

Warped Adventures



INVASION

*An Adventure for WaRP System Games
Written by Robin D. Laws*

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THE TRANSFIGURATION

In this adventure, the PCs set out to prevent an irredeemably destructive culture from ever reaching the stars, by invading an alien command center. Alien to them, that is.

Kick off the game by paraphrasing the following to your players:

With calculations and forecast models checked and rechecked, the certainty is incontrovertible. The denizens of an obscure planet now traveling through the DoHoPA Interstice will, unless their technological and economic growth is immediately checked, expand through the universe, wreaking military, environmental, and sociopsychic havoc. Billions of sentients will die in the resulting disruption; hundreds of billions will be enslaved, exploited, and corrupted.

As horrific a zемај as it is, the only solution is to invade their planet, doing to them what they will otherwise, a few short decades from now, start to do to so many others. Your people, the Ji Zixtu, voluntarily bear the moral stain of warrior activity, so that the galaxy's other races may remain free and peaceful. It is up to you to stop the incipient invasive species, designated IIS3.

You belong to the elite squad tasked to penetrate and secure the IIS3 command center, securing by mental coercion the cooperation of the IIS3 Overlord and his top minions. Occupying their bodies, you can steer IIS3 civilization away from

the technological developments that will grant them access to the stars.

To evade their sophisticated detection systems, you have been beamed as energy patterns to the planet's surface. Here you will exist as beings of pure energy, able to move through material objects and kloanize the consciousness of organic entities. Due to impurities in the IIS3 planetary atmosphere, certain of your memories, capabilities, and personality traits may be not survive the transfiguration process. Projections nonetheless show you that you will retain enough of your galancgt to compensate and adequately discharge your mission.

Time has passed; the mission has been initiated. You now find yourself on a plain of low green cultivated vegetation outside the starkly authoritarian confines of the IIS3 command center. Performing a transfiguration inventory, you find your galancgt quotients much more compromised than projections foretold. You remember little of your personal histories, other than the briefing details still resounding in your sensoriums. Certain of your physical capabilities are likewise offline — for example, you sense that, although you lack material form, as was the plan, you are still unable to penetrate IIS3-built structures and barriers.

Still, you are trained, determined Ji Zixtu, and must press on to fruition.

WHAT'S REALLY HAPPENING

GM info; do not read to players.

The hostile species the PCs are neutralizing is humanity, of course. They're body-snatcher-style aliens invading the White House. They succeed at their mission if they get to the President, take him over, and launch a campaign of technological suppression.

They begin their invasion on the White House lawn and, in a series of scenes you improvise in response to their decisions, try to make their way in.

Describe the situation to the players as filtered through the perspective of quasi-amnesi-

ac alien beings. Use the odd, formalized lingo of the transfiguration briefing as inspiration. Make familiar places, objects, and situations unfamiliar through abstracted narration.

Sooner or later the players will twig to the conceit and figure out what's going on. Keep it up anyway, encouraging them to embrace their characters' alien perspective. When one player makes references dependent on earthly knowledge, inform the others with alarm that her character is demonstrating symptoms of thought contamination and must be pulled back to her core identity, or disposed of as a hazard to mission fruition.

ALIEN WORDS

As you address the players in the second person as their characters, throw in the occasional untranslatable alien word. These represent concepts key to the Ji Zixtu thinking, which they now have trouble grasping after the transfiguration's partial success. The players are free to assign meanings to these words and act upon them accordingly, or to resist figuring them out, as they desire. When players do define a meaning for a word, keep referring to it in that context, as if they've correctly defined it. For best results, do not think of a meaning yourself when you first use it. Slip them into answers to questions you don't have a ready answer for.

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WHAT THE PCS CAN DO

Character generation for this adventure is handled as described below.

ABILITY

All player characters have this ability:

Ji Zixtu

You belong to an interstellar warrior caste, nobly taking on the psychic stain of violence, both physical and emotional, so that galactic peoples may live in peace.

Though you fuzzily recall having a bodily form, at the moment you are a quasi-corporeal being of pulsing energy, in the hue of your choice. (Pick now; it remains constant through your current transmigratory incarnation.) You can dim or illuminate your light nimbus but can never fully suppress it; you remain visible under most circumstances. You can move through natural organic barriers and IIS3s, but not through constructed surfaces. You can do physical damage to either. When within 9 m of a sentient creature, you can merge with its body to override its consciousness and direct its speech and movement, though you can't use your specialty then. You can relinquish possession at any time, but once you've done so you can never control that body again, and neither can any other Ji Zixtu. Ji Zixtu abilities can be used without limit.

