

SUZERAIN

Shanghai VAMPOCALYPSE



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Our legal department requires we add this: Repeat after us, "I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe." In other words, do not do anything that might be dangerous to yourself or others. Roleplaying is meant to be fun.

We'd also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

Thank You

Our thanks go to a trio of hardcore play testers who helped shape the vampire apocalypse and turn it into a rollercoaster experience: Jim Ashby, Kath Banks, Julie Bélanger. You guys have been the best.

As always, though, our work isn't finished with the book's release; we're looking for honest feedback about the book so we can make any second edition even better. Send your thoughts to us at the usual address - hello@savagemojo.com – where you can tell us what you liked and what you'd like to change.

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Jenn's Dedication: This book is dedicated to the 2009 Vampire staff of Emerald City Chronicles in Seattle. Working with you guys makes everything worth it. Thank you all for being such stellar people. May we never have such an apocalypse in our own game.

Contents

Section One: For Players

Where It All Begins	3
Shanghai 2048	4
Demigods Shanghaied	8
New Edges, Hindrances And Powers	12
Tech	22

Section Two: For GMs

Themes And Layers	32
Shanghai 2048	37
Vampires	45

Apocalypse Of Vampires

T-12	53
T-11	55
T-10	59
T-9	62
T-8	65
T-7	67
T-6	72
T-5	75
T-4	78
T-3	81
T-2	83
T-1	86
Savage Tales	93

Additional Non-Player Characters	130
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What Is Shanghai Vampocalypse?

信仰永能活力笑友

Shanghai Vampocalypse is a gritty future where the planet is slowly starving and China is about to go to war with the world as the only way for them to survive - pick a common enemy that focuses the rage of the people on someone else.

This book is a *Savage Suzerain* setting for Demigod rank characters which mixes and matches technology with ancient Chinese mysticism. In the year 2048 a nanovirus is created and released to make super soldiers who can defeat and then consume the enemy - killing two birds with one stone. However, when a [CONTENT REMOVED FOR YOUR OWN SANITY] is involved, nothing goes as planned.

Only the mightiest of the Maelstrom's heroes can save this world and perhaps the Maelstrom itself. This task will require strength and arms, faith and diplomacy, and to keep one very mortal doctor alive long enough to save the world. In this book you'll find all the tools you need to create characters or import characters you might have already (in the 'For Players' section), run the epic storyline and explore the terrifying madness as it unfolds (in the 'For GMs' section). Because Demigod characters have lots of options to play with, we don't recommend this as the first campaign for people who are new to Savage Worlds.

For Players

It's 2048 in Shanghai and technology is king - along with the corporations that create, own and administer it. This world of bits and bytes is about to meet an ancient horror brought to life by the masters of nanotech. Despite a central and regional government system, the corporations are really in control. Officials can be (and are) bought. The same can be said of those in charge of the military. Any person with the right mix of motivation, ambition and money can succeed in China's cities. It's a world of 'haves' and 'have-nots'. You're about to introduce a set of mystical ancient masters into this world, coming back to save cyberpunk Shanghai from its own stupidity (creating a vampire army). First, though, let's see how Shanghai got itself into this mess in the first place.

How It All Begins

In the early 2010s China's corporations began their societal domination with subsidized housing and schooling for employees and their families. The first two mega-corporations (Shanghai Sen and Guosheng Designs, each the product of previous mergers) began their internal programs at about the same time. They were well received by employees and encouraged employee loyalty. This was also the decade where scientists discovered Pulse, the energy of the human soul. It was as big a landmark as the discovery of electricity. Slowly, as they learned to harness the energy, Pulse replaced electricity in many electronic objects, with a new super-dense ceramic called 'celestium' replacing silicon wafers in many computers - in supercomputers initially, but elsewhere as the years went by.

