

Ghost Ops

Project Lucifer Mission File



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Note on using Mission Pack 3

Mission Pack 3 is for use with the Project Lucifer Setting for the Ghost Ops RPG. This mission pack will use the FeralEngine of the game and a separate Savage Worlds version will be released.





Saviours Bane

“The Truth of a thing rarely survives the erosion caused by its Veneration.”
-Sir Geoffry le Faucon, Knight Templar



Overview

There is no artifact as sought after by madmen, no relic as desirable to tyrants as the Spear of Longinus. Also called the Holy Lance, Holy Spear, or the Spear of Destiny, the tales that recount its history and abilities are widely varied leaving one to wonder as to the truth. Likewise, so too are there a number of claims to be the true spear, but are any of them real; if they were, would anyone be able to resist the draw of its power?

Madeline Cross has long sought after the Spear, and communications intercepts have shown that BrightCross has a lead on its location and are En-route. Can the operatives get there in time to stop a potential catastrophe?

Scene One: Genesis

The ODESSA network existed to help Germans escape post-WWII prosecution to Argentina, who then often refused extradition requests even for documented war criminals. However, it was not only people who escaped via this route but many valuable treasures as well, including Adolph Hitler's most prized possession, the Spear of Longinus.

Intelligence assets have tracked a large movement of BrightCross personnel into the Buenos Aires region, in particular to the Villa Ballester area. Being a large, built-up, urban area, the operatives will have to balance exposure with expediency in their attempts to track down the BrightCross personnel and confirm their intentions.

Eventually, the players should be led to an office block where the company owns some space through various shells and subsidiaries. Inside the operatives may discover a typical looking data processing pool, but its servers and managers are hiding an important secret, and how that information is obtained is up to them.

Scene Two: Lamentations

To the Northwest of Villa Ballester lies Campo de Mayo, the most important military base is and home to its Commandos and Air Assault Regiment, as well as a significant National Gendarme presence. It is on the base's grounds that the entrance to a bunker exists, a structure that was completed on May 10th, 1945, and designed to hold the German Reich's most valuable items until they could be used to restore Germany once again.

That day never came; the men who knew of it were captured and killed or sentenced to death. And so, the facility remained forgotten and undisturbed until now.

BrightCross is ostensibly in the area to facilitate the modernization and augmentation of Argentina's special operations units, but in reality, they are using that as a guise to cover their intentions to breach and loot the Nazi bunker, which they believe holds, among other things, the Spear of Destiny.

Getting on to the base will be difficult in, and of, itself, especially considering that the Argentinian military only knows of BrightCross's public doings and trying to reason with them using the truth would result in being laughed at, at best, or thrown into a mental institution, at worst. The operatives will have to come up with a plan to avoid detection by both the local soldiers and BrightCross as they attempt to enter the bunker.

Scene Three: Revelations

Once inside the bunker, the operatives will still not be in the clear as they will have to contend with the Devil's Own presence inside. This is a mission of utmost importance to Madeline Cross herself, but balancing that against the requirement to maintain stealth, the force facing the players should be no more than 10, though at least one should be a Legion Commando, and separate should be an Agent of Madeline, sent to be in charge.

The battle should be intense and dramatic, but remember it is taking place inside a large underground storehouse full of items of religious and cultural importance, and that not just the Spear itself may contain some sort of power. Having the Devil's Owns powers sometimes short circuit (and having them confused by it) is a viable mechanic to help balance the combat if the operatives start to be overwhelmed.

Throughout the battle, the Agent should be relatively uninvolved, focused instead on finding the Spear, for that's her mission, and the Devil's Own, even the Legion Commando, are all expendable pawns in her eyes. As the battle draws to a close, or if the players are close to defeat, the Agent should finally pry open the crate and discover the Spear, lifting it with her bare hands.

Poor strategic decisions, ignoring the advice of his senior military leadership, making contradictory orders, and even bouts of outright insanity define Adolph Hitler's tenure as German Chancellor. These things were often attributed to his exposure to chemical agents during WWI, syphilis he contracted, or even the drug cocktail his personal physician had him on. None of these are the truth, it was the Spear that warped his mind.

Thought to increase one's power, the Spear doesn't do exactly that. In actuality, it amplifies what is already inside a person. Being a petty, insecure little man, Hitler was simply made worse.

As the Agent takes the spear, she undergoes a painful transformation, as she is full of nothing but hate, and that hate multiplies inside of her as she becomes the equivalent of a Legion Commando herself. Albeit, one who sees her once underlings now as targets as well as the operatives.

Scene Four: Exodus

After the battle with the Agent, through victory or defeat, the operatives must begin to plot their escape. The noise of the battle, especially given the use of otherworldly powers will draw the attention of the military and that option may not be a good one, especially given their post-combat condition.

With a bit of effort, and luck, the operatives will discover an escape tunnel that will eventually submerge and see them all the way to the Rio de la Plate between Argentina and Uruguay. From there they will have to recover, reassess, and decide what to do about the relic now in their (or the Agent's) possession.







Fire



Summary

A prominent research lab has been firebombed, killing all three scientists working at that location. The lab was in possession of classified data which may have survived the blaze. The team is tasked with retrieving that data. Sounds easy, right? Not so much. The lab is in a dangerous location, and the BrightCross Group has an interest in retrieving the package, too. The team needs to get there before they do.

It's Ghosts vs. mercs. Let's get ready to rumble.

For the Handler

The lab in question has been working on ways to increase the addictive properties of a synthetic narcotic called Zarp. The lab is located in Port Angela, South Africa, a grungy port city whose economy collapsed when its docks were destroyed by a category 4 tropical cyclone. When legitimate industry moved out, the drug gangs moved in. Their imports were less dependent upon big ocean-going cargo ships, so their "product" could still move in and out of the port. It was in Port Angela that zarp was first developed. A derivative of bath salts, it is dangerous, addictive, and profitable for those who sell it.

Andalus Labs was created in 1999 by Esteban Ngoro, a chemist from Angola. It was located at first in Luanda, Angola, where Ngoro used his considerable intellect to develop a drug useful in controlling child soldiers for the civil war. He was backing the wrong side, though, and when the ceasefire came in 2002, he fled to South Africa and the welcoming embrace of Jan Eckman, the son of a billionaire Afrikaans shipping tycoon. Jan was also a trained biochemist, and he saw a means of adding to his family's coffers by adding a new product line to their import portfolio. With the help of a third chemist, German Angelika Geisel, they developed Zarp and have been steadily working on increasing its efficacy.

Recently, Adalus Labs picked up a contract from the North Korean government, asking them to enhance Zarp's mind control properties. They were heavily involved in human trials, using unwilling humans, when their activities came to the attention of the ICO. A unit of Ghost Ops was about to move on the lab, freeing the hostages and taking the scientists into custody, when a group of unknowns firebombed the lab. Everyone inside was killed instantly except one research assistant, with a total body count of 11 (3 scientists, 4 test subjects, and 4 guards). Nobody ever took responsibility for the firebomb, and to this day, the perpetrators of the attack are unknown. Smart money is on a misguided animal rights group out of Johannesburg who thought the lab was experimenting on monkeys.

It is believed that there was a fireproof lock box in the facility that survived the fire and contains the data from the lab's experiments, as well as samples of a newly-refined version of Zarp. It is this lock box that the team is sent to retrieve.

All of the above can be shared freely with the Operators, and some will be reiterated in the question and answer section.

The usefulness of mind control drugs cannot be overstated, at least from the point of view of the unethical and evil-inclined, and BrightCross Corporation has hired the Blackwood Group to retrieve the lockbox and its contents.

Here's where the fun starts.

All of the scientists, guards and test subjects were killed, but two of them remain locked in eternal conflict – Esteban Ngoro himself, and Kim Rhee Park, a North Korean political prisoner who had been shipped to Port Angela to undergo Zarp experimentation. They were in the midst of a highly-charged scene where Ngoro was essentially torturing Kim to death when the firebomb hit. The two became ghosts, locked in the same scene, stuck in a state of sadism (Ngoro) and pain-fueled rage (Kim). Their ghosts freely roam the ruined space that once held the lab, and they have very different aims. Ngoro is looking for new test subjects. Kim wants the hell out and, driven mad with pain and the psychological effects of the drug, he sees anyone he encounters as a threat.

Prologue: Another Day, Another Mission

Read or paraphrase the following:

Another day, another mission. Your team has assembled for a briefing on your latest assignment. Colonel Maria Moorehouse, formerly of the Canadian Special Forces, is already in the briefing room when you arrive.