SPECIALTIES

Each PC also commands a specialty. Players determine their specialties by choosing one of the cards appearing at the end of this

adventure, which are placed symbol-up on the table. Have players choose by seating order, from left to right of you. All they get to go on is the abstract visual images on the cards.

When all players have chosen cards, reveal what the abilities do and determine how many times per day each can be used. Use the shot rules for fringe powers to do this: You have a "specialty pool," representing the number of times per day you can use your specialty. You can have 3 shots in your pool, or roll a die to determine the number of shots.

Images correspond to the following abilities:

AFFINITY

You can understand aliens, as much as is possible given fundamentally incompatible thought patterns. You indistinctly comprehend their intentional communications to you. With much greater precision, you understand the signals they unconsciously send out to one another. At the end of the mission, your affinity for aliens will have tainted you, and your consciousness will have to be destroyed, for the good of the homeworld and out of respect for your former, true self.

BARRIER MANIPULATION

You can move into places that are supposed to be hard to get into, and prevent movement into areas that are meant to be readily accessible. This does not cancel the handicap that prevents you from moving through manmade objects. But it does allow you to open a door and then move through it, or to close a door and prevent it from opening again.

MOTION TO THE IMMOBILE

By dint of invisible force, you can move inanimate objects from one location to another. It is easier to move light objects than heavy ones, small objects than large ones, and round objects than square ones.

REGRESSION/ PROGRESSION

You can change a person or object either into what it once was, or what it might logically become. If you use this on one of your teammates, the entire group votes, deciding whether you immediately die, or whether one of them — who you all must choose together — does. You cannot regress or progress them, or yourself.

STOP COGNITION

You can stop intelligent beings from thinking, and from taking actions dependent on volition or judgment. This task becomes harder the more the target cares about the situation you're preventing it from engaging.

TEMPERATURE ALTERATION

You can make hot things cold and cold things hot. You can't change the temperature of tepid things, but can make them either much damper or much drier.

FINISHING UP

Each player then decides whether Ji Zixtu is the characters' central trait, and the specialty the side trait, or vice versa.

Each may choose, either now or at any time during play, a second side trait, which must be a one-word personality descriptor, like Unrelenting, Forgiving, Vengeful, Focused, or Mournful.

All characters have the same Flaw: Incomplete Transfiguration.

Players then decide which trait is superior. Despite their weirdness, the Ji Zixtu and specialty abilities are treated as standard for the purposes of this adventure.

VALANC TRATE THE COMMAND CENTER!

Describe the White House as a tripartite structure resounding with war-essence and connected by large corridor structures. If a player wonders which section to attack first, lost details from the briefing surface: the east structure is largely ceremonial, the middle part serves as the Overlord's residential suite, and imperial business is conducted in the west structure. The transfiguration has been timed to a moment when the Overlord is highly likely to be found in the west structure.

LIKELY OBSTACLES

This adventure gives the players wide latitude in planning their invasion. Respond to these with obstacles appropriate to their choices, ratcheting up difficulties when they've been making steady progress, and decreasing them when they teeter on failure's brink.

When stumped, draw from the following list of obstacles, some more obvious than others.

BULLETS HURT

When Secret Service agents see floating balls of glowing energy bobbing toward the White House, or its personnel, and especially the President, they take the only action available to them. They fire their weapons. And, to the shock and surprise of the PCs, who are supposed to be noncorporeal, they hurt — albeit minimally. *When they hit the PCs, firearms with damage multipliers higher than x6 are treated as x2. All other firearms are treated as x1.*

The first wave of Secret Service agents encountered carry medium pistols and/or SMGs. Once the Secret Service realizes that the White House is under attack, they crack open the weapons lockers and arm themselves with heavy rifles and SMGs.

The Secret Service has dozens of agents in place at the White House and can call in troops if they run out.

PCs hit by tasers take no damage but instead wink out of existence for fifteen minutes. They reform back at their initial transfiguration point on the White House lawn. Human adversaries conclude, at least at first, that tasers kill them.

The upshot: the PCs are likely to survive an initial straight-up fight against the command center's defenders but eventually have to set aside frontal assault and shift to subterfuge or some other ingenious plan.

