rephaim with her. Her aim is to destroy the Migou and take control of the Shrine. However, in the presence of the Great Pyramid and the contact between the PCs and Shub Niggurath, the Rephaim deteriorate quickly. Some will explode. Some will expand. Many will simply revert back to sludge, being the liquid form of the polluted residual energy from which they are created, identical to Baphomet's blood. As with the Migou, the GM should use this as a backdrop. There is no way the PCs can hope to destroy the Rephaim by themselves, given time the Rephaim will die in any case.

During the final throes of the battle, when the Migou attack the PCs, Ne'el will try and plea with the PCs to join forces on the basis that they have a common goal. This maddened plea should not be given much time Ne'el's desperation quickly destroys her comprehensibility.

Shub Niggurath

Shub Niggurath is known as the Dark Mother. She is the primordial earth mother. She is not at all like the subsequently created images of benevolent Gaia that we know today. She gives birth to all things dark and savage. She is the Dark Goat of the Woods.

Shub Niggurath sleeps. If the Neo-Nephilim decide to submerge with her, then she may awaken. Shortly after their arrival of the PCs, they will be pulled into her dreamscape. This will happen abruptly and without explanation either during or just after the Migou attack, when the PCs realise that the situation is hopeless.

Finale

The encounter with Shub Niggurath should be handled in a symbolic and introspective way. The End of Evangelion and Akira both give great visual examples. The PCs have seen a range of factions at work and all of them seem bent on a destructive path. It is the Neo-Nephilim who will decide which faction's agenda (if any) prevails.

The PCs will find themselves in a golden moment of their childhood that never existed. The PCs will be as children. The sun will be warm and almost setting. Things will look hazy and backgrounds will be either dark or overexposed. The sound will be muted. It should feel comfortable, too comfortable and overbearing.

During this time, they will be offered peace from all this madness, a place in a world where they belong. This is Shub Niggurath's agenda and symbolically is a return to the womb. Due to time restraints, this agenda is played out in just two important choices for the PCs, both relating to uniformity.

The first scene is also Sapphire's story arc climax. As the PCs, adjust to suddenly being children, the other children start to pick on Sapphire for being different. Sapphire may very well be insane at this point too. The children's taunting gets worse and soon has a savage



tone of discrimination. They will even reach a point of mob brutality as they begin to crudely crucify Sapphire. The PCs may interfere but in doing so they know that they themselves will be also be subject to her gruesome torture. If they don't, they watch Sapphire being ripped apart.

If the PCs do intervene, Shub Niggurath gives them one more chance. After all she is their mother. A teacher with a face always out of view intervenes and calls the children into class. Here the PCs see their actual parents described in Act Two lined up at the front of the classroom. The teacher explains that their parents are here to view their children. The PCs are then given the chance to volunteer to punish the other children for their previous actions. The teacher insists that the punishments be commensurate to the wrong committed, though the exact nature is left to the PCs. If the PCs agree then they must enact the punishment to the anguished children. With each punishment the already over-exposed light gets brighter, the sound more muted and the classroom seems to stretch impossibly, leaving their parents as distant figures.

If the PCs do not agree, or should they stop helping on feeling the effects, the consequences are dire. First, the PCs parents will strangle each other in front of the class in an attempt to lay the blame for the PCs embarrassing rebellion on each other.

This is followed by the entire scene whiting out. Through the bright white approaches Sapphire (who should be given Player Handout One) as a young girl free of injury and in a white dress. She will make it plain that unless they agree they will forced back into the world and feel nothing but pain and oblivion. She will confirm that the PCs have made their decision but will not ask what it is. Once confirmation is given, she will simply nod her head.

How this scenario ends is over to each GM. The upbeat ending would to see that the PCs have decided to resist through a narrative scene where the PCs fight their way free from the Great Shrine, seeing Ne'el fail, and vowing vengeance upon the Protocol. Also, Sapphire should not be dead or insane, capable of salvation. A downbeat ending would see the PCs return to the conflict at the Great Shrine, after making their decision just in time to feel the full consequences of that decision by drowning in a sea of decayed blood of the mutated Rephaim.