Once everyone is in place, she activates her laptop's powerpoint presentation, which is projected onto a screen at the front of the room. The screen shows the photo of a dark-skinned man in a lab coat.

"This is the late Esteban Ngoro, founder of Andalus Labs."

The man's photo is replaced with a corporate logo showing a matador fighting a bull with hypodermic needles instead of horns.

"Andalus Labs created and refined a narcotic called Zarp, which was used to make child soldiers in the Angolan Civil War more pliable and obedient. Unfortunately, aside from being highly addictive, Zarp has serious side effects."

New slide. An embedded video shows a boy of approximately 12 years of age sitting in a gray, windowless cell. He is staring into space blankly and rocking in his chair. Slowly, without changing his expression at all, he begins to tear off his own face.

“Ngoro and Andalus Labs, located in Port Angela, South Africa, were working on fixing this side effect and improving the mind control properties of the drug, under contract with North Korea. That was until last week.”

The photo changes to show the fire-blasted ruin of what was once a scientific research facility. Lab tables and chemistry equipment is broken and strewn across the floor along with shattered pieces of masonry. Wires poke haphazardly out of the fallen wreckage.

“The lab was firebombed by person or persons unknown. The bomb was detonated in the lab itself, likely in the fume hood, and the fire spread rapidly through the facility. Those who weren’t killed by the initial explosion burned to death before they could escape. Three scientists, four test subjects, and four guards were all found dead on the premises when fire crews arrived.”

New slide. A young woman is shown lying in a hospital burn unit. She is badly burned.

“This is Cristabel Kruger. She is the only survivor of the blast, currently in hospital in Johannesburg. Her medical bills are being paid by this man.”

New slide. A blond man is standing on a tennis court. He has sharp features and small eyes, and the resemblance to a ferret is striking.

“Jan Eckman. He is the dilettante son of Janus Eckman, a shipping tycoon in Johannesburg. It is believed that Jan Eckman was bankrolling Andalus Labs’ activities and may have been dealing the Zarp that the lab produced. He has been missing since the day after the firebombing, probably in hiding.”

She backs up to the slide showing the burned woman. “According to Kruger, the lab had just had a breakthrough in its research. The data and samples were stored in a fireproof lock box somewhere in the facility. As of this moment, that lock box has not yet been found.”

Moorehouse turns to face your group.

“That’s where you come in. We want you to go to South Africa. Interview Kruger and see what other intel you can gather from her. Then go to Port Angela and retrieve that lock box. The samples and data cannot be allowed to fall into the wrong hands.”

She turns back to her presentation and flips ahead to a new slide. The logo for the Blackwoods Group appears on the screen.

“You are familiar with this outfit. They’ve been hired by an entity called BrightCross Corporation to retrieve the lock box, as well. You need to get to that box before Blackwoods. Any questions?”

Answers to possible questions:

Who is BrightCross?

BrightCross Corporation is a legitimate pharmaceutical company with offices all around the world.

Why would BrightCross want this information?

Unknown. Possibly they're looking for research breakthroughs that they can apply to their own R & D.

Is Janus Eckman dirty/known for dealing in illegal substances?

Thus far, his empire has been built on legitimate import/export. He has undercut his competition, sent goon squads to break the backs of unionizers – sometimes literally – and has seriously questionable labor practices on his docks, but he's not out-and-out illegal. Just shady.

Is Brightcross already in Port Angela?

We don't know, but if they're not, they're en route.

Other questions can be answered by referring to the “for the Handler” section above.

Once the team has asked all of their questions, read or paraphrase the following: Moorehouse hands out the floorplan of the facility at the end of the briefing.

Part One: Sin Bin Recon

Read or paraphrase the following:

Johannesburg's Saint Gabriel Hospital has the best burn unit in all of southern Africa, and that's where you find Cristabel Kruger. She's in rough shape, with third-degree burns over 40% of her body, and from the glassy shine in her eyes, you can tell she's in desperate pain. She has an IV supplying her with insufficient pain medication and antibiotics for the infection she has begun to develop.

If any of the Operators has the Combat Medic edge, he or she can try to determine how bad off Kruger actually is. A success indicates that she's in very bad shape. A success with a raise indicates that she's not likely to survive.

She knows she's dying, and she wants to clear her conscience before she goes. She will readily share what she knows.

What was the breakthrough?

Zarp could be used to make subjects completely compliant with any command, including commands that would result in their own demise. It completely eliminates the subject's free will and essentially turns them into automatons waiting for instructions.

Was the drug being tested on people?

Yes, the drug was in human clinical trials.

Who were the test subjects?

Political prisoners from North Korea.

Where in the facility was the lock box?

She doesn't know. Ngoro was paranoid and would move the box constantly so that he was the only person who knew where it was.

Does the lock box open with a key or with a digital code?

It opens with a password – “Stardust”.

Part Two: No Angels in Port Angela

Read or paraphrase the following:

Port Angela is a shell of its former self.

The city used to be a busy port, with commercial shipping coming in from all around the world. Since the destruction of the docks, those days are gone. Legitimate business has flown, and only illicit trade that can be done via small vessels remains.

The lab was located in a small one-story building not far from where the docks used to be, and it's easy enough to find. The outer walls are covered with black soot, and windows have been broken out, leaving shards of glass like teeth around an angry maw.

There is no sign of BrightCross operatives, and any recon detects no motion in or around the lab. Unless otherwise indicated, the doors are more or less intact and standing open.

The main door is no longer on its hinges, so entering the building is easy. The pattern of unburned areas on the floor make it clear that three people died just inside the front door. The stench of burned flesh still clings to the air.

There is no light but what you bring with you, and footing is treacherous because of the debris everywhere. Your flashlights flicker, and one goes out completely. You get the extinguished flashlight to operate again and continue on your way.

Your earpiece crackles, and you hear music. It's just a few notes, garbled by static, and you can't identify the song.

Describe the rooms as the team enters them. When the Operators enter a room, especially the rooms A, C and J, roll percentile dice to see the percentage chance of Ngoro or Kim being present. If that Operator is alone, the percentage chance of the ghosts being in the room is 80%.

A: *This room is dominated by a set of three dentist chairs, bolted to the floor. It looked as if there might have been straps, but if they were there, they've burned away. The chair nearest to the door bears the outline of a body like a photographic negative. Another such imprint is on the floor nearby. The room is full of broken and melted medical equipment and the remains of a cabinet whose glass doors shattered in the heat of the inferno.*

B, D, E: *This dark room was a holding cell, and all that remains is the scorched metal frame of a cot. The mattress has burned away, leaving only ashes. There is evidence on the floor that the prisoner died here.*

C: *Another holding cell, but without a body imprint on the floor. The air in this room feels cool, almost cold.*

F: *A fairly standard bathroom, but with a small shower in the corner.*

G: *This appears to have been a guard lounge. You see the remains of a table and chairs, as well as the charred skeleton of a cot.*

H: *This was clearly once an office space, with four desks that are now charred hunks of wood. Fallen pieces of the ceiling lay strewn about the floor, along with the ashes of papers that did not survive the inferno. You find another spot where a body prevented the floor from being burned.*

I: *A standard hallway. There's more debris, but nothing else of note.*

J: *This is the laboratory. The lab benches, scientific instruments and equipment have all been utterly destroyed.*

When they enter the laboratory, have the Operators roll a Smarts check. A success and a raise will tell them that the explosive was indeed in the fume hood, but that when it detonated, it caused the oxygen and nitrogen tanks in the lab to explode and ignite. This is why the fire was so deadly.

The lock box is not present in any obvious place. They're going to have to search. If they succeed at their searching, they will find the lock box under a broken floor tile in the Human Trial Lab. Coincidentally, the floor tile in question is unburned because someone died on top of it (Ngoro).

The Haunting

No matter what order the Operators search the building, when they enter the second room, the song plays over their earpieces again. It's longer this time, and they can make out the song. It's "Stardust".

In the fourth room they come to, their flashlights flicker again, and at the same time, their earpieces play shouts and screams of dying men. The burst only lasts for a second.

When the operators are in the fifth room, they hear footsteps in the hallway. If/when they go to check, there's nobody there.

Ngoro's Ghost:

When the ghost is encountered, read or paraphrase the following:

The temperature around you drops like a stone. In front of you, a man in a lab coat appears. He is grinning at you and holding a syringe in his hand. You can see through right through him.

If the Operators are together: He will appear in his lab coat, a syringe in hand, and will telekinetically close the door. He will look at the Operators and say "new subjects" before he disappears.