Secret Service Agent

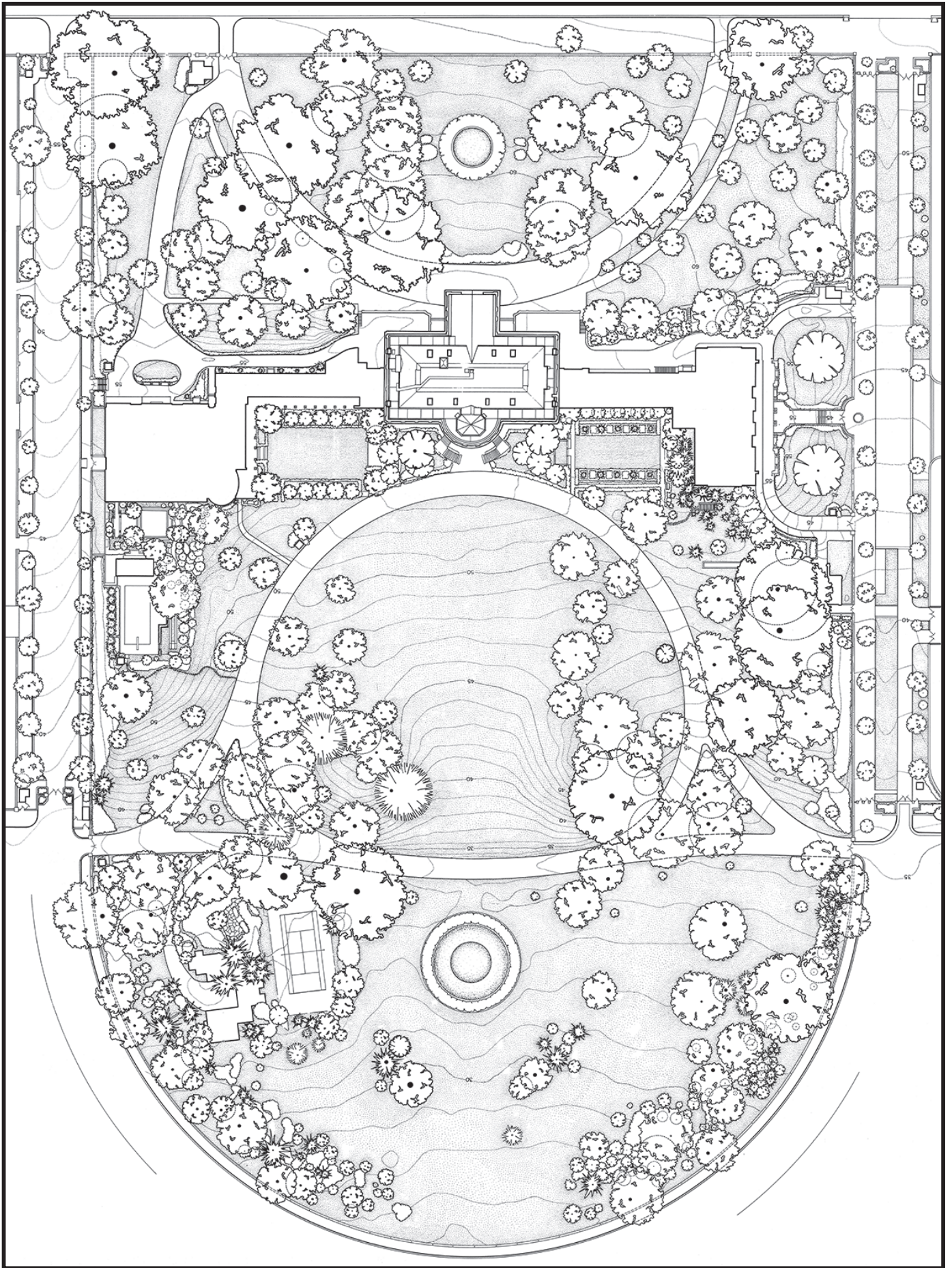
Secret Service Agent, 2 dice

Dedicated, 3 dice

COLOR GUARD

Colorfully garbed, unarmed IIS3s roam portions of the Command Center. According to the PC briefing, these may be color guards. Their lack of weapons in such a highly protected place suggests that they possess some sort of undocumented special power.

