WAR STORIES: FOG OF WAR

AN ADVENTURE SEED
FOR USE WITH

CONTAGION
SAVAGE EDITION

Savage Worlds License Info

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DISCLAIMER

It is only a game.
Nothing in here is real.
Angels don't wear trenchcoats
(because they are pretend)

Relax and have fun.

Special Thanks

To TJ Rucker and Jacob Frye for letting us all up in your crib.

Thank you so much!

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PRELUDE

Arianna and Shelly were almost to the mouth of the alley when Arianna's vision went blurry as she stumbled forward, catching herself on the filthy brick wall. Shelly reached out to try and steady Arianna. Blood poured from the open gash on Arianna's stomach.

"Oh my god!" Shelly yelled. "That's a LOT of blood!"

"Relax," Arianna spat through grinding teeth. "I've had worse. And if you keep shouting, you're gonna lead them right to us."

Tears began welling up in Shelly's eyes as she looked over her shoulder, then around the edge of the alley into the street. "I'm sorry," she wept. "I just don't know what to do."

Arianna tossed an arm around Shelly's shoulder, pulling her in for a hug. "Shhh," she said as she patted the young woman on the arm. "I know it's scary, but you're gonna be fine. I'm gonna be fine. This is all gonna work out. Honest."

Arianna pushed herself away from the wall and took a few stumbling steps forward. Shelly moved along with her, trying to steady her as she walked. After a few steps, Arianna was stable and able to walk on her own. Shelly trailed behind her, looking around for any sign of the cult.

As they made their way out to the street, Shelly spoke. Her voice quivered with fear and adrenaline. "Okay, so what do we do now?"

"We get you on a bus," Arianna grunted between pained footsteps. "Get you far from here. Once you're safe, I'll come up with a plan."

"I see the angels
I'll lead them to your door
There's no escape now
No mercy no more"
            - Within Temptation, "Angels"

Introduction

War Stories: Fog of War Savage Edition is a transmedia setting enhancement for use with the **Contagion Second Edition** Role Playing Game.

The world of **Contagion** is a dark and terrifying place. On the surface, it looks much like the world you and I live in. Just beneath that surface, in the shadows, rages an ancient conflict between supernatural factions who all seek dominion over the Earth and control over the souls of humanity. Supernatural creatures stalk the night, hiding among, and sometimes hunting, humans.

Some humans, not content to be regarded as simple prey for supernatural beings, stand against the various factions in this war. Through magic, technology, or sheer grit, these people act as defenders of the innocent and shepherds of the weak. Heroes of this sort often find themselves standing alone against a seemingly endless tide of gods, monsters and demons, all seeking to lord over humanity.

Fog of War focuses on the story of one such hero, a human named Arianna Nighthawk. When acting to protect an innocent young girl from a demon, Arianna is inadvertently dragged into the fight between Heaven and Hell. After narrowly escaping a deadly battle with the demon Kerberos, Arianna is visited by an angel of the Lord, who hopes to enlist her aid.

Fog of War includes biographical and system information about the characters of Arianna, Nuriel, and Shelly, who may be dropped into an existing campaign as Non-Player Characters, or used as a pregenerated Player Characters. **Fog of War** also contains spells, which may be used by spellcaster characters. Lastly, **Fog of War** comes with a video resource, which introduces the aforementioned characters and sets the stage for future adventures.

New Powers

Spellcasters in the world of **Contagion** use mystical secrets and arcane rituals to tap into the flow of **Contagion** energy and achieve incredible effects. Those who wield magic constantly research, experiment and devise new techniques for manipulating mystic forces. The following powers are available for use in **Contagion Savage Edition**.

Bestow Spell Trigger

Rank: Heroic
Power Points: 3 + Contagion Points (see below)
Range: Special
Duration: Instant
Trappings: Chanting, pentagrams, sigils, incense, fire, spellbooks

This spell allows the caster to cast another spell and gift that spell to the target creature that may then reserve it for later use. To bestow a triggered spell, add 10 minutes to the casting time of the spell, which is to be bestowed. All Power Points for both spells are paid at the time that the trigger is prepared. Once both spells have been successfully cast, the caster must expend a number of Contagion Points equal to the bestowed spell's Rank (1 for Novice, 2 for Seasoned, 3 for Heroic and so on). This adds a number of rounds to the casting time equal to the Magnitude of the spell.