The recommended ambiguous ending would be for the scene to fade to white after the PCs confirm that they have made their decision. Major Saxon's voice can be heard faintly over a comm trying to contact Sapphire. The distant sound of slaughter can be heard in the background. Suddenly, it all goes quiet and we are left with a simple voice over from one voice that is an amalgam of Winter, Dream and Reaver saying:

"I know who I am and we will be that even unto death. We choose our identity and with our choice, I exist."

It is suggested that the GM have the Winter player say this at the very end for effect, by giving the player 'Player Handout Two'.

Suggested Sequence of Events

Though the description of this Act was more sequential than the previous two, here is a short summary of the suggested sequence of events:

1. Sapphire is approached by Major Saxon and reminded to keep an eye on the PCs, who are themselves dangerous monsters.
2. PCs are aboard the Nighthawk Stealth Carrier and are dropped onto the Plateau of Leng. They get a full view of the nightmarish place it is.

3. Upon entering the stone monastery, the PCs are attacked by the Gug and two Gibbering Horrors. The PCs must make an Insanity Test Diff 16 on seeing the three creatures.
4. The PCs travel through the Gallery of Whispers to Carcosa and join the masquerade ball.
5. They speak with Adata who they recognise as Sedeq's younger sister.
6. The PCs travel through the portal. Using the portal requires an Insanity Test Diff 22.
7. The PCs travel to the Great Shrine where they witness the commencement of the hostilities between the Migou and Rephaim.
8. The PCs are attacked by a Mantis mech. During the combat, several Rephaim start to explode, mutate and liquify causing absolute chaos. The sheer chaos and the Rephaim's suffering may give rise to another Insanity Test Diff 16.
9. Ne'el attempts her last ditch attempt to control the PCs' destiny.
10. During or just after the combat ends, the PCs feel the violence fade away into the sounds of school ground playing. The PCs find themselves as children in a school that is familiar but they never went to. The PCs are playing on swings and sandpits.
11. Sapphire as a small child is picked on by the others. The crowd of children grows and begins to get quite violent in their behaviour. The PCs are invited to join in or be crudely crucified as well. At either being tortured or letting Sapphire die, the PCs suffer an Insanity Test Diff 22.
12. The scene finishes as the school bell rings and the PCs are called into class. The teacher is a caring motherly figure who the PCs feel safe with. However, her face is never visible, always just out of the PCs' view.
13. In class, the PCs see that their parents have come to visit them and view them. They are invited to volunteer to punish the other children for their actions. If they don't, their parents will happily strangle each other in front of the class due to their embarrassment at the PCs' rebellion. Seeing this is an Insanity Test Diff 16.
14. The scene goes white. Sapphire approaches the PC as a young girl (the PC will have died and probably lost her sanity) to offer them one more chance to join, rather fade into oblivion.
15. Once a decision is made, the PCs return to face the end they have chosen. Winter has the final voice over line, as a part of a joined Neo-Nephilim amalgam.

NON-PLAYER CHARACTERS

SILVERFISH

Speed: 270mph

NULL RAY	Attack: 3d+6	Damage: 5d10
GRAVBOMB	Attack: 3d+6	Damage: ½ Str & Move
PINCERS	Attack: 2d+11	Damage: 2d10
Dodge: 3d+11		
Armour: 5		Damage Control: 1/turn
		Integrity: 30
Special: X-Ray & Stealth systems		

REPHAIM

Speed: 30mph

PLASMA JET	Attack: 4d+12	Damage: 5d10
TENTACLE SHEATHE	Attack: 3d+11	Damage: -1 Action
CLAWS	Attack: 3d+11	Damage: 6d10
Dodge: 4d+9		
Armour: 20		Damage Control: 1d10/turn
		Integrity: 90
Special:		