If the Operator is alone: The door slams, and then Ngoro appears right beside the operator, syringe in hand. He says, "new subject" and tries to jab the Operator with the needle, but it's as incorporeal as he is. He disappears shortly thereafter.

Kim's Ghost:

When the ghost is encountered, read or paraphrase the following:

You feel as if someone has poured ice water down your spine, and then you see him: an Asian man in tattered clothes, wild-eyed and unkempt. He screams at you in Korean, then lunges toward you. He is transparent, and as he moves, debris lifts from the floor and begins shooting around the room like shrapnel.

Kim died badly, and he's well on his way to becoming a poltergeist. He is angry, and he considers everyone an enemy. He does not understand English and will shout in Korean. If any of the Operators happen to speak Korean, he is shouting, "Let me go! I'll kill you! Get out of my way!"

If the Operators are together: Kim appears and rushes the group, screaming and shouting. Debris lifts from the ground and starts flying around like a cyclone. He runs out of the room, and the debris drops to the floor again.

If the Operator is alone: As above, but he runs through the Operator, leaving the Operator chilled as if he or she has been outside in sub-zero temperatures. Because of the supernatural nature of this attack, the Operator is left Shaken.

If the ghosts are in the same room at the same time:

They will ignore the Operators and attack one another. Objects will fly around, any unbroken glass in the area will shatter, and pieces of wire, concrete and other debris will act like shrapnel. The room is no longer a good place to be and the Operators will be hit with debris if they stay for 3d6 points of damage and will be Shaken due to the supernatural nature of the injury.

If an operator attempts to talk to the ghosts, they won't really hear him or her. They're caught in their own drama and won't be seeing or doing anything else, ever. There is no telling them to go into the light. (Ngoro wouldn't have a light coming for him, anyway, unless it's the red light of Hellfire.)

Part Three: What Now?

As soon as the Operators secure the lock box in the human trial room, agents of the BrightCross Group arrive.

Read or paraphrase the following:

You've finally got the lock box and can leave this freakish place behind. Before you can exfil, a group of four armed men enter the building through the open front door.

The Operators are essentially trapped in the human trial room, because there are no windows and the only exit doors open into the office, which is where the Tangos are. This is a classic firefight, because the mercs will do anything they can to get their hands on that lock box. Their tactic will be try to take down the person holding the box first. If he or she falls, they will attempt to grab the box and run with it.

If two or more agents are killed, the remaining Brightcross mercenaries will flee the scene. If the Operators want to pursue and apprehend, or pursue and kill, more power to them.

Once the firefight is over, assuming that the Operators have succeeded in keeping the lock box, read or paraphrase the following:

You have had enough of Port Angela for one lifetime, but it seems perhaps Port Angela is not quite done with you. As you exit the building with the lock box in hand, your earpiece squeals, and the song "Stardust" follows you out into the night...



Blackhawk Lost



When a mission to shut down a Project Lucifer operation deep into the jungles of Bolivia goes awry, the operatives of Phantom Squad end up somewhere else, deep in territory they've never seen before and fighting enemies the like of which they hope never to see again.

This adventure set in the world of Project Lucifer is designed to introduce the player characters, all members of the special Phantom Squad, to the reality of the supernatural and the dangerous elements that make Project Lucifer's world different from our own.

When you see text like this in italics, read it aloud to the players and feel free to embellish it with voices, accents, and even sound effects – most of all – have fun and don't be afraid to change something if it works better for you.

What is Phantom Squad?

If you're familiar with the Ghosts from a certain popular video game franchise or Team Rainbow from another by the same publisher, then you'll have a head start. If not, they're an elite spec ops force which has been setup by the US to tackle threats which are classified as 'Phantom' aka: Supernatural.

Just because the US government creates this squad, it doesn't mean they're all from the US. Imagine it's a melting pot of different operators and governments all throwing in their hat against a new threat (real or imagined) just because of some strange things other squads have encountered recently.

The commander of the squad, Commander Georgina Clay is an ex-member of Madeline Cross' Project Lucifer. She escaped, she's been on the run from Cross' hit-teams ever since and has crafted a new identity for herself in the US military. It's thanks to Georgina the team exists in the first place, and she brought proof to the generals and majors they couldn't deny.

Clay is a psychic who can manipulate the flow of time, and also throw stuff around.

Once she threw the table across the room with her mind, they believed her.

Phantom Squad was setup fast after that and now in 2021 they operate outside of the usual chain of command, going up against human and demonic threats alike. The player characters might be members of the Phantom Squad, but this is their first brush with the supernatural, so they may or may not believe any of this exists. That's OK. It's more fun if they don't...

Act 1: Phantom Jungle

This is Phantom's first mission as this squad, they're being sent into the Bolivian Jungle to shut down an operation that Clay believes is meddling with rift technology. She's not sure what Madeline's planning with this base, but she wants it shut down for good. This includes eliminating any supernatural threats, and blowing the place sky-high if the PCs have to.

Scene 1: Storm Warning

The squad are aboard a Blackhawk high in the Bolivian sky, approaching the target by night, and just at the edges of a ferocious storm which tears across the sky. Lightning illuminates the inside of the chopper and Clay has their brief on a specialised tablet, which in turn has been given to the commander of the squad. Pick a PC at the start for the command role and give them the device.

"Listen up squad, you're fresh, you're rookies in this squad. I don't care if you've fought and killed Bigfoot or seen the Invisible Man. Here, this is Phantom Squad and regardless of what you might think, this shit is real, and will kill you. I've seen some people laughing, maybe it was you, and maybe it wasn't. I don't care." Clay's voice rings from the tablet as the brief plays out. "Get your game faces on, take this seriously and you might be OK. Now, the pep-talk's out of the way, here's the mission. Commander, you're up."

Rather than have Clay drone on you can hand over to the player who's been assigned as the commander. Give them the handout below and let them brief the players in character as the chopper flies on.

Mission: Phantom Rift

From: Phantom Squad Command

Insertion: Enter Bolivian Airspace at 22:00 hours, insert team 1k north of target and move through jungle to checkpoint Alpha. See map. Remain unseen at all times.

Parameters: What we know so far commander is that a dangerous splinter-group of terrorists, codenamed: Lucifer, have been operating in the Bolivian Area. Project Lucifer represents one of the single-most dangerous threats to the safety of our Great Nation and the rest of the world. The PMC that is attached pack a hell of a punch, use supernatural elements, and have a high tech level which rivals many of our own advances in the military tech field.

Do not think this is going to be a cake-walk.



Your mission is to enter the facility marked on the tac-map, destroy all machines and technology inside, and take down any personnel. From what we know of Lucifer, the staff at this facility will not be innocent bystanders. Even the scientists are dangerous, take no prisoners.

You will be expected to extract to the safe zone once the mission is complete, and the chopper will rendezvous there.

Do not allow a single file to remain on their servers, insert the USB key virus which is attached to the tablet into their main server. I want nothing of this abomination to remain, do I make myself clear?

Commander G. Clay.

[Note]: If the player doesn't want to roleplay the briefing, feel free to roleplay Clay communicate via the tablet and do it for them. Once the brief is concluded, pick a time when the player characters are nearly at the insertion point and jump to scene 2.

Scene 2: Blackhawk Down!

When you're ready, have fun with this.

The lightning gets worse; there are regular strikes and high winds, then a flash of light on the horizon at about 1k to the north. The pilot shields his eyes and the whole chopper tips and rolls in a sudden shockwave. Warning lights come on, bad sounds happen, the kind of sounds that follow a chopper which loses height rapidly and emits smoke from the back of the rotor section.

There's also fire at the front, one of the pilots is screaming.

The chopper pitches down hard and heads towards the jungle canopy.

If you want to add some dice to the mix, the PCs can make the [appropriate tests to avoid damage or injury from the incoming crash]

Even the strongest person blacks out when a crash like this happens, so even if they make a good successful roll, they're going to be unconscious – that way we can wake them up gently.

The Blackhawk tips downward and loses altitude in seconds, the pilot continues to scream and the air rushes past the stricken chopper. It hits the canopy hard and you manage to remain inside the vehicle as it careens downward. The force of the impact punches the air from your lungs and sends you all into the darkness as you pass out.

Things are about to go from bad to worse too.

Scene 3: Whatever Possessed Him to Do That?

After what seems like hours, something awakens you as you lay inside the wrecked helicopter. It's the co-pilot, his neck at a strange angle, screaming in the middle of the chopper and thrashing his arms about yelling in a strange tongue and shaking violently.

OK, a quick sitrep for you as GM. What's happened?