Once the spell trigger is bestowed, the recipient may discharge the prepared spell at any time by uttering a command word. Uttering a command word is a free action, and the recipient may release a number of spell triggers equal to his Smarts per turn. Releasing a spell trigger does not cost Power Points. If the character is rendered unable to speak, then he is unable to release a spell trigger. Once released, the spell trigger is used up and must be recast along with the bestowed spell. Spells bestowed via this method use the caster's arcane skill as if the caster, not the recipient, was casting the spell. The caster may bestow as many spell triggers as time and his available Contagion Points permit, however each recipient may only carry a number of bestowed spell triggers equal to their own Spirit at any time. Attempting to bestow spell triggers beyond this amount automatically fails, wasting the time, Power Points, and Contagion Points invested in the attempt.

Perseverance of the Pure Heart

Rank: Heroic
Power Points: 5
Range: Special
Duration: 5 (5/hour)
Trappings: Chanting, pentagrams, sigils, incense, fire, spellbooks

The target of this spell is able to withstand injuries that would kill a normal person, by drawing on their innate connection to the universe to shrug off bodily harm. For the duration of this effect, whenever the target would suffer the shaken condition from damage or a wound, the target instead loses a number of Contagion Points. Resisting the Shaken condition in this fashion reduces the target's Contagion Points by 1d6. Resisting a wound costs 2d6 + 1d6 per additional wound inflicted by the attack. This Contagion Point loss supersedes and exceeds the normal limitation on expending one Contagion Point per round, allowing the target to compensate for all damage until the spell's duration ends or the target runs out of Contagion Points. If the target of this spell is reduced to zero Contagion Points, the spell ends and all remaining damage is suffered normally.

This spell can be quite devastating when used on vampires, as it effectively causes them to be drained of their Contagion Points and strips them of their natural resistances to conventional damage.

New Ritual
Decode True Name

This ritual allows the user to determine the true name of a celestial. The ritual itself is relatively simple to perform, but discovering the method is far more complex. Many occult scholars are unaware of the possibility that this can be done through magic, let alone the existence of this ritual. Those who possess this knowledge guard it jealously. This is due in part to the power of decoding a celestial's true name, but mainly due to the threat such knowledge poses to celestials. Few individuals who learn this secret live very

long, as they become targets for any celestial entity with a sense of self-preservation.

Researching the Ritual

This ritual is virtually impossible to research. People are generally unaware of the existence of such a ritual. Those few who do know are not talking. A mentor or friend who has the knowledge tells most people who become aware of the ritual about it themselves. Gamemasters who wish to introduce this game-breaking knowledge to their campaign should consider introducing it through an antagonist or a surly mentor. If a Gamemaster wishes to have such a ritual be able to be stumbled upon or learned without a direct mentor, or wishes to allow the characters to seek out such a mentor, it is best to center an entire campaign around the search for this potent secret

Performing the Ceremony

Decode True Name is not so much a ceremony as it is an interpretation of observed behaviors, funneled through esoteric knowledge of the nature of celestials. This requires exposure over time, which can be accomplished either through direct interaction or clandestine observation. This requires a minimum of one minute of witnessing the celestial in a social interaction or one instance of witnessing the celestial utilize a supernatural ability. Once the witnessing requirement is met, two rolls are made on the part of the ritualist.

First the ritualist makes a Tests of Will roll pitting the ritualist's Notice against the celestial's Spirit. If this roll succeeds, the ritualist has gained a small glimpse of the celestial's nature. To interpret that information into a section, or syllable, of the celestial's true name, the ritualist must roll Knowledge (Arcana) or arcane skill (whichever is higher) with a Target Number equal to the celestial's Smarts. If this is successful, the character has deciphered a syllable of the true name. If either roll fails by 4 or more,

the ritualist believes he has deciphered a syllable erroneously, which will cause any ritual performed utilizing the true name to automatically fail.

In order to assemble the full true name of a celestial, the ritualist must collect a number of syllables equal to the celestial's Vigor. This often requires multiple interactions to collect.

Once a ritualist knows a celestial's true name, he receives two benefits. First, the character gains a +5 bonus to any rolls made to summon or exorcise the celestial. Secondly, if the character has an Arcane Background, they receive a +2 bonus to any arcane skill roll when using a spell or power that targets the celestial.

Adventure Seeds

The video asset included with **Fog or War** introduces three characters. Biographical data and character sheets for these characters are included at the end of this booklet. Gamemasters may choose to use these characters as pregenerated NPCs, ready to be dropped into an existing campaign. Some Gamemasters may also wish to use the events detailed in **Fog of War** as a launching point for an entirely new campaign. In this case, the characters from **Fog of War** may be among the first NPCs encountered by the players. Alternatively, the players may choose to use the characters contained herein as their own, pregenerated player characters.