Actually, they're tourists, who of course flee any glowing balls of energy coming their way. Harming non-combatants may open up PCs to a crisis of conscience.



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THE VAULT

When they learn that they're under assault by incomprehensible forces, Secret Service agents hustle the President and his top officials down into a vault-like secure room in the West Wing basement. The PCs must then find and penetrate the vault. This might be easy if a character has shots left in Barrier Manipulation — and not, if he doesn't.

DEFUSING THE MONITORS

Taking over the consciousness of the Overlord carries no great advantage if the world population knows about it. When they see monitors taking pictures of any confrontation happening out in the open, or in areas of the White House reporters have access to, the PCs realize that they must somehow prevent them from transmitting information to the wider world. This may prove more challenging than getting to the Overlord.

THE ARMY

If PC actions make it obvious that the White House is under alien attack, the Army shows up within half an hour with tanks and heavy artillery. They don't fire on the Ji Zixtu if there's a risk of hitting the White House or the officials inside. The characters might be distracted into dealing with them, or find a way to use them to blow a hole in the wall or get to the Vault.

Soldier

Soldier, 2 dice

Hard-Charging, 3 dice

CRAZY CIVILIANS

In the event of a prolonged standoff in which the PCs fail to neutralize the media, an array of cranks, nuts, and fringe characters storms the scene. Overwhelming the Secret Service and/or Army, they swarm their way onto the White House grounds in a bid to sup-

DESCRIBING THE WHITE HOUSE

Though scrambled, past briefings allow the characters to make useful, if skewed, guesses as to the identity of various personnel they encounter in the command center. Use the following terms to misleadingly describe people and locations in the White House:

Cabinet Secretary = High Satrap
First Lady = Consort
Junior Political Staffers = Info-Serfs
Non-Political Personnel = Drudges
Oval Office = Throne Room
President of the United States
of America = Overlord
Press Room = Propaganda Unit
Reporters = Monitors

Secret Service Officers = Cyber-
Praetorians. (The PCs mistake their
earpieces for cybernetic implants.)
Secure Facility = Vault Unit
Uniformed Police Officers = Mercenaries
Vice-President = Decoy
War Room = Martial Unit
White House = Command Center

A map of the White House grounds and exterior is included here, with labels removed so that players can safely view it. For detailed interior floorplans, we recommend the excellent online tour at www.whitehousemuseum.org

plicate their new otherworldly masters. They threaten the mission by placing themselves in danger, and by generally adding unpredictability to an already chaotic situation.

THE NEGOTIATOR

Once he understands the situation, Secretary of State Albert Hoskins (or use the real-life administration, whatever that happens to be when you run this), tries to open up a channel of communications to the alien invaders. Play him as a foolish over-estimator of his own powers of diplomacy, or as a wily operator distracting the PCs as the President is whisked to another location, as the group's state of progress seems to require.

ZERGAIN

Just as they're within striking distance of fruition, one or more PCs suffer zergain, a condition in which the energy fields holding together their non-corporeal bodies start to break down. To counteract this, they must construct a field amplifier, a device they can easily jury-rig from confiscated cell phones and other pieces of human electronic equipment. The challenge lies in getting someone with a functioning, solid body to assemble it for them.

POSSIBLE ENDINGS

The simplest narrative you and your players might make together is one in which they spend most of the session trying to get to the President, and the last half hour or so making their final way into the vault.

Below appear notes on this and various other possible conclusions. Rather than pushing the players toward one of them, let them pull you.

FRUITION

The players cleave to their identities as aliens working for victory on their own terms. They penetrate the Vault, or apprehend the President elsewhere, and then possess him; The End. The last scene might be one in which the character who took over the Overlord marches him out to the cameras to announce a new policy to stifle human technological innovation.

This lets the players win, but with the weird ironic tang that comes from doing so as adversaries of humankind.

QUALMS

As they carry out their mission, players might play their characters as tempted to go native, siding with their targets and rejecting their now ill-remembered interstellar culture. Their superiors' supposedly infallible projections don't always match their own observations on the ground. Do they undergo a moral crisis, questioning the righteousness of their mission?

Several possible climactic sequences could arise from this:

- Conflict within the group, as some characters decide to stick with the mission, and others to undermine it.
- Conflict with a follow-up squad of Ji Zixtu who show up to complete the mission after they have apparently abandoned it.
- Having given up the mission, the PCs try to find a place for their transfigured selves in an unfamiliar world.