The Blackhawk is down, it can't be repaired, the pilot is dead, and the co-pilot is possessed by one of Cross' demons which escaped when a rift at the Bolivian facility blew. Now there's a gaping hole into a layer of hell in the middle of it, and demons are slowly seeping out like blood, into the real world.

When the co-pilot sees a character awaken, they'll turn slowly toward them and it's as if something else looks out from the dead man's eyes. He's not a zombie, though, he's not interested in brains, but he's very interested in souls.

Like the downed PCs.

What are they going to do?

As you come round from the crash, you see the pilot, he's dead, co-pilot is in the middle of the wrecked bird and screaming like a madman. He yells in a foreign language you just plain don't understand, beats himself with his arms, and claws his face.

His neck is at an odd angle, the kind that indicates he should be dead.

A wicked smile appears on his lips as he sees you, and he lunges forward only to get caught in the webbing that's strewn across the floor. He'll be free in a few moments though...

The PCs have access to their gear from the bird, it's in a good state, and they can easily get to weapons if they haven't already got a pistol holstered at their hip. Now, shooting inside the chopper is going to be loud, and it's going to have a chance for ricochets – but better that, than a possessed co-pilot swallowing your soul because of a hungry demon.

Run the fight as normal, but don't be too hard on the PCs, they just survived a crash.

The chopper is going to have some good gear in it, but if you want to spoil their day some, feel free to have some of it caught in the jungle canopy as it fell out of the chopper as the bird smashed into the jungle.

Act 2: Hell Jungle

The PCs are going to need to orientate their squad quickly, but none of their electronic gizmos are going to work. Hell is like that, it interferes with gadgets and the like – plus – getting a cellphone and radio signal here requires some very special tech they just don't have access to.

Scene 1: We're not in Bolivia Any More...

Outside the chopper you can see the jungle, it should be wrecked where you landed, but the dark trees and oddly red sky aren't touched at all. The radio crackles in the chopper with static, and occasionally it emits a strange noise which is oddly disturbing.

Nothing electronic works at all, the tablet screen is cracked and broken, and it just won't turn on.

If they make some rolls and try to work out where they are, the sky is all wrong, the stars are in the wrong place, or backwards. The trees are out of proportion and there's no sound of wildlife, just a soft breathing which is just enough to prick the hairs on the back of their neck.

Welcome to Hell, inhabitants, way too many to count.

Quick thinking players might work out that the chopper has crashed in the direction they were flying in the first place, and hasn't deviated much from that flight path. Their objective might still be ahead and they have enough gear to carry on.

If they hang about too long though, minor denizens of hell will find them and rush the chopper.

Six to ten mook-like barely human shapes should do the trick.

Minor Demon

Minor Demons come in various shapes and sizes and some can fly and others cannot, but however they move they are both dangerous and annoying.

Awareness: 3, Skill: 4, Unarmed: 2, Weaponry: 4.

Weapons - Maces, Swords, Axes etc. Demons have not embraced the modern age of weaponry quite yet.

Armour: Blubber and Natural 4

You stay by the chopper, try to regain your bearings, perhaps you've taken too long. Now you can hear rustling, rushing, growling, and chittering. Suddenly from the treeline a group of misshapen creatures emerges and with a howling giggle they rush you and the wrecked bird.

Again, this fight only happens if they don't seem to be moving on. If they still remain, then they're going to draw more and more demons to their location.

As a subtle hint, the broken tablet repeats the mission briefing after a while and then shuts down.

Hell's like that.

Scene 2: Objective Maintained

This is where the PCs get to trek through the Hell Jungle, and head toward where the facility should be. It's kind of there, but imagine it's a mirror or reflection of its real-world location. We'll get to that bit in Scene 3.

Minor Demon



Scene 2 is all about them moving through the jungle and encountering things on the way, it can be as long or short as you want it. Also, remember, distance in Hell is strange and time doesn't flow quite the way it does back in the real world.

You can have some fun with that.

This is where as GM; you can test your improv skills. You can make up details about this place as you like, as long as it's creepy and twisted. Maybe you have a favourite game series, or TV show with this kind of hellscape in it. Draw from that, and present it to creep the player characters out and introduce them to a supernatural landscape which is totally outside of their comfort zone.

Some ideas though:

- They come across an abandoned village, Bolivian in design, full of the shadows of people who died there when a plague hit. Only the PCs can see a strange figure that flits unseen amongst the people tainting their food and drink.
- They witness a macabre re-play of their crash, complete with the actions they undertook after the crash.
- A group of demons ambushes them, again, these are small-fry compared to what's up ahead. [Enemy: Minor demons]
- They find several strange standing stones covered with unusual symbols, this is an inactive gate, and it cannot be used without the key stone.
- The wreck of a twin-seater prop plane probably has a few things they can scavenge, and it's hard to tell when it crashed. They could make a note of the tail number and cross-reference it when they get back to the real world. It crashed in 2010.

Eventually they're going to get to the mission zone, and in Hell, it's even worse than it is in the real world.

Scene 3: Demone'd if you Do, Demone'd if you Don't

As you make your way through the trees you finally reach your mission zone, or at least it should be the mission zone. What you see is something else, the building which was described on the tac-map and shown on the tablet looks nothing like it should. It's covered in strange dark growths, and three large demonic looking dogs each the size of a pony strut around outside the main door as a ruddy light pours from within.

The PCs have just found the hell version of their facility, complete with three very large and angry looking demon dogs. They can try and sneak past, or fight them, and if they fight the dogs then they're in for a tough battle.

Demon Dogs

Often travelling in packs Demon Dogs are relentless in their hunting of their targets, not so much for food but for fun.

Awareness: 4, **Skill:** 3, **Unarmed:**4, **Weapon:** -

Weapon: Bite 3 (1), Claws x2 - 2 (1)

Armour: Natural 1



Regardless, their objective should be to get into the building. Inside they can make their way to the rift and use it to enter the real world. That should be their goal, and then they can seal the rift from the other side and job done.

If only it was just that simple.

Act 3: Hell's Angles

The architecture of Hell is really odd, the corridors inside shouldn't make sense, and the angles should seriously mess with the player character's sense of perception. Some appear longer than they are, some shorter, corridors that look like you can't walk down are perfectly fine. It's all very Alice in Wonderland, only Wonderland as imagined by Dante.

Scene 1: Infernal Inside

Faces of people they once knew haunt them as they explore the interior, there's no fixed map, there's only one route toward the rift. The dark magic of Hell ensures they're kept on the path, because oddly enough, Hell wants them out.

Hell doesn't like interlopers, and it really doesn't want to kill you.

If you want to spice it up, have a few demons attack them as they follow the corridors and explore rooms that are twisted versions of their real-world counterparts.

- A medical bay, which contains half-dissected still-screaming corpses.
- A barracks where soldiers are trapped in the walls, on fire, yelling for help.
- A lab where tiny pockets of energy zip back and forth, setting fire to anything in their path.
- A security station where a hulking demon waits to welcome them with open eyes, all six of them, that spit poison which is also on fire. [ENEMY: Big security demon]
- Dead ends galore, which then turn into corridors when the PCs turn around.
- A lift which goes sideways.
- A set of stairs of impossible angles.
- A wheelchair in a corridor which then flips 180 degrees.

Finally, after all that, they reach the centre of the building.

Scene 2: Rifting on a Theme

You finally make it to the inner lab, and there it is, not what you expected. A giant ball of flame sits at the centre of three strange looking armatures and through it you can see what appears to be the same room. Only it's not covered in black crystals and fire.

As the PCs approach the rift they're stopped by a massive multi-limbed monstrosity which swings down from the ceiling above them. It blocks the rift, and they need to get past it.

Large Demon

Like their smaller cousins large demons have not embraced modern weapons and prefer to use their claws, teeth and horns to do the damage.

Awareness: 4, Skill: 4, Unarmed: 5, Weapon: -

Large Demon



Weapons: Claws 4 (2), Bite 3 (1), Horns 5 (3).

Armour: Natural: Thick skin and rigid scales 6

Once the demon is down they'll be able to enter the rift, and they need to do that pretty quickly. There are other demons behind them, and they're coming – they're hungry for PC souls.

Let them set traps if they want, but the moment they enter the rift, they're out of there.

Scene 3: Shut It Down

You step into the rift, it's warm, but it doesn't burn. You find yourselves slightly disorientated and dumped out in the room you saw on the other side. This is a lab, a proper lab, and it's crawling with several demons. Tendrils of energy connect them to the rift on this side, and you can see one large demon standing between two pillars of metal forming a connection to the rift.