Below are a few potential story seeds following the events portrayed in **Fog of War.** From this point forward there are spoilers for the included video asset. You may not wish to read any further before watching the video.

Kerberos Must Be Stopped

In this scenario, the player characters ally with Nuriel in order to stop Kerberos's plans and attempt to send the demon back to Hell. While Nuriel cares little for what happens to

Shelly, he is unlikely to place her in harm's way unless he gets the impression that a major tactical advantage could be gained by using the girl as bait (in all fairness, it probably could.) Whether the players are assuming the roles of Arianna, Nuriel and Shelly or are using their own characters, this scenario could lead to an ongoing campaign during which Nuriel leads the charge to dismantle Kerberos's cult and remove the Chammadi from power in South Central Wisconsin.

As Arianna states in the video asset, she does have some information on Kerberos's organization. Shelly, having lived with the cult could also be a useful resource for inside info on the operation. The Gamemaster can use these characters as info dumps to help move the plot forward, or provide just enough tactical information to the players who assume those roles to help get them into a heap of trouble. Whatever the case, Kerberos is powerful, connected and entrenched. He is not likely to go down without a fight.

Kerberos' Will Be Done

In this scenario, the player characters actively oppose Nuriel and Arianna, working to preserve Kerberos's power and acquire his "missing girl." The player characters in such a scenario could be demons or other hell-loyal characters who are part of Kerberos's entourage, or could be mercenaries working at Kerberos's behest. Whatever the case, this scenario pits the characters in direct opposition to Arianna and Nuriel, both of whom are extremely capable antagonists for even an experienced group of PCs.

It is important to note that Kerberos wants Shelly alive if at all possible, and will be mildly resistant to the idea of killing Arianna (who he would much prefer to recruit.) He has no qualms about killing Nuriel, and will actively pursue that course so long as it does not put his larger scheme to recapture Shelly. Kerberos is aware that Shelly carries Hellspawn blood and feels that as such she would make an excellent vessel for Immunda children.

Save the Girl

This scenario assumes that the characters place the primary importance on keeping Shelly safe from Kerberos. Although Arianna has taken a few measures to protect the young lady, her solutions are temporary at best. Kerberos is not likely to give up his prize easily and keeping Shelly beyond his reach could be the basis of an ongoing campaign. For added drama, the Gamemaster may have Nuriel decide to try to get his hands on Shelly in order to use her as bait in his quest to draw Kerberos out. Alternatively, in this scenario, Shelly could be a secret/sleeper agent working for Kerberos with the intention of drawing Nuriel, Arianna and the PCs into a trap of Kerberos's design.

Character Templates

The following character templates represent the characters introduced in the video portion of **Fog of War**. These characters can be used as NPCs or Player Characters.

Arianna Nighthawk

Arianna is a Magus of the Guardians of Innocence, though she tends to shy away from other members of the organization. Arianna's family has been involved in the occult for generations and her youth was spent learning the basics of spellcasting and the occult. In her youth, Arianna was eager to please her doting family members, but in her twenties she found herself frequently disagreeing with the judgment of her family elders. Though she will still aid the extended family if called upon, she no longer goes out of her way to seek their approval or counsel.

Arianna is something of a polarizing figure among the members of the Guardians of Innocence, as she tends to associate with people and creatures who the leadership of the Guardians finds to be unsavory. Arianna

Kerberos in the past. Though he sees Arianna as a witch and blasphemer, he certainly holds her in a higher regard than Kerberos and his demonic servants. Following the logic that the enemy of an enemy is a friend, Nuriel reaches out to Arianna for aid.

Though Nuriel does admit to Arianna that Heaven's army is spread a bit thin (due in large part to the resurgence of the Ilu), he does not convey the seriousness of the issue. Nuriel is the only angel who has been permitted to remain in the city (though he does have a few Heavenspawn associates at his disposal) as the remainder of his garrison has been called to pursue rumors that Lucifer has a hiding place somewhere near the Wisconsin/Illinois border. Should Nuriel get into a tight spot, he could certainly call for reinforcements, but barring an emergency Nuriel is on his own and hurting for allies.

pays absolutely no mind to the finger wagging and protests from her superiors within the school, relying on her own judgment and moral compass to determine who she should or should not associate with. While many of the school's elders disagree with Arianna's choices in companionship and methods of protecting the innocent, most of the younger Magi of the school look up to her as a fine example of what the modern Guardians should be.

Arianna is incredibly well informed and extremely studious in all matters of the occult. Apart from her impressive spellcasting capabilities, she is a knowledgeable ritualist, capable of performing the Exorcism ritual (see **Contagion Second Savage Edition** p. 125) as well as the Decode True Name ritual included in this book.