By the 2020s all of the big corporations (known as the 'Big Seven') subsidized housing, education, clothing and food for their employees. However, this benefit became a set of golden shackles for those who wore them. Families that worked for one of the Big Seven could only work for that company and its subsidiaries. Leaving a job at one of the Big Seven meant moving from corporate housing and withdrawing children from corporate education centers, even if it meant moving just across the street to another high-rise corporate complex with its own corporate system of schools and shops.

In the 2030s the schism between China's government and its corporations grew to the point of no return.

The government attempted to restrict the rights and privileges of the corporations but it was too little, too late. By the time the upheaval was done, more than half of the country's government officials had been replaced by people sympathetic to the corporate cause (or, at least easily bought). This included members of both central and regional government. It was one of the few times the Big Seven worked together to ensure their own future and future profits - otherwise, the Big Seven were usually at each other's throats, with corporate espionage the name of the game.

Everything changed in the 2040s when mandatory military service expanded to include women between the ages of 18 and 22. The required length of service also expanded from 24 months to 36 months (for women) and 48 months (for men). This military expansion was a direct consequence of the global ash cloud and the resulting work that was needed to keep the country running.

More Ash, Less Food

Ash cloud? Ah yes, the ash problem. An industrial accident (although there are rumors of sabotage) in Australia triggered a super volcanic explosion, sending enough ash into the atmosphere to blot out the sun for years. The planet hadn't seen anything like it for a million years or more. The Earth's climate was already in trouble, and this just pushed everything over the edge. As the world grew colder in the volcanic winter, food that was once plentiful became scarce and half the population of the world died. Within the perpetual twilight that served as daytime, the entire world was forced to grow crops using growing methods that ranged from simple UV lights to methods designed for the International Space Station. Food was grown around the world but funneled to those who could pay most for it. Suddenly the mega-corporations and their social programs became an even bigger player in the remains of 'civilization'.

Outside the corporations' compounds the hunger bred an alarming increase in the crime rate, starving people doing despicable things to feed themselves and their families. By 2047 the situation in China was grim. Like many cities, Shanghai's regional government had enacted a curfew law that started out simply arresting those found outside after hours but quickly morphed into a shoot-to-kill policy. The curfew was supposed to be for everyone's safety but in reality it was a ham-fisted attempt to control the growing unrest and hunger of the peasant farmers and rural villagers. Inside the city many people had enough food, as supplied by their corporation. Outside, though....

Despite the improvements in food-making technology, many more people were set to starve in China. The corporations hoarded the food they grew and transported. Fear was everywhere, from the lowliest rural peasant to the corridors of government. Whispers of rebellion grew, fed by anger more fertile than the blasted soil and its withered rice harvest. Those in power needed some way to improve the situation, and fast, before the starving millions marched on the cities.

A Solution With Teeth

And then, one day, someone suggested the solution. Nobody knows whether it was a scientist or a corporate executive or a government bureaucrat somewhere. China needed more of the crop-growing land that was left in other parts of the world and other countries weren't about to give it up without a war. But a war would give millions of starving villagers something to do, and if they died... well, they were going to starve anyway. Better to die gloriously for their country than in rebellion against their overlords.

What clinched it was a scientist. When the mega-corporations learned they had the nanotechnology in their labs to change the human genome and create Pulse-infused soldiers, they hatched their plan. First, they began a great propaganda campaign to focus hatred on the rest of the world for not sharing their land with needy and humble Chinese citizens. Then they chose the form of the genetic nano-mutation... an ancient form Western soldiers would fear most, the vampire.

It was perfect. The engineered vampirism allowed a person to survive by drinking his enemies' blood. Terrifying for enemies and very efficient on supply lines. The blood could be metabolized to raw Pulse and channeled to increase strength, agility and stamina beyond human levels. China's vampires would be the perfect super soldier.

The nanites would be released into rural communities around Shanghai (where the main research lab was based) in the form of a virus that would infect millions and yet was sterile and couldn't spread beyond those communities. Given the chance to serve their country (and avoid starvation), the farmers would save the country as they had so many times in China's history. Terrify and then consume the enemy - that was the plan.