MANTIS

Speed: 60mph

NULL RAY (1/turn)	Attack: 3d+9	Damage: 9d10
PLASMA CANNON (2/turn)	Attack: 3d+9	Damage: 5d10
PINCERS	Attack: 2d+13	Damage: 6d10
Dodge: 3d+9		
Armour: 15		Damage Control: 2/turn
		Integrity: 90
Special:		

GUG

Speed: 13mph

PAW**Attack: 3d10+7****Damage: 4d10****BITE****Attack: 3d10+7****Damage: 3d10** (ignores 10 armour)**Dodge: 3d+7****Damage Control: n/a****Armour: 5****Integrity: 54****Special:****GIBBERING HORROR**

Speed: 23mph

BITE (1/turn)**Attack: 3d+7****Damage: 3d10****STAB****Attack: 3d+7****Damage: 2d10****Dodge: 3d+7****Damage Control: n/a****Armour: 5****Integrity: 39****Special:****PLAYER HANDOUT ONE:**

You are the divine Dark Mother in the form of Sapphire as a young girl free of injury and in a white summer dress.

You are here for a single purpose: to present one choice to the Neo-Nephilim who insist on acting inexplicably rebellious. They must either join with you forever or be forced back into the world and feel nothing but pain and oblivion.

You should emphasis that the Neo-Nephilim must each make a choice but they need not to vocalise what that choice is.

PLAYER HANDOUT TWO:

In a calm tone, in a voice that is an amalgam of the voices of Winter, Reaver and Dream:

"I know who I am and we will be that even unto death. We choose our identity and with our choice, I exist."

WINTER

Winter was born in Russia. At the age of 10, her family were slaughtered by the first wave of the Rapine Storm. She had no idea what was happening. It was all just pain and blood.

Winter has no memory of how she survived or what happened next. She is literally missing 5 years of her life. The doctors blame it on a trauma she cannot remember.

Shortly after regaining her memory, Winter was the first to be recruited into the Bereshith Protocol. Here she met Gilgamesh and he became her ever-present companion. Dr Ezra Ma took her under his wing and everyone praised her for her great success and synthesis with the Engel. Despite remaining her normally quiet self, she felt proud at what she achieved.

Now she has been joined by the others. Though company is nice, she finds it difficult to share the spotlight.



Agility	Intellect	Perception	Presence	Strength	Tenacity
8	5	7	6	4	10

SKILLS

Athletics 3d+8, Criminal 1d+8, Dodge 3d+8, Education 1d+5, Fighting 3d+8, Intimidate 2d+6, Marksman 2d+7, Misdirect 2d+6, Occult 1d+5, Pilot 2d+8, Security 1d+5, Stealth 4d+8, Survival 1d+10

COMBAT

UT-7 HORNET NEEDLER	Attack: 2d+7	Damage: 1d10
UNARMED	Attack: 3d+8	Damage: 1d10

Dodge: 3d+8 Armour: 0	VITALITY		EFFECTS
	1-12	Flesh	None
	13-24	Light	-1 to Tests
Current Vitality	25-36	Moderate	-3 to Tests, slow
	37-48	Serious	-6 to Tests, crawl
	49-60	Death' Door	Unconscious

YOURSELF: You don't know who you are. You are worried at what you would find if you did.

DREAM: Though a constant pain, his manic nature adds much needed colour to your life.

REAYER: Professionally, he is someone to rely on. Personally, he's a dangerous ally.

SAPPHIRE: You find yourself drawn to her wisdom, despite her obvious dislike of you.

GILGAMESH: Your only true friend. Like you his is misunderstood.

BERESHITH PROTOCOL: You know less about them, than you know about yourself.

Insanity Points: 1

DREAM

Dream was adopted by an elderly French couple of noble descent, desperate for a child. They kept a very close eye on him, and eventually love turned to imprisonment.

Dream grew resentful that he never knew his real parents and he found that he disagreed with his new parents on many things. Their reaction was to restrict his freedom, fuelling his rebellion even more.