If the PCs put two and two together, they need to concentrate on the big demon, take it down and sever the connection. The feedback will destroy the other demons and shut the rift down. It's not going to be easy, but they don't need to waste their time on the small fry.

The minor ones are to distract the PCs, and the big demon is the key. As they kill minor ones, new ones jump out of the rift.

Assuming they take it down read this.

As you take down the big creature, a feedback begins; it runs through the pillars and along all the tendrils attached to the other demons. Each one pops like an ashen balloon and screams into nothing. The big demon snarls, slashes at you, but eventually burns up as well. The rift turns orange, and then collapses in on itself and all falls silent.

Apart from the clatter of a ceiling light as it crashes down.

Epilogue

The idea here of course if for you to continue on with this adventure, this is just the beginning, the PCs have made it back out of Hell and they've discovered a truth about the world according to Madeline Cross. Demons are real, and hungry.

The team can continue with their original mission and clear the facility. Have some more demons show up as they do so, not all were destroyed when the rift closed. Feel free to give them moral quandaries by putting innocents in the rooms where they were going to be used as experiments and even have a surviving scientist to help them, or hinder them.

Eventually they can make it back to the extraction zone location, job done.

This is just one mission, they'll get debriefed, get some rest, and they'll be out there again before they know it.

Welcome to Phantom Squad.





Out of Africa



BrightCross Corp established a humanitarian assistance agency, BC Global Relief. This aid group delivers food, supplies, medical services to millions of desperate refugees in camps across the world. Under this guise, BrightCross has access to millions of isolated test subjects and a near unlimited supply of human tissues and organs.

At Piboro refugee camp in South Sudan, BrightCross is working to find a way to prepare an entire population for possession by poisoning them with Hell rock. Refugees are given food laced with Hell rock and some receive injections of Hell rock serum. The project has sickened thousands with symptoms similar to hemorrhagic fever and hundreds have died horrific deaths.

A month ago, a trio of World Health Organization doctors visited Piboro camp and discovered the cause of the “hemorrhagic outbreak.” After they fled, BC Global Relief operators, disguised as rebel soldiers, murdered everyone in the group. However, one of the of the doctors was the daughter of a powerful UN diplomat and she has requested that the ICO quietly investigate the doctors’ deaths.

Getting to Piboro Refugee Camp

Piboro refugee camp is located twenty-two miles east of Malakal, South Sudan’s second largest city with a population of 130,000. Malakal is occupied by rebels, although there is currently a ceasefire monitored by the United Nations. The UN maintains a large compound outside of Malakal, including approximately 1000 peacekeeping troops.

Malakal airport is the most likely point of entry to the area by characters. Multiple NGOs, assistance, and monitoring agencies travel through here daily and operatives may blend in without a problem. An ICO contact at the airport named Kazim Akol can arrange vehicles and supplies for the characters. Akol can act as a guide for the characters but will hide in any combat situation.

Piboro Refugee Camp

The Piboro refugee camp contains about twenty thousand refugees, most of whom have fled the conflict in neighboring Darfur. Earthen berms topped with lights and walkways surround the camp and inside are row after row of white tents and shelters organized into blocks. In the center is a square containing a hospital, distribution center, and headquarters buildings. In addition to aid workers, medics, and doctors, there is an abundance of well-armed security personnel.

Outside the camp and adjacent to a dirt airstrip is the security compound. A wall of HESCO barriers topped with razor wire surrounds several buildings, including several barracks, a communications shack, and a large motor pool where SUVs, trucks, and MRAPs sit under shade tarps. Careful observers may notice that both camps are circled by reconnaissance drones.

The Piboro camp administrator is Josef Alesky, a thin and nervous man with a Polish accent. The senior camp doctor and the head of the Hell rock trials is Dr. Yann Emilien, an older man with heavy glasses and an unpleasant disposition. The head of security is Sabine Riggi, a ruthless Italian woman with considerable experience as an intelligence operative.

Official visitors to the camp are welcomed by a nervous Alesky and assigned a minder and a security detail that follows close behind at all times. The minder will arrange for any interviews or tours of the facilities, which will be choreographed to keep the characters away from any incriminating evidence. Attempts to truly investigate the camp require the character to slip away from the watchers and move about covertly.

Interviews with refugees are difficult as they are suspicious and paranoid but with successful persuasion, the characters may hear some of the following rumors:

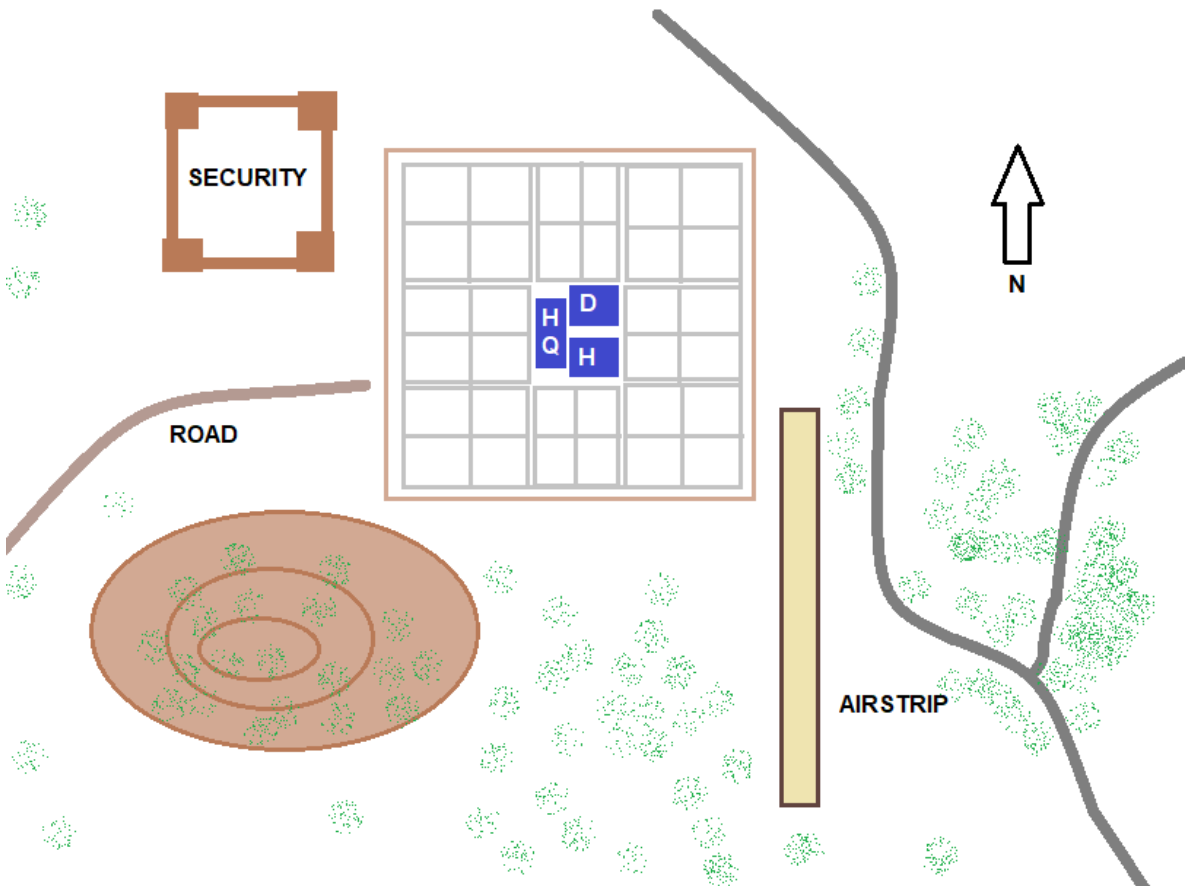
- BC Global Relief is very generous and provides everything the refugees need.
- The food provided by the aid workers is nourishing but it sometimes tastes bad.
- The aid workers don't eat the same food given to the refugees.
- Refugees are discouraged from leaving the camp, with the aid workers warning that some who have left have been killed by rebels.
- The fevers started about two months ago.
- The symptoms of the hemorrhagic fever include fever, rashes, bodily pain, bleeding from the orifices, discoloration of the skin, and strange growths.
- Anyone that shows symptoms of the fever are taken to the hospital.
- The worst cases of the fever go to an isolation ward. Those who go in are never seen again.
- The families of the dead are not allowed to see the bodies of their lost loved ones because the aid workers fear contagion. The aid workers burn the corpses, but no one knows where.
- A man who was delirious with the fever ran away from the hospital to be with his family. He talked about strange medicines and having terrible dreams. The man was taken back to the hospital where he later died.