Perfect. Except the reality wasn't what anyone expected, and now the whole world is at risk. These super soldiers have a mind of their own and a hunger that can't be

stopped. Released into the villages, the nanovirus isn't as sterile as the scientists promised; it can and does propagate. Too late, the corporations have realized things are going wrong and now martial law has been enacted in an attempt to control the monster they created.

Terrorist attacks by the West have been cited as the reason for the lockdown, and gunfire can be heard at all hours of the day and night. Terrified screams can also be heard and this, more than anything else, convinces most of the population of Shanghai that it's best to stay behind locked doors.

The vampire plague is spreading. Many vampires were too hungry when they were created to do anything but gorge themselves on the blood of their family and neighbors. A few (village officials and others who weren't close to starvation when infected) have regained some control of themselves. No longer do they tear apart their prey in an orgy of blood. Now, they're angry at the corporate city types who sit in luxury, and they're heading towards Shanghai to get their revenge. All the while they grow their army; the army that was supposed to fight the enemy has turned to bite the hand that created it. And when they've done with Shanghai, they'll feast on the rest of humanity till there's nobody left.

Only one man, Doctor Wu, the original nanovirus' lead developer, can save Shanghai and the world, but only if the Maelstrom's troubleshooters can save him from the ravaging hordes first.

Shanghai 2048

The overriding features of Shanghai in 2048 are hunger and chaos. The first is simply that China is starving to death. Despite the promises that the volcanic winter is almost over and despite the fact that food technology is advancing fast, it's not enough. The needs and focus of the people living outside the corporate enclaves of Shanghai are in the here and now, and they're hungry. Hungry people do desperate things.

Chaos is waiting in the wings and is about to take center stage. Tension is in the air, thrumming like a taut string and ready to break. When your characters enter the city, that string of control will have just broken. The chaos will start subtly but soon grow into a tsunami, destroying all in its path if your characters can't stop it. Expect martial law, rebellious outbreaks, and reports of monsters in the city.

Then it'll get really bad.

Themes

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Shanghai Vampocalypse is a horror setting – nasty things will happen in the night and there are precious few warm fuzzy moments. It's survival horror without zombies but with a much deadlier foe than a bunch of shambling corpses.

And yet, it's also an action movie at your gaming table. Time is short and your demigods will need to prove they're more than just Heroic if mankind is to be saved from extinction, bite by bite. Sitting back and waiting for things to happen isn't an option!

Finally, the setting is all about mysticism versus technology. Your characters represent the mystical, demigods from the Maelstrom sent to help humanity. There's a cyberpunk feel to Shanghai, but all that tech's there for both sides to use. How will timeless magic cope when faced with power armor and rail guns (and 8 million vampires)? If you're creating characters specifically for this campaign, then you'll be taking your favorite *Crouching Tiger, Hidden Dragon* hero archetype and putting him/her into a whole new arena.

We like doing stuff like that with Suzerain. It's fun to see different groups dealing with it in different ways.

Shanghai Society

Until your characters arrive, for the majority of Shanghai life is business as usual, with that business being 'work for a corporation or the military and let them look after you'. Food shortages are becoming common for the middle and lower classes, but most people within Shanghai aren't starving yet. People go to work. Children go to corporate sponsored schools. The population hunkers down and makes do. Those with jobs are thankful that their corporate masters can still get food into the corporate grocery stores - despite rationing in recent times.

Things are much more difficult outside of a corporate sponsored life. There are almost no individual businesses except for small noodle houses, religious centers and general stores. A few independent studios and contract houses work for the corporations without being owned by them, providing specialist services in a number of fields,

but even they are struggling. There's a subculture of people within the city who are doing whatever they can (legal or not) to make ends meet without the corporations. A person has to eat and has to be able to provide for the family. This need to survive is forcing people to do things they never thought they'd have to do - like lie, cheat and steal.