Dream spent much of his young adult life in hiding and on the run. He learnt how to fly, cheat, seduce, lie and fight. Each time he sorted his life out, his parents would find him and bring him back.

This all ended when he was recruited by the Bereshith Protocol. His parents power did not seem to extend to the long, dark halls of the Temple House.



Agility	Intellect	Perception	Presence	Strength	Tenacity
7	5	9	9	5	5

SKILLS

Artist 2d+9, Dodge 2d+7, Education 1d+5, Fighting 1d+7, Marksman 2d+9, Misdirect 1d+9, Observation 4d+9, Persuade 3d+9, Pilot 1d+7, Savoir-Faire 3d+9, Seduction 2d+9, Stealth 2d+7, Support Weapons 3d+9, Surveillance 1d+9

COMBAT

CS-40 DEFENDER	Attack: 2d+9	Damage: 2d10
UNARMED	Attack: 1d+7	Damage: 1d10

Dodge: 2d+7 Armour: 0	VITALITY		EFFECTS
	1-10	Flesh	None
	11-20	Light	-1 to Tests
Current Vitality	21-30	Moderate	-3 to Tests, slow
	31-40	Serious	-6 to Tests, crawl
	41-50	Death' Door	Unconscious

YOURSELF: To live is to rebel. But why does that make you feel so hollow inside?

WINTER: She is far too serious and needs to be constantly prodded out of her melancholy.

REAYER: Though you would like to be the kind of person he views as a friend, you are not.

SAPPHIRE: After your relationship ended, it has been like walking on glass around her.

ORPHEUS: He represents your path to freedom, despite other seeing him as tying you down.

BERESHITH PROTOCOL: Every organisation is corrupt. Why should this one be different?

Insanity Points: 1

REAYER

Reaver grew up in New York as an orphan after it was destroyed in the First Arcanotech War. He stayed in the city whilst it was being reconstructed into the arcology that it is today.

Reaver spent his time as a cop. He was one of the best. But a cop in a disaster zone doesn't uphold laws. He makes them. Reaver has seen and committed every sin under the sun, but at the end of the day, New York was better off for it. However, New York disagreed.

Reaver became the scapegoat in a trial against corrupt cops. At the hearing, his past was revealed for all to see. So, he shot the judge and jury and went to prison for the rest of his life.

However, redemption showed itself. Reaver was given the option to leave prison to join the Bereshith Protocol. Hell, it beats rotting in a cell. May as well rot in a frakked up warmachine.



Agility	Intellect	Perception	Presence	Strength	Tenacity
8	5	5	7	8	7

SKILLS

Athletics 2d+8, Demolitions 1d+5, Dodge 3d+8, Fighting 4d+8, Intimidation 2d+7, Law Enforcement 1d+5, Marksman 2d+5, Misdirect 2d+7, Performance 1d+5, Pilot 3d+8, Streetwise 3d+7, Support Weapons 1d+5, Technician 1d+5,

COMBAT

CS-32 PEACEMAKER

Attack: 2d+5

Damage: 3d10

UNARMED

Attack: 4d+8

Damage: 2d10

Dodge: 3d+8

Armour: 5

	VITALITY		EFFECTS
	1-12	Flesh	None
	13-24	Light	-1 to Tests
	25-36	Moderate	-3 to Tests, slow
	37-48	Serious	-6 to Tests, crawl
Current Vitality	49-60	Death' Door	Unconscious

YOURSELF: I stopped caring about myself shortly before I started hating everyone else.

WINTER: She's a good kid, way out of her depth and destined to get frakked by all this mess.

DREAM: You have had your moments, but he is too fragile and breaks just as things get good.

SAPPHIRE: She never says no to anything. You respect that attitude as good way to die.

LEVIATHAN: Leviathan feeds on your rage. It feels good to have someone truly appreciate it.

BERESHITH PROTOCOL: If they keep giving me toys and sending me on trips, I'll work for them.