Should Alesky or Riggi become suspicious of the characters, they will not hesitate to convince them to leave and arrange another “rebel attack” to eliminate the heroes.

The Hospital and the Lab

All of BC Global Relief’s research with the Hell rock is coordinated by Dr. Emilien from the hospital and a secret lab complex beneath the building. The hospital is a prefabricated structure consisting of interconnected shipping containers and inflatable tents. In the center of the hospital is a special isolation ward for patients with the most severe reactions to the hell rock serums. Here, demonic soldiers monitor the isolation ward while doctors and technicians experiment on the heavily sedated individuals within.

An elevator within the isolation ward leads to the buried lab beneath the structure. This high-tech facility contains workstations for scientists, secure and magically warded cells for violent patients (treat as Fodder, but with uncontrollable psychotic rages), equipment for manufacturing hell rock to mix into the food and the hell rock serum. Also located in the lab is a portal to The Cradle.







Operation Prelude



"I know what you are telling yourself. Trust me, I didn't believe it either the first time, but here we are. You asked for proof and I gave it to you. So now it's my turn. I jumped through your hoop. I have one of my own, and trust me, you are not going to like where you land.

"Just promise me one thing. When you reach the end of this, think before you shoot? Some monsters exist because they stand between us and bigger ones."

Operation Prelude is what some players might call a 'bug hunt'. The majority of the scenario takes place underground, both through sewage treatment tunnels and a utility annex that was originally intended to support a subway expansion that never happened. The main fear is claustrophobia, the mood is paranoia, and the momentum is relentless once it builds up.

Operatives are in for a hell of a ride and even if they survive it, they may never be the same again.

Introduction

First, a bit of background. To quote the Project Lucifer sourcebook:

"There's no way to create an unnatural stable psychic, it always results in the powers of the mind going off the charts, hallucinations, paranoia, and dozens of other complications that shut down the original projects in the first place.

"There is NO way.

"You are either born able to control these powers or not. True psychic power births are very rare, so rare that there are only six people with that level of power naturally on the planet."

This is all true. There were several Projects, all documented in the sourcebook, dedicated to finding ways to stabilize, artificially generate, or otherwise imbue subjects with measurable, controllable mental abilities. From Six to Parallel, all of them failed in some way because they did not understand or accept that for the overwhelmingly vast majority of our species, the human mind cannot contain the kind of power they were after. Some projects merely failed, others imploded or were shut down before they could, and the lest said about Parallel's 'termination' in Nevada, the better.

Project Lucifer's success comes from the powers and insight of Madeline Cross and, in part, one of the six human exceptions – Doctor Leia Dawson. This scenario focuses on Samantha Keller, another stable human psychic.

Samantha Keller and MKUltra

"Go to Hell."

"It's a phrase I used all my life. I never gave it a second thought. But now that the End is here, demons wear the flesh of men, and evil no longer feels the wont to masquerade, I realize how naive I was."

"Go to Hell? No need. Hell was more than happy to come to us."

Samantha was a naïve college student when she got picked by random testing to take part in MKUltra. She only managed to slip under the notice of big projects like Parallel and Lucifer because she was identified and trained by MKU nearly ten years before those two even began.

MKUltra, was the code name given to a program of experiments on human subjects that were designed and undertaken by the United States Central Intelligence Agency. It began in 1949, officially gained sanction in 1953, was publicly shut down in 1973, and remained in operation as an underground, black book para-governmental study until 1990, when Project Tartarus' expanding reach threatened to expose MKUltra and either dissolve or absorb it.

Rather than let either happen, the four person staff of MKUltra provided their test subjects with new identities, resettled them, and then tried to disappear into the labyrinth of US governmental bureaucracy. Only Samantha refused a new ID and resettlement, preferring to leave the facility and take her chances alone. She was convinced they were all in terrible danger.

The others had faith in their connections and ability to hide. Their plan even worked for a few years, until Duncan Bright recognized one of the researchers by pure chance during a meeting in the Pentagon.

Like dominos, the rest of the project fell quickly after that. Every staff member met with a fatal accident, some showing signs of severe interrogation that always went uninvestigated. The living subjects of MKUltra took longer to neutralize but by 1994, only Samantha Keller remained alive

This scenario assumes that the Operatives have been involved in missions against Project Lucifer for some time. They may not know the group's name or its leaders but they are familiar with supernatural threats and enemy combatants with psychic powers. Though they have doubtless been careful to keep their missions a secret and they have the protection of their agency (or agencies), they have developed something of a reputation.

That said, this scenario may be best used for Operatives that have had a brush with the supernatural via Project Lucifer but have not really gone ‘down the rabbit hole’, so to speak. Samantha Keller could prove to be an excellent – if erratic – patroness, leading the Operatives one step at a time into a war they were going to have to fight sooner or later anyway.

In a world full of monsters, reputations spread fast and contacts can be more valuable than gold. Sadly for the Operatives, their reputations have reached the ever-wary leadership of the Devil’s Own...

Scene One: Dead Drop

“It was not supposed to go down like this. Of all the people to be a Lucy, I never expected it of him. Just goes to show how anyone can be fooled. Even me. But now there’s a body. Soon it will go public. People will know, one way or the other. My only chance now is to be sure it’s my way.

“And that it’s the right people.”

This scenario opens with the Operatives arriving at Dean Street in Brooklyn, New York City, at midnight. They are here to meet Nugget, a low-level street informer with contacts that go very high up the chain. Unfortunately, they went very low down the chain as well – Nugget was a Fodder-rank member of the Devil’s Own. His powers of Cloud the Mind and Subjugation enabled him to function as an observer and unknown liaison with many other power groups in the city.

Unfortunately, this included the Operative’s organization. The mission they thought they were coming here to receive was just a ruse to lure them here.

One might notice a lot of past-tense at work here. That is because Nugget has been dead ever since Samantha Keller tried to make contact with his mind and accidentally obliterated the demon riding his soul. The beast’s death throes killed its host – Nugget – and Samantha was left with a quickly fading psyche and a mind full of violent backlash.

The backlash did not do Samantha much good, but she held things together to draw out the knowledge of the Operatives and that the Devil’s Own have them targeted for removal. She was coming to Nugget to hire a group for her own ends, so this serendipity lead Samantha to make contact with the Operatives in his name.

This brings us to the present, where the Operatives arrive at the usual place for meeting Nugget and find his alley empty of anything but trash:

Nugget usually sits on a pile of bins in the middle of this alley off Dean Street. The air smells a little better here but the scenery, trash-strewn and graffiti-covered as it is, is as squalid as always. The bins are empty, the alley vacant.

Wherever Nugget is, he surely is not out here.

The buildings on either side of the alley can easily be investigated. What few people live in these dilapidated houses mind their own business and want nothing to do with the agents. There are large pieces of furniture in every hall and the apartments extend eight floors up in both buildings. A search will take quite awhile unless of a Very Difficult skill check involving Streetwise or Criminal Knowledge can be accomplished.

Even with a successful check (or if the Operatives are pursuing some other possibility and do not enter the buildings), the road to finding Nugget will take quite a while. All through this time, Samantha Keller has been watching the Operative with her abilities. She will choose one of them to contact telepathically, with compassion, decent behaviour, and kindness catching her attention best.

Making Contact

When she has picked someone to contact, she reaches out in this fashion. As with all scenario text in Operation Prelude, feel free to paraphrase or completely change things to better fit the needs of your campaign.

"Please don't panic... or explode."

It might seem an odd way to say hello, but she contacted Nugget like this and he did the latter once his demonic rider tried to assault Samantha through the connection. All she did was try to push the demon away and she ended up obliterating it and killing Nugget. She would rather not do that again, especially by accident.

The contacted Operative's next few thoughts will be heard by Samantha, but assuming he or she does not explode, Samantha will continue regardless of reply.

"I am sorry to reach out to you like this, but it is not safe on the street for me right now. I had no idea Eugene... Nugget's real name, by the way... had a rider, but he did. His death is my fault, but the people that stuck that... thing in him doomed his soul long before I came along."

By now, the Operative has probably told the others about what is happening. Once one or more of the others know about the telepathic contact, Samantha widens her reach to include the whole team

"If it helps, I get how strange this is. I will explain more, but can you all get inside somewhere? The grey brick building with the yellow side doors is vacant. Nugget's handlers are probably in the area already and no offense, but you all do not exactly ping as locals. You seem more like highly trained, heavily armed military agents. Funny that, right?"