Under it all, in every level of society there's growing discontentment with the declining status quo. Despite promises that the volcanic ash cloud will clear in the next year or two, the population is looking for more than this meager existence. Even within the city, some rebellious eyes are turning on the government. The government, in turn, is doing everything it can to make sure it's not the target of the growing anger. It's failing.

Life At The Top: Even in times of trouble, there are always those on top who live life as if nothing is wrong. This time, though, nobody can ignore what's happening. For some years the world has been in a volcanic winter. Shanghai is in the midst of it with thick cloud cover that chills the city. The upper crust of society – business CEOs, military leaders and the highest government officials – are all feeling the strain of the volcanic winter. Still dressed in the most fashionable clothing, augmented with nano-accessories and jewels, these wealthy men and women are looking at their stocked larders with more and more concern. Even with the best of the lab-grown food making its way to their homes first, there is less of it than before and favorite fresh food is being replaced with what is left of canned, brined and otherwise preserved stocks.

This realization of dwindling supplies for those in the highest echelons of Shanghai has brought home just how frightened the rest of Shanghai must be feeling. They still eat, drink and try to be merry but now there's an undercurrent of desperation from those who realize how dire the situation has become. They know that in times of great trouble, when the peasants finally revolt, it's their heads, and the heads of their families, that will roll.

The Bottom Layer: If things are uncomfortable for the upper crust, they're truly dire for the bottom layer of society - the peasants and the poorest of the poor who do all of those jobs no one else is willing to do. Those born to poor parents are used to making do with very little. There are really only three things that a person needs to survive: food, clothing, shelter. Everything else is a bonus.

Clothing and shelter get taken care of in the form of slums, substandard housing and rough cut uniforms, thrift stores, homemade clothing and hand-me-downs. But all the shelter and clothing in the world won't matter if you have an empty belly. The poor have been subsisting on the most basic of foods for a long time - flour, beans, soy products. Some of the most common foods like da zha xie (hairy crab) and pi dan (preserved eggs) have become nothing more than fond memories (or rare treats) as flora and fauna died off under the ash cloud.

The poor are doing things they never thought they would have to do: they're joining the military or crime families in hopes of making something better for themselves and their loved ones. Some have turned to independent crime - theft, smuggling, selling drugs - while others prostitute themselves or their children to make ends meet. It's a harsh existence, and the coming of the vampire horde is a breaking point that's been a long time coming.

Corporations: While there are smaller businesses in Shanghai, the bulk of commerce and technology is dominated by the Big Seven, four of which were founded in Shanghai and all of which have a major presence there. These corporations have subsidiaries in almost all parts of commerce. The parent corporations are below. If a citizen of Shanghai is not in the military or working directly for the government, they're likely to be working for one of these companies.

Shanghai Sen - This was the first big corporation in Shanghai to dominate the computer market in several areas including computer security. They provide the most accepted web browser and social networking sites in China while also excelling in nanotechnology for computers and other electronic devices.

Guosheng Designs - This was the second of the big corporations to dominate the Chinese marketplace. One part of this company produces cutting edge clothing that incorporates both nanotechnology and advertising in one. Guosheng Designs has the corner on marketing in unexpected places and making it a seamless part of society.

ESI Partners - This corporation dominates food technology from growing, preserving, transportation and selling it. Lab grown food is what allows the corporations to keep functioning during the global catastrophe. ESI Partners is the one corporation that has grown in the last five years and has gained the most from government assistance. They're currently working with Shanghai Jiaotong Genetics Laboratory to make more food, more quickly using nanotechnology.

The Shanghai Banking Corporation Limited - This corporation is the bank of Shanghai. There are no others. All money coming in and out of the city goes through SBCL or 'The Shanghai Bank'. The only way not to do business with this bank is to be paid in cash and to keep your money under your pillow. A company this big is not always aware what all parts of it are doing at one time.