Nuriel

Nuriel is an angel of the Teraphim caste who has taken a personal interest in the South Central Wisconsin area. His work has caused him to cross paths with both Arianna and

Shelly Olsen

As Arianna points out in the video asset, Shelly is "just a little girl who got into a bad mess with the wrong type of people." Specifically, she was targeted by one of the demons under Kerberos's command, who felt that she would make a fine breeder for Immunda children. Shelly was a runaway whose parents were neglectful and abusive. She came to Kerberos's domain after hitchhiking north and was seduced into the

clutches of Kerberos's cult with promises of warm food and board.

At first Shelly liked the attention she was receiving from Kerberos and was happy to have a warm, safe place to sleep. Soon, things began to take a turn for the weird as the cult members at Kerberos's compound began showing their true nature, hoping to initiate Shelly to their way of life. During a midnight excursion to the cemetery for some ritual grave robbing, Shelly escaped. By simple happenstance, Arianna found her and took her to a safehouse while she worked on finding a more permanent placement for Shelly.

Unfortunately, Kerberos tracked Shelly down and tried to abduct her. Shelly was able to call Arianna before Kerberos got to her and Arianna arrived just in time to prevent the demon from making off with the young woman. A bloody battle ensued and despite being severely injured, Arianna was able to escape with Shelly. Arianna then proceeded to sheathe Shelly in protective magic and send her away with instructions to hide, hopefully outside of Kerberos's immediate reach.

Kerberos

A recurring villain and power player in the South Central Wisconsin area, Kerberos is the de facto leader of all demonic forces for a hundred miles in every direction. More information on Kerberos can be found in **Old Faces for a New World** and **Independence Night.**

If the players have already played through the aforementioned scenario and had prior dealings with Kerberos, these should impact their interactions regarding the events of **Fog of War** accordingly. If Kerberos has been destroyed in a previous scenario, the Gamemaster is encouraged to create a new demonic villain to take his place.

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0	6"	5	6
Charisma	Pace	Parry	Toughness

Permanent Injuries

Name Arianna Nighthawk

Profession Occultist

Race Human

Quote "We do things my way or people end up dead."

Attributes

☑☑8/10/12 **Agility**
☑☑☑10/12 **Smarts**
☑☑8/10/12 **Strength**
☑☑8☑10/12 **Spirit**
☑☑8/10/12 **Vigor**

◯ **Contagion Points**

☑4/6/8/10/12 **Climbing**
☑4/6/8/10/12 **Driving**
☑4☑6/8/10/12 **Fighting**
☑4/6/8/10/12 **Gambling**
☑4☑6/8/10/12 **Healing**
☑4/6/8/10/12 **Intimidation**
☑4/6/8/10/12 **Investigation**
☑4☑6☑8/10/12 **Knowledge (Arcana)**

☑4/6/8/10/12 **Knowledge (Chemistry)**
☑4/6/8/10/12 **Lockpicking**
☑4☑6/8/10/12 **Notice**
☑4☑6/8/10/12 **Persuasion**
☑4/6/8/10/12 **Shooting**
☑4☑6/8/10/12 **Stealth**
☑4/6/8/10/12 **Streetwise**
☑4☑6☑8/10/12 **Spellcasting**

Power/Trapping	Cost	Range	Damage/Effect	Duration
Armor	2	Touch	2 points of Armor (4 on a raise)	3(1/round)
Detect /Conceal Arcana	2	Sight	Sense or hide supernatural 3(1/round) or 1 hour (1/hour)	
Bolt	1	12/24/48	2d6 damage	Instant
Prepare Spell Trigger	3	Special	Hang a spell for future casting	Instant
Telekinesis	5	Smarts	Move objects with mind	3 (1/round)
Healing	3	Touch	Repair damage to living creature	Instant
Bestow Spell Trigger	3 + Contagion Points		Grant target a hanged spell	Instant

Weapon	Range	ROF	Damage	AP	WT	Notes

Equipment
Power Points: 20

Armor

Head:_____
Torso:_____
Arms:_____
Legs:_____

Encumbrance
Total WT Carried:_____
Weight Limit: _____
Penalty:_____

Hindrances:

Curious (Major)
Loyal (Minor)
Poverty (Minor)
_____

Edges:

Arcane Background (Magic)
Power Points
_____

N Increase Smarts
5 Increase Spellcasting & Knowledge Arcana
10 Increase Healing & Knowledge Arcana
15 Increase Spirit
S Magus (Guardians of Innocence)
25 New Power
30 Power Points
35 Increase Vigor
V New Power
45 Increase Fighting & Persuasion
50 Increase Notice & Stealth
55 New Power
H New Power
65_____
70_____
75_____
L_____
90_____
100_____
110_____

-1	-2	-3	Incapacitated	-2	-1
Wounds					**Fatigue**

◯◯◯◯ 05 ◯◯◯◯ 10 ◯◯◯◯ 15 ◯◯◯◯ 20 ◯◯◯◯ 25 ◯◯◯◯ 30

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+2	6"	6	8
Charisma	Pace	Parry	Toughness

Permanent Injuries

Name Nuriel

Profession Investigator

Race Angel (Teraphim)

Quote "The enemy of my enemy is my friend...

at least for the moment."