If the Operatives decide to just pack up and leave the area immediately, they avoid the coming ambush and effectively leave the scenario completely. Samantha's power is potent but its range is fairly limited. Move the Operatives into another scenario if this happens, providing some small experience reward before moving on.

If they choose to stay, Samantha will not risk contacting them again until they have gotten off the street and into a nearby building. They do not have to pick the building she suggested, but they do need to be completely concealed inside a building on Dean Street.

Keller – What She Knows and What She Wants

First things first, Samantha Keller is a campaign character, intended for use as an ally, contact, and even occasional foil if the game requires it. She can offer a desperately needed assist in tight situations, though this should be used very sparingly. The Operatives should never come to depend on her for a rescue. They are the heroes of the game, after all. Samantha should typically need them, not the other way around.

As such, she knows all the relevant details of this scenario, including basic facts about the enemies, their common tactics, and weapons. She also knows the New York tunnel systems extremely well, since she has been living in them for more than forty years. She can offer a serious amount of psychic lore and some background on Project Lucifer, but only once this scenario is over and she is safe again.

Once they are:

"Good. These buildings are solid, old brick and steel. Most senses won't be able to penetrate that much hard matter. Even I am having trouble reaching you, so that is a good sign."

Be sure to offer the Operatives a chance to talk back or ask questions. Field the latter using the information in – Keller: What She Knows and What She Wants.

“That’s all right. I know you have questions. I can feel them forming in your left inferior frontal gyrus. Let me skip ahead and tell you all you need to know right now. I need assistance dealing with people who are not your biggest fans either. I thought Nugget could help, but I was literally dead wrong.

Now I’ve gotten the attention of the people I was trying to avoid. If they were watching Nugget’s drop spot, then you have too. From here on in, get low and stay...”

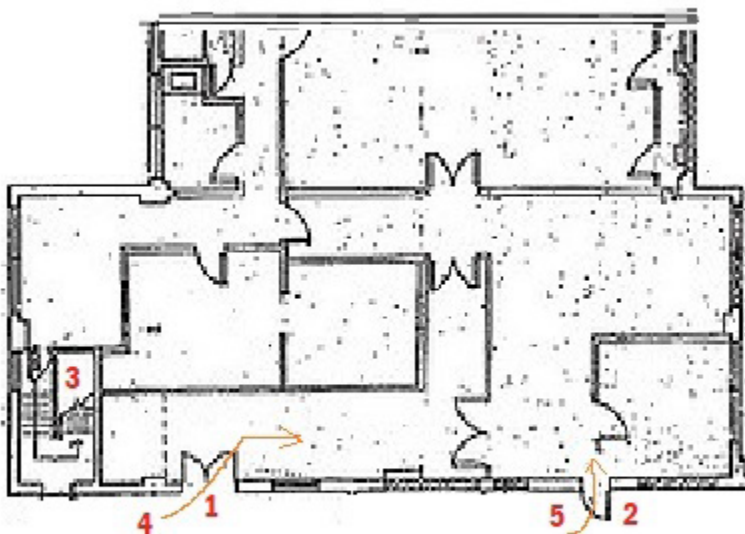
Before Samantha can finish her sentence, move immediately to Scene Two: Shot in the Dark.

Scene Two: Shot in the Dark

Note: This scene may need to be run in an alley or on the street if the Operatives did not follow Samantha’s advice. Do not railroad them into an indoor scene if they do not want to be there. One way or another, there will be a fire fight.

Use the Confrontation map for this combat, which starts with a single gunshot targeting the Operative in contact with Samantha. A four-man Sweeper Team of the Devil’s Own has discovered the Operatives and determined they are potential allies of the rogue actor (Samantha) they are here to neutralize.

DEAN STREET - CONFRONTATION MAP



- 1: Main Entrance**
- 2: Secondary Entrance**
- 3: Stairwell**

- 4: Operatives Start**
- 5: Leader Starts**

The Devil's Own will not use any special tactics here, save to limit use of supernatural abilities if they are out in the open. Otherwise they just intend to swarm, overpower, and sanction (kill) the Operatives.

Devil's Own Sweeper Team

The whole four-man team of BrightCross Operatives (stats as in main book) is in street clothes to avoid unwelcome attention. They are all armed with MK-23 handguns; the team's Leader also has an Mp5, but he will not use it on the street unless he has to do so. This is to further distance them from the corp.

Each BC Operative is equipped with a Party Popper; these are implanted devices that trigger the 'owner's' body to explode with the force of a fragmentary grenade if he or she is dead for longer than one minute.

This team has encoded comms, no body armor, no wallets, personal effects, or IDs. Even if one of them could be captured and made to talk, the only thing they can reveal is that they are here to kill anyone involved with or looking for Nugget. They also know the location of their check-in point – the abandoned subway depot at City Hall, but Samantha Keller is about to reveal that location to the Operatives in any case.

When the Shooting Stops

Once the last of the Sweepers is down, Samantha makes contact again.

"I'd been hoping to avoid that, but they left us no choice. Move quickly. Leave the bodies and their gear. Their stuff is likely trackable and their bodies are no longer safe now that they..."

Again, she is interrupted, but this time by an explosion rather than a bullet. The body farthest from the Operatives suddenly explodes in a fiery shower of gore! No one is hurt by the explosion, but the beeping echoing up from the other corpses suggests that is about to happen again.

Time to go.

Scene Three: Condition Terminal

In this scene, the Operatives are guided into the abandoned tunnels of New York City's subway system by Samantha. She explains that she needs help escaping Operation Lucifer's tightening grasp. The scene ends with a battle at the City Hall depot and (hopefully) the Operatives destroying the device threatening Samantha Keller's life.

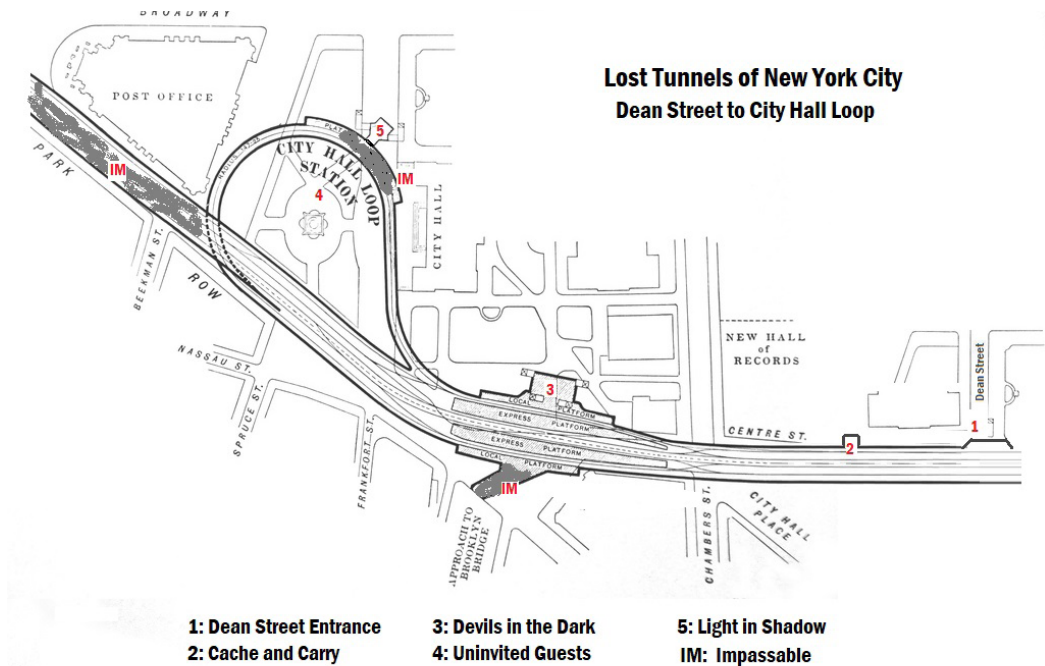
Once the Operatives are outside, Samantha offers guidance.

"I get that you don't owe me anything. You've got every reason to doubt me, especially after my accident with Nugget pulled you into a firefight. But believe me when I tell you that if the husks you just put down aren't your problem now, they eventually will be."

"So choose. Walk away now and I'll understand. But if you want help me, I sure could use it... and it won't exactly go unrewarded. There's a hidden hatch in the basement at 1990 Dean Street. Take it and you enter my world. My problems."

"If not... well thanks for listening. Good luck out there, either way."

The rest of the scenario assumes the Operatives are willing to help. If not, follow the Scenario End advice given before.