Shanghai Medical Innovations - This corporation specializes in medical equipment and medical therapies that deal with volcanic ash related ailments, vitamin D deficiencies and other medical problems becoming prevalent due to the current conditions. They do most of their human testing on the rural poor who are willing to get medical treatment for free at the risk of unknown side effects. They own or are partners in all of the major hospitals in Shanghai and most of the rest of China.

Shanghai Jiaotong Genetics Laboratory - This corporation specializes in the technology based around living tissue: nanotechnology for genetic enhancement, medical treatment, and food growth. They are currently working with ESI Partners to develop better food production. They're also working with the government on a number of special, secret projects through their subsidiary, NanoCorp.

Match Dragon Enterprises - This corporation dominates the communications and games market. MDE cell phones, games, music and computer consoles are the 'it' thing, especially in the middle and upper class youth market which can still spare a little bit of money for entertainment - something that's important to those who can still afford a bit of escapism from this depressed society.

The Military & Government: The military and the government are the ones who can see the writing on the wall. They know the people in the villages are restless, discontent and bordering on rebellion. Broadening the remit for mandatory military has become a two-edged sword. While it did quell the rumblings of rebellion for a time because no one wants to fight their own children, it added to the number of mouths the government was responsible for feeding.

The government now has the military working on three plans of attack. The first is to have military help clearing debris from the ash cloud, help normal farmers who don't have the benefit of indoor food growth technology, and keep the streets clear of rabble-rousers. The second is to focus the anger of the people on the foreign powers by seeding lies and rumors of fat westerners laughing at the plight of China and even hinting that the westerners are

responsible for the super volcano. The third is to work with Shanghai Jiaotong Genetics Laboratory' subsidiary, NanoCorp, to create super soldiers using nanotechnology. This super soldier is faster, stronger and in less need of food than a normal soldier.

The Underworld: Illegal activities are at an all-time high with the main thefts and smuggling operations based on food - the technology to grow it, ways to preserve it and, of course, the eatables themselves. It's not unusual for a shipment of food destined for a hospital or a school to be missing as much as a quarter of the ordered product. Unfortunately, there's little anyone can do about it. People are bought off, warehouse owners themselves steal food to sell at higher prices, and those who trade on the black market aren't talking to anyone.

The next biggest market for the underworld is the newest of nanotech drugs that run through a person's system and then leave without a trace. There are nanodrugs developed for the military (AMP) that can make a man feel like a god with boundless energy. Overuse of AMP burns out the user's nervous system, making him weak and uncoordinated. But while on the nanodrug, there isn't much he can't do. There are also nanodrugs that simulate street drugs like heroin (MELLOW) and cocaine (RACER), and others that fool the senses into feeling no pain or hunger (BLISS).

Technology: Shanghai is living with the very latest cutting edge technology. The city is largely a wireless world, relying on a city-wide wireless mesh network that allows all technology to be remotely accessed. Nanotechnology is prevalent in all computer, entertainment and medical systems and can be accessed through remote devices that are advanced enough to be implanted in the body. There are full cyber limb replacements as well as contact lenses with nanotechnology to allow people to see in the dark or use thermal imaging. There are implanted cell phones and nanotech drug therapies for many diseases. If the global catastrophe had never happened, Shanghai would be on the map as a leader in nanotechnological applications.

A typical middle class corporate apartment has internet access, TV access and gaming facilities through virtual screens. The kitchen includes all standard appliances with touch screen technology and voice activation for lights, heating and security systems. Garbage and laundry facilities are centralized for the building.

Weapons range from standard caliber firearms to much more elegant nanotech weapons linked to specific people and programmed with predictive AI computing to anticipate a weaponmaster's needs. These cyber-weapons are far rarer, but are far more lethal.

Religion: Shanghai is the product of two worlds: technology and mysticism. There are two major religions in Shanghai: Buddhism and Taoism, with a few citizens practicing an eclectic mix of Christianity, Islam and Judaism.