Insanity Points: 1

SAPPHIRE

Sapphire was born shortly after the Nazzadi population settled on Earth. She grew up with an untamed curiosity, which was unsatisfied by the Nazzadi's lack of history, religion, and beliefs.

Distraught she explored human society. She found them to be a wondrous Pandora's Box. Bizarrely, most humans did not want to see it opened, caring not for the past.

Disillusioned with her search of what lay behind her, she desperately strives for the future. She has joined the Bereshith Protocol, an organisation on the cutting edge of technology and the occult. She is fascinated by the Engel Synthesis Interface and literally wants to evolve herself through the process.

She recently had a relationship with Dream to further her aim and find out more about the process. All she found was a spoilt little boy, who seemed desperate for her to be a mother to him.



Agility	Intellect	Perception	Presence	Strength	Tenacity
5	9	8	4	5	9

SKILLS

Arcanotechnician 3d+9, Dodge 2d+5, Education 2d+9, Fighting 1d+5, Intimidation 1d+4, Languages 3d+9, Literacy 1d+9, Marksman 2d+8, Misdirect 2d+4, Observation 1d+8, Occult 4d+9, Research 3d+9, Support Weapons 1d+8,

COMBAT

UNARMED

Attack: 1d+5

Damage: 1d10

Dodge: 2d+5

Armour: 0

	VITALITY		EFFECTS
	1-12	Flesh	None
	13-24	Light	-1 to Tests
Current Vitality	25-36	Moderate	-3 to Tests, slow
	37-48	Serious	-6 to Tests, crawl
	49-60	Death' Door	Unconscious

YOURSELF: With nothing behind me, everything must be ahead of me. I will succeed.

THE OTHERS: Undeserving and unappreciative of the gifts they are given. Open your eyes!

BERESHITH PROTOCOL: As I am a tool for them, they are a tool for me. I will be on my guard.

SORCERY

Insanity Points: 1

Perceive Etheric Resonance Occult: 12 Insanity: 12 You perceive the 5 th dimension of thought and emotion. This allows you to see the "emotion" associated with anything including objects.	Summon Mystical Unborn Occult: 12 Insanity: 16 You summon an invisible and incorporeal foetus-like creature that has arcane knowledge and may perceive magical phenomena.	Craft Yog-Sothoth's Guard Occult: 22 Insanity: 22 (+1 insanity) Covering your with cracks to another dimension, you are invulnerable to any physical harm, though not suffocation, hunger, thirst etc.
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WINTER

GILGAMESH

Winter was born in Russia. At the age of 10, her family were slaughtered by the first wave of the Rapine Storm. She had no idea what was happening. It was all just pain and blood.

Winter has no memory of how she survived or what happened next. She is literally missing 5 years of her life. The doctors blame it on a trauma she cannot remember.

Shortly after regaining her memory, Winter was the first to be recruited into the Bereshith Protocol. Here she met Gilgamesh and he became her ever-present companion. Dr Ezra Ma took her under his wing and everyone praised her for her great success and synthesis with the Engel. Despite remaining her normally quiet self, she felt proud at what she achieved.

Now she has been joined by the others. Though company is nice, she finds it difficult to share the spotlight.



Control

9

Intellect

5

Sensors

8

Presence

6

Frame

8

Tenacity

10

SKILLS

Athletics 3d+9, Criminal 1d+8, Dodge 3d+9, Education 1d+5, Fighting 3d+9, Intimidate 2d+6, Marskman 2d+8, Misdirect 2d+6, Occult 1d+5, Pilot 2d+9, Security 1d+5, Stealth 4d+9, Survival 1d+10

COMBAT

Speed: 60mph/ 30mph

LIGHTNING GUN (1/2 turns)

Attack: 2d+10

Damage: 4d10 (effects 3 targets)

PLASMA CANNON

Attack: 2d+10

Damage: 4d10

TONGUE

Attack: 3d+9

Damage: 6d10 or -1 Action

Dodge: 3d+8

Armour: 15

Damage Control: 5/turn

	INTEGRITY		EFFECTS
	1-25	Cosmetic	None
	26-50	Light	-1 to Tests
	51-75	Moderate	-3 to Tests, slow
	76-100	Serious	-6 to Tests, crawl
Current Integrity	101-125	Critical	Disabled

YOURSELF: You don't know who you are. You are worried at what you would find if you did.