EXTENSION

If an entire session devoted to the infiltration proves tough to sustain, the PCs might achieve mission fruition partway through. After taking over the President and his inner circle, the adventure goes on to a political/diplomatic phase in which they attempt to permanently derail the research that will lead to faster-than-light travel, without getting caught.

This direction pits the team against other human interest groups and political entities. Leaven it with internal conflict, presenting the PCs with the temptations of earthly life. Might they side with humanity not out of moral qualm, but because they start to relish the power of its violent, acquisitive side?

THE LURE

A pulpier version of this story grants weird science capabilities to the human opposition. Human agents are already aware of the invasion attempt, having captured and interrogated a previous Ji Zixtu scouting party. Studying them, defense department researchers saw the potential to make epoch-breaking scientific

leaps. Potential applications of these discoveries included faster-than-light travel and bombs that make nuclear warheads look like mere fireworks displays. The alien prisoners expired during testing, leaving the researchers hungry for new subjects. Aware of the invasion's timing, the Joint Chiefs moved the President to a secure location and put their scientists in place to capture additional Ji Zixtu specimens. The Command Center isn't a target — it's a trap!

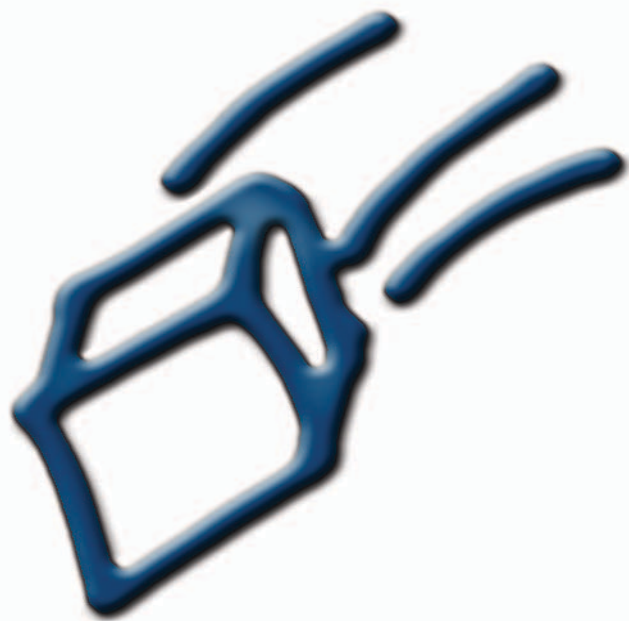
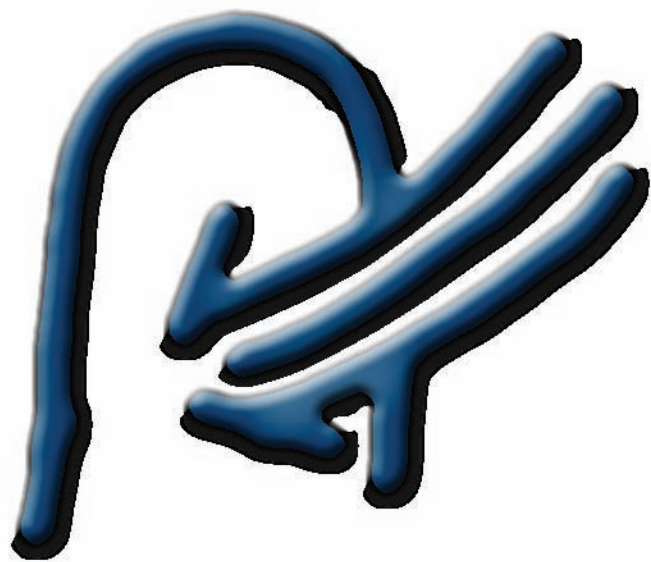
ALIEN RIVALS

Another pulpy option, suitable if you run out of credible obstacles early on, places a sec-

ond alien species in the White House. Vengeful losers in the game of galactic empire, they want humans to reach the stars and wreak havoc on their rivals. They already control the President and are working toward the development of FTL engines.

They might be renegade offshoots of the Ji Zixtu, using the same transfiguration/possession technology. Or they could be an entirely different alien race, using another classic form of science fiction possession such as remote mind control, bizarre drugs, subliminal images planted in media, or parasitic infestation.

The following two pages of specialties cards should be printed back-to-back then cut out on the lines.
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