It's not unusual to walk into a corporate building, a grocer, or a home and see a shrine near the entrance honoring the ancestors and deities that the owners worship. Honoring the local gods is something felt particularly strongly around Shanghai even compared with other Chinese cities, and most people know the legends of Dragon of the Bund or Rat at Wharf from a very young age. There's a certain feeling in the city that people are *looked after* by these gods of the city and while visitors may call it silly superstition, it's widely believed at all levels of society.

Despite the growth of technology or because of it, when it comes to religion, the people of Shanghai are staunch traditionalists and that means shrines, holidays and appropriate offerings. Recent years have seen a greater importance put on proper ceremony and religious observance, and while the government doesn't like it, there's little they can do that wouldn't hasten the revolution.

Having Fun: Throughout the grimness of the perpetual winter and the twilight daytime hours, the majority of Shanghai's youth is not willing to lie down and bemoan their fate. It's this refusal to be anything other than normal young men and women that allows Shanghai to still have a thriving youth market built around barely concealed and controlled rebellion. Music and other entertainment is paramount in their lives. They may not be able to eat as well as they'd like so they're going to have fun any way they can. Young citizens of the city enjoy raves, gaming competitions, and fashion shows on weekends... well, they did before the vampires arrived.

Demigods Shanghaied!

Welcome to the vampocalypse. The stage is set for an awesome adventure, a horrific tragedy or, preferably, something in between. All we need are the characters who will decide the future of all mankind...plus a vampire or two, and a little blood. So settle down and get the 'pain in the neck' jokes out of the way. It's Shanghai. It's 2048. And mankind doesn't have a hope without some divine help.

That's where Demigod rank characters come in. Yes – Demigod. We aren't saying this campaign is impossible with lesser characters but it has been designed to challenge Demigods to the extent of their abilities. Don't say you weren't warned....

Since no plan ever survives contact with the enemy, or in this case the characters, it's important to think about them carefully, what their backgrounds are and what roles you want them to play. Choose well because each one of these characters will be tested to their limit and possibly beyond. Yet they should also revel in the opportunity to do great deeds, to face the greatest obstacles and to save mankind despite it all – this is their chance to take centre stage, and the universe is watching. Put on a good show, and your demigods could find themselves elevated to godhood!

Two Options

There are two ways to get characters who are ready for the challenge of saving the universe from an apocalypse. The first is really fun, but takes time... create starting characters at 0xp and play through their adventures until they earn enough xp to hit Demigod rank (120xp). The alternative is to create a starting character as normal and then 'level them up' by adding Advances – which is made easy using the Suzerain character sheet because it has an advancement tracker on it. Stop advancing the character when you get to Demigod and break out the dice for the first session.

If Shanghai is just another stop in your current character's illustrious career, there's no need for him to be in love with the city of Shanghai. He may have other reasons for wanting to save the city. It could be anything from "I want to prove myself" to "I like a challenge" to "I hate vampires" to "Why not?" Mostly though, a demigod doesn't need a reason to save the world. You can bring any character into this campaign who's just hit, or is approaching, Demigod rank. These are high powered events we're talking about.

Even if you choose this route, once your existing character enters Shanghai he gets access to the Edges and Powers we'll be listing below – the mystical vibe of the city starts to rub off on him as soon as he arrives and cataclysmic events have a habit of bringing out hidden resources in people mighty fast.

If you decide to play a character from scratch, your best bet is to play a character from Shanghai. Since this is Suzerain, he can be a citizen from any era of Shanghai who became a hero and has battled evil across time and space ever since. This gives your character an emotional link to Shanghai when the campaign calls him home to save the city. It also gives him at least a passing familiarity with the city itself and the surrounding land. Obviously, things will have changed over time but a character from Shanghai's past will remember where the old places are, even if they're hidden in modern trappings. As an added bonus, if you play an ancient master you get access to all the cool new Edges and Powers right away.