DREAM: Though a constant pain, his manic nature adds much needed colour to your life.

REAYER: Professionally, he is someone to rely on. Personally, he's a dangerous ally.

SAPPHIRE: You find yourself drawn to her wisdom, despite her obvious dislike of you.

GILGAMESH: Your only true friend. Like you his is misunderstood.

BERESHITH PROTOCOL: You know less about them, than you know about yourself.

Insanity Points: 1

DREAM

Dream was adopted by an elderly French couple of noble descent, desperate for a child. They kept a very close eye on him, and eventually love turned to imprisonment.

Dream grew resentful that he never knew his real parents and he found that he disagreed with his new parents on many things. Their reaction was to restrict his freedom, fuelling his rebellion even more.

Dream spent much of his young adult life in hiding and on the run. He learnt how to fly, cheat, seduce, lie and fight. Each time he sorted his life out, his parents would find him and bring him back.

This all ended when he was recruited by the Bereshith Protocol. His parents power did not seem to extend to the long, dark halls of the Temple House.

ORPHEUS



Control	Intellect	Sensors	Presence	Frame	Tenacity
8	5	10	9	7	5

SKILLS

Artist 2d+9, Dodge 2d+8, Education 1d+5, Fighting 1d+8, Marksman 2d+10, Misdirect 1d+9, Observation 4d+10, Persuade 3d+9, Pilot 1d+8, Savoir-Faire 3d+9, Seduction 2d+9, Stealth 2d+8, Support Weapons 3d+10, Surveillance 1d+10

COMBAT

Speed: 30mph/60mph

PLASMA CANNON	Attack: 2d+12	Damage: 4d10
ROCKET POD (40 rockets)	Attack: 3d+12	Damage: 1d10+1d10/rocket (max10)
TAIL	Attack: 1d+8	Damage: 7d10
Dodge: 2d+7	INTEGRITY	
Armour: 15	1-25	Cosmetic
Damage Control: 4/turn	26-50	Light
Current Integrity	51-75	Moderate
	76-100	Serious
	101-125	Critical
		EFFECTS
		None
		-1 to Tests
		-3 to Tests, slow
		-6 to Tests, crawl
		Disabled

YOURSELF: To live is to rebel. But why does that make you feel so hollow inside?

WINTER: She is far too serious and needs to be constantly prodded out of her melancholy.

REAYER: Though you would like to be the kind of person he views as a friend, you are not.

SAPPHIRE: After your relationship ended, it has been like walking on glass around her.

ORPHEUS: He represents your path to freedom, despite other seeing him as tying you down.

BERESHITH PROTOCOL: Every organisation is corrupt. Why should this one be different?

Insanity Points: 1

REAYER

LEVIATHAN

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Reaver spent his time as a cop. He was one of the best. But a cop in a disaster zone doesn't uphold laws. He makes them. Reaver has seen and committed every sin under the sun, but at the end of the day, New York was better off for it. However, New York disagreed.

Reaver became the scapegoat in a trial against corrupt cops. At the hearing, his past was revealed for all to see. So, he shot the judge and jury and went to prison for the rest of his life.

However, redemption showed itself. Reaver was given the option to leave prison to join the Bereshith Protocol. Hell, it beats rotting in a cell. May as well rot in a frakked up warmachine.