Attributes

- ☑☑☑/10/12 **Agility**
- ☑☑☐/10/12 **Smarts**
- ☑☑☑/10/12 **Strength**
- ☑☑☑/10/12 **Spirit**
- ☑☑☑/10/12 **Vigor**

36 Contagion Points

- ☑☑☑/10/12 Faith — 4/6/8/10/12 —
- ☑☑☑/10/12 Fighting — 4/6/8/10/12 —
- ☑☑☐/10/12 Healing — 4/6/8/10/12 —
- ☑☑☐/10/12 Intimidation — 4/6/8/10/12 —
- ☑☑☑/10/12 Notice — 4/6/8/10/12 —
- ☑☑☑/10/12 Persuasion — 4/6/8/10/12 —
- ☑☐☐/10/12 Tracking — 4/6/8/10/12 —
- 4/6/8/10/12 — 4/6/8/10/12 —

Power/Trapping	Cost	Range	Damage/Effect	Duration
Greater Dispel	4	Smarts	Dispels power, item, or enchantment	Instant
Havoc	2-4	Smarts x2	Creates whirlwinds in area	Instant
Elemental Manipulation	1	Smarts x2	Control/manipulate elements	3(1/round)

Armor

Head:_____
Torso:_____
Arms:_____
Legs:_____

Encumbrance

Total WT Carried:_____
Weight Limit:_____
Penalty:_____

Weapon	Range	ROF	Damage	AP	WT	Notes

Equipment

Power Points: 20

Hindrances:

Choir

Divine Mandate

Edges:

Arcane Background (Miracles)

N The Babel Effect
5 Celestial Immunities
10 Charismatic
15 Environmental Resistances
S Keen Senses
25 Lamb's Blood
30 Round Trip Ticket
35 Recognition
V Strength of Spirit
45 Power Points
50 Increase Agility
55 New Power
H Power Points
65
70
75
L
90
100
110

-1	-2	-3	Incapacitated	-2	-1

Wounds ⟷ **Fatigue**

○○○○ 05 ○○○○ 10 ○○○○ 15 ○○○○ 20 ○○○○ 25 ○○○○ 30

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0	6"	4	6
Charisma	**Pace**	**Parry**	**Toughness**

Name Shelly Olsen

Profession Student

Race Human

Quote "Okay, so what do we do now?"

Permanent Injuries

Attributes

☑ 6 8 10 12 **Agility**
☑ ✓ 8 10 12 **Smarts**
☑ 6 8 10 12 **Strength**
☑ ✓ 8 10 12 **Spirit**
☑ ✓ 8 10 12 **Vigor**

Contagion Points 30

☑ 6 8 10 12 **Fighting**
☑ ✓ 8 10 12 **Knowledge (history)**
☑ 6 8 10 12 **Knowledge (art)**
☑ ✓ 8 10 12 **Knowledge (culture)**
☑ 6 8 10 12 **Lockpicking**
☑ ✓ 8 10 12 **Notice**
☑ ✓ 8 10 12 **Persuasion**
☑ 6 8 10 12 **Stealth**

☑ ✓ 8 10 12 **Streetwise**
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____

Power/Trapping	Cost	Range	Damage/Effect	Duration

Weapon	Range	ROF	Damage	AP	WT	Notes

Equipment

Armor

Head:_____
Torso:_____
Arms:_____
Legs:_____

Encumbrance
Total WT Carried:_____
Weight Limit: _____
Penalty:_____

Hindrances:

Enemy (Major)
Bad Eyes (Minor)
Pacifist (Minor)

Edges:

Flowing Soul
Hellspawn Heritage
Possession Resistant

N_____
5_____
10_____
15_____
S_____
25_____
30_____
35_____
V_____
45_____
50_____
55_____
H_____
65_____
70_____
75_____
L_____
90_____
100_____
110_____

-1	-2	-3	Incapacitated	-2	-1
Wounds				**Fatigue**	

05 10 15 20 25 30