Encounter One: Dean Street Entrance

Once the Operatives find the hatch in the basement of the building Samantha mentioned (a Difficult investigation), they descend into the underworld of New York's abandoned tunnels. A map is provided with several possible encounters and the scenario's main location – City Hall Station.

You can run these encounters straight, mix them up, or make up your own, but be sure that Encounter Two: Cache or Carry gets run next, especially if the Operatives need better firepower.

Two: Cache or Carry

“To answer your main question, those things were some of the demon-ridden slaves of Project Lucifer. You may have heard of them, even run into them before, but they are bigger and badder than you can imagine. To help me, you need to be able to help yourselves first. Take anything from here you like.”

This small alcove has a false floor concealing two large crates. Samantha put them here back when she was free to travel these tunnels. The crates contain gear in moderate but used repair, as follows:

(The following weapons have the standard damage with the added bonus that the ammo also works on supernatural beings)

- 4 pairs of ‘Ghost Goggles’. These have the word QUANTUM over the nose bridge. These bulky goggles detect more than just ghosts, they can help an agent see energies, such as ley-lines and even detect the presence of demonic influence in someone’s aura.
- 2 G31 Ghosthunter Rifles. These have seen serious use, but should function for now. The G31 is a modular bullpup rifle with all the stats of an HK G36. The gun is fitted for a magazine of specialised ammo, ammo that can harm supernatural enemies. The ammo can harm mundane creatures and humans just as easily. These have adjustable stocks.
- 8 magazines for the G31 rifles. When spent, these can be reloaded with any 5.56 round.
- 1 S14 Spirit Knife. The sheathe for this knife has the name ‘Butch’ and a blood stain on it. The S14 resembles a normal combat knife, slightly bulkier in design, but with one major difference – the blade exists both in the mundane world and the spirit world. This makes it an effective tool for fighting demons and any ethereal being.

Encounter Three: Devils in the Dark

Five members of the Devil’s Own are sitting here in this crumbling disused terminal. There are waiting for the go-ahead to advance to City Hall Loop to reinforce the soldiers already there. Ironically, they will encounter here in the form of the Operatives first.

Devil’s Own Assault Team

All five are wearing black IOTV and dark purple camo-patterned jumpsuits. They are armed with M4A1s but no secondary weapons. They are their own secondary weapon.

- Winter, Fodder rank. Grey hair, blue eyes, athletic build. Male. Power: Cania's Eye (like infernal eye but cold-based)
- Summer, Fodder rank. Red hair, green eyes, slight build. Female. Power: Pryo-kinesis
- Arclight, Fodder rank. Brown hair, red eyes, strong build. Male. Power: Storm Strike (resembles phosphorus grenade that does electrical damage)
- Shriek, Fodder Rank. Black hair, brown eyes, stocky build. Male. Powers: Levitation, Hellscream
- Breakdown, Soldier rank – Team lead, bald, violet eyes, muscular build. Male. Powers: Telekinesis, Hex Glitch, Squeeze

Encounter Four: Uninvited Guests

The main group of the Devil's Own forces in these tunnels is right here in the stained glass ceilinged depot that once served hundreds every day in the early 1900s. Now it is little more than a curiosity for the people who rode the active subway line past it before the main tunnel collapsed. The Devil's Own is using this collapse, which they caused, to investigate a strange psychic anomaly in the area.

Samantha is, of course, that anomaly.

Project Lucifer only has a vague idea where she is and no idea who she is yet. To keep her in one place while they search for her, the subway team has brought in a hellish artifact called Mammon's Manacle. It is a bulbous black iron column, studded with alien gemstones, that writhes whenever it is close to anyone with psychic potential and without a demonic soul inside them.

With this, they have trapped Samantha and will eventually discover her location. She will not last the day without the Operative's help, as she will explain as soon as they reach the City Hall Loop.

"There we are. Up there on the trackside landing. See the big black pillar with all the lights and the spiked tips on fire? That's keeping me from getting out of here. Time to come clean, I guess. You've earned that much."

"I am not like these demonic bastards but I am psychic. Have been all my life and here lately I have really come into my own with it. Power has been flooding into the world ever since Project Lucifer opened the Breach. It makes them strong, as you've no doubt noticed, but it's made me even stronger."

"Smash that pillar and I can leave this place for good. The Lucys won't make it easy for you, but if you can drop them like a bad habit and bust up the pillar, I will make it worth your while once I recover."

You may not hear from me for a while, but I promise not to be a stranger. Trust me, we have a lot to do together if you're up for a little thing like saving the world.

"Oh, and if there are any left once you blast that hellborne buzzkill, grab one of its crystals for yourself. I hear they can be pretty damn useful.

"Good luck! For all our sakes."

This fight may be quite rough, as it involves a BrightCross combat engineer, six BrightCross Operatives in full gear, and Asmodei – a full Devil's Own Commando. The depot has plentiful cover, especially with all the crates and passenger aisles in the area, but this can benefit the enemy as much as the heroes.

- Dieter Maines, BrightCross Combat Engineer, blond hair, green eyes, fit build. Equipment: All standard except only Glock 17 for armament. Field Repair Kit and Tools.
- Six-Man Security Team, BrightCross Operatives, shaved hair, varying eyes, athletic build. Equipment: All standard, Glock 17s and M4s for armament.
- Asmodei, Commando rank, night black skin, violet eyes, attractive build and handsome face. Equipment: All standard Brightcross Operative gear, no standard weapons.
- Weapon: A T02 'Grail' Battle Sword. Asmodei took this weapon from a dead Templar and prefers killing with it over any other sort of attack.
- T02 'Grail' battle swords are elegant long swords. The main melee weapon of the Templars, each one is made of composite and hard-wearing materials, the Grail produces a supernatural energy field that causes damage to demons and spirit beings alike (damage 6 (2))Powers: Subjugation, Phase, Teleportation, Demonic Transference, Heightened Senses, Infernal Eye.

This battle should be difficult but not unwinnable. For example, if any Operatives want to try to take out the Manacle at a distance, it can only withstand three hits with any caliber of bullets or a single explosion. If 'destroyed', it implodes and pulls anyone (except Asmodei, who can resist) within fifteen feet of it straight into Hell. This can even the odds quickly.

Also, Asmodei is – for all his lovely physique and blazing swordsmanship – a coward when facing a fair fight. If he is the last foe standing at any time, he will teleport away to fight another day, preferably from ambush. The Operatives are now his mortal enemies and he will certainly seek them out again.

Once Mammon's Manacle is destroyed, move to the Conclusion.

Encounter Five: Light in Shadow

This is only an encounter if all Hell breaks loose and the Devil's Own break through her defenses of psychic energy and heavy stone. This is the small lair where Samantha normally lives. Accessible only through hard excavation or Teleportation, she has been safe here for years.

Realistically, this room is only breached if the Operatives have failed. It is included here to show you where Samantha is located during the scenario.

If details are needed, create them as you wish. As for Samantha Keller herself, she will be detailed in a future scenario or sourcebook. For now, she is just a voice in the Operatives' head and a contact eager to set them on the path of supernatural enemies. Samantha has precognitive abilities that come to her in dreams. In them, she has seen what happens if the influence of Hell continues to grow unchecked. How does it end? In fire.

When she said she wanted to help the Operatives save the world, she was not kidding at all.

Conclusion

The bad guys are down, the black relic from Hell is destroyed, and the Operatives have made a powerful new ally – one with a long memory and a long reach. Samantha offers them one last contact before teleporting away and falling silent for at least a few weeks while she recovers from the torturous grasp of Mammon's Manacle.

"Free! Free to finally wreak havoc and death upon the world of men! Hah hah ha hah!"

"Heh... no, not really, but admit it, some of you had your doubts, right? I can blame you, but I promise, I'm a white hat. I promise. And in the months ahead, I'll prove it. For now I need a bottle of scotch, a handful of Vicodin, and a long, long nap."

"Thank you. Seriously, it's been a long road but I was staring at a dead end in every sense of the word if you haven't helped me. I won't forget what happened tonight, and you shouldn't either."

"Be careful out there, boys and girls. The world's a'changing, and not for the better."

And with that, she's gone. End of story... for now.



Mission Pack 3 - Project Lucifer

This mission pack contains five missions for use with the Project Lucifer Setting for Ghost Ops - Modern Covert Operations RPG.

Saviours Bane by Tim Loya

Blackhawk Lost by Darren Pearce

Fire by J A Cummings

Out of Africa by Neal Hyde

Operation Prelude by August Hahn