Control	Intellect	Sensors	Presence	Frame	Tenacity
8	5	6	7	8	7

SKILLS

Athletics 2d+8, Demolitions 1d+5, Dodge 3d+8, Fighting 4d+8, Intimidation 2d+7, Law Enforcement 1d+5, Marksman 2d+6, Misdirect 2d+7, Performance 1d+5, Pilot 3d+8, Streetwise 3d+7, Support Weapons 1d+6, Technician 1d+5,

COMBAT

Speed: 60mph/30mph

Other: Chaff x10

PLASMA CANNON	Attack: 2d+8	Damage: 4d10																		
ROCKET PODS (20 rockets)	Attack: 1d+8	Damage: 1d10+1d10/rocket (max5)																		
HYPEREDGE BLADE (tentacles)	Attack: 4d+8	Damage: 5d10 or -1 Action																		
Dodge: 3d+7	<table> <tr> <th colspan="2">INTEGRITY</th><th>EFFECTS</th></tr> <tr> <td>1-30</td><td>Cosmetic</td><td>None</td></tr> <tr> <td>31-60</td><td>Light</td><td>-1 to Tests</td></tr> <tr> <td>61-90</td><td>Moderate</td><td>-3 to Tests, slow</td></tr> <tr> <td>91-120</td><td>Serious</td><td>-6 to Tests, crawl</td></tr> <tr> <td>121-150</td><td>Critical</td><td>Disabled</td></tr> </table>		INTEGRITY		EFFECTS	1-30	Cosmetic	None	31-60	Light	-1 to Tests	61-90	Moderate	-3 to Tests, slow	91-120	Serious	-6 to Tests, crawl	121-150	Critical	Disabled
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121-150	Critical	Disabled																		
Armour: 20																				
Damage Control: 5/turn																				
Current Integrity	61-90	Moderate																		
	91-120	Serious																		
	121-150	Critical																		

YOURSELF: I stopped caring about myself shortly before I started hating everyone else.

WINTER: She's a good kid, way out of her depth and destined to get frakked by all this mess.

DREAM: You have had your moments, but he is too fragile and breaks just as things get good.

SAPPHIRE: She never says no to anything. You respect that attitude as good way to die.

LEVIATHAN: Leviathan feeds on your rage. It feels good to have someone truly appreciate it.

BERESHITH PROTOCOL: If they keep giving me toys and sending me on trips, I'll work for them.

Insanity Points: 1

SAPPHIRE

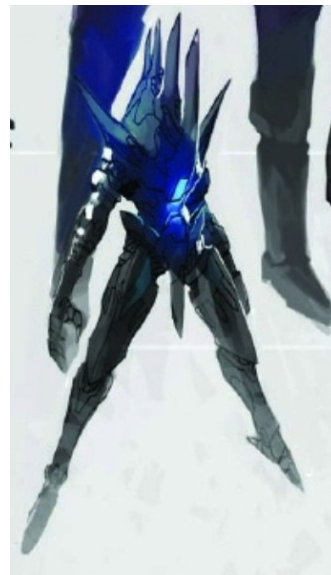
KAMENI

Sapphire was born shortly after the Nazzadi population settled on Earth. She grew up with an untamed curiosity, which was unsatisfied by the Nazzadi's lack of history, religion, and beliefs.

Distraught she explored human society. She found them to be a wondrous Pandora's Box. Bizarrely, most humans did not want to see it opened, caring not for the past.

Disillusioned with her search of what lay behind her, she desperately strives for the future. She has joined the Bereshith Protocol, an organisation on the cutting edge of technology and the occult. She is fascinated by the Engel Synthesis Interface and literally wants to evolve herself through the process.

She recently had a relationship with Dream to further her aim and find out more about the process. All she found was a spoilt little boy, who seemed desperate for her to be a mother to him.



Control	Intellect	Sensors	Presence	Frame	Tenacity
5	9	9	4	2	9

SKILLS

Arcanotechnician 3d+9, Dodge 2d+5, Education 2d+9, Fighting 1d+5, Intimidation 1d+4, Languages 3d+9, Literacy 1d+9, Marksman 2d+9, Misdirect 2d+4, Observation 1d+9, Occult 4d+9, Research 3d+9, Support Weapons 1d+9,

COMBAT

Speed: 30mph/180mph

Other: X-Ray Sensors

LASER CANNON	Attack: 2d+11	Damage: 2d10
GRAVBOMB (1/10 turns)	Attack: 1d+11	Damage: ½ Strength & Move
HYPEREDGE CLAWS	Attack: 1d+5	Damage: 1d10
Dodge: 2d+6	INTEGRITY	
Armour: 5	1-5	Cosmetic
Damage Control: 2/turn	6-10	Light
Current Integrity	11-15	Moderate
	16-20	Serious
	21-25	Critical
		EFFECTS
		None
		-1 to Tests
		-3 to Tests, slow
		-6 to Tests, crawl
		Disabled

YOURSELF: With nothing behind me, everything must be ahead of me. I will succeed.

THE OTHERS: Undeserving and unappreciative of the gifts they are given. Open your eyes!

BERESHITH PROTOCOL: As I am a tool for them, they are a tool for me. I will be on my guard.

Insanity Points: 1

SORCERY

Perceive Etheric Resonance Occult: 12 Insanity: 12 You perceive the 5 th dimension of thought and emotion. This allows you to see the "emotion" associated with anything including objects.	Summon Mystical Unborn Occult: 12 Insanity: 16 You summon an invisible and incorporeal foetus-like creature that has arcane knowledge and may perceive magical phenomena.	Craft Yog-Sothoth's Guard Occult: 22 Insanity: 22 (+1 insanity) Covering your with cracks to another dimension, you are invulnerable to any physical harm, though not suffocation, hunger, thirst etc.
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SAPPHIRE

LOKI

Sapphire was born shortly after the Nazzadi population settled on Earth. She grew up with an untamed curiosity, which was unsatisfied by the Nazzadi's lack of history, religion, and beliefs.

Distraught she explored human society. She found them to be a wondrous Pandora's Box. Bizarrely, most humans did not want to see it opened, caring not for the past.

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Control	Intellect	Sensors	Presence	Frame	Tenacity
6	9	9	4	5	9

SKILLS

Arcanotechnician 3d+9, Dodge 2d+6, Education 2d+9, Fighting 1d+6, Intimidation 1d+4, Languages 3d+9, Literacy 1d+9, Marksman 2d+9, Misdirect 2d+4, Observation 1d+9, Occult 4d+9, Research 3d+9, Support Weapons 1d+9,

COMBAT

Speed: 60mph/180mph

Other: X-Ray + ECM

PLASMA CANNON

Attack: 2d+11

Damage: 3d10

MANDIBLES

Attack: 1d+6

Damage: 5d10

FOG PROJECTOR

Attack: n/a

Damage: concealment

Dodge: 2d+6

Armour: 10

Damage Control: 2/turn

	INTEGRITY		EFFECTS
	1-15	Cosmetic	None
	16-30	Light	-1 to Tests
Current Integrity	31-45	Moderate	-3 to Tests, slow
	46-60	Serious	-6 to Tests, crawl
	61-75	Critical	Disabled

YOURSELF: With nothing behind me, everything must be ahead of me. I will succeed.

THE OTHERS: Undeserving and unappreciative of the gifts they are given. Open your eyes!

BERESHITH PROTOCOL: As I am a tool for them, they are a tool for me. I will be on my guard.

Insanity Points: 2

SORCERY

Perceive Etheric Resonance

Occult: 12 Insanity: 12

You perceive the 5th dimension of thought and emotion. This allows you to see the "emotion" associated with anything including objects.

Summon Mystical Unborn

Occult: 12 Insanity: 16

You summon an invisible and incorporeal foetus-like creature that has arcane knowledge and may perceive magical phenomena.

Craft Yog-Sothoth's Guard

Occult: 22 Insanity: 22 (+1 insanity)

Covering your with cracks to another dimension, you are invulnerable to any physical harm, though not suffocation, hunger, thirst etc.