To make characters from scratch you'll need two books, the Savage Worlds rule book and *Savage Suzerain*. *Savage Suzerain* explains about Demigod rank and other new bits of the Suzerain experience, while the Savage Worlds rule book covers the basics of creating characters and how Savage Worlds works.

The only tricky area is equipment. The equipment in this book is specific to Shanghai 2048 so it's not likely to be part of your character's starting equipment. With the whole of his life leading up to becoming a Demigod, it's tough to give hard and fast guidelines on how much to allow him. That's where it comes in handy taking a few minutes to think about your character's background. Talk to the rest of the players about which realms your character started out in, and buy starting equipment from that realm.

Next, think about/make up a few cool bits of character history about things he did in particular realms while adventuring and pick out one or two items he might have gained and grown attached to. Generally these will be upgrades to whatever he was using before, perhaps a magical item instead of a set of tools, or a modern set of tools much better suited to his craft. One or two items may be whole new pieces of equipment or simply novelty items that your character likes to have around. Talk this sort of thing over with your GM – she knows a few things you don't and what's best for the fun of the group.

There's another option we should mention. We've created a set of four pre-generated characters to show you the sort of archetypes that can work. You'll find them in

the [Treasure Area](#) of our site, together with our super duper form-fillable Savage Suzerain character sheets. Feel free to use the pre-gen characters to get you started on the campaign today. They're all local people, linked to their environment – perfect for defending it against eight million vampires. These characters survived the campaign through play testing; you could do worse than take them out for a test drive.

Vampocalypse Archetypes

Shanghai Vampocalypse is a study of opposites and how they can work together. There will be ancient ideals butting up against modern notions. There will be mystical powers overcoming technological obstacles. Martial arts magic against nanotech and machine guns. No matter what kind of character you choose to play, there will be a conflict of opposites to contend with, and (if possible) work with.

Without wanting to give too much away, this isn't a long drawn out campaign. Yes, it may take months for you to play out the scenarios and encounters in full, but it's all packed into a very condensed timeline as far as your characters are concerned. Characters who deal only in long term strategies may have a hard time keeping up. Quick witted characters with a good grasp of tactical concepts will work best. Here are a few of the archetypes we've found work well during the Vampocalypse (these basic roles are all found in the pre-generated characters we used during play testing) and your group will be well rewarded in many of the encounters for having each of these roles available.

The Advisor: The advisor is the type of character who can grasp concepts very quickly. He can look at the situation, speak to those who need speaking to and glean exactly what steps need to be taken to sort out a problem. This is the person who figures out the strategy for solving a problem, assigns tasks, and then gets the heck out of the way, allowing everyone else to do what they need to do while fulfilling a secondary role such as communications or monitoring. The advisor is often a mystic type of character with extrasensory skills or vast stores of knowledge. *Advisor Types:* VPs of companies, viziers, program managers, seneschals, librarians.

The Battlefield Tactician: Once the advisor gives out the plan, this is the person who makes it happen. This is a quick witted, experienced tactician who understands the needs of the many outweigh the needs of the few and can sacrifice location or people to get a job done. This is the person with the best overview of the fight. He knows what



everyone else is doing while also being capable of getting his own hands dirty. *Tactician Types:* CEOs, military officers, samurai.

The Scout: This archetype is the crazy person who can sneak into enemy territory, get the lay of the land, number of enemies and where the enemy leader is holed up... and get back out again to report this information to those who need it (mostly, the advisor and battlefield tactician). The scout is the person who sees, notices and reports everything. *Scout Types:* spies, corporate espionage agents, rangers, communication experts.

The Close Fighter: Blood will flow in this campaign, and if the characters want to be sure it's not theirs, they'll need fighters. These are the characters who can take a beating while delivering an even bigger beating. The up-close-and-personal fighter (be it martial arts, swords, daggers or a certain type of magic), is the person who will protect the rest of the team when the vampires get too friendly. They may not be the smartest of the bunch, but they're one of the most talented. *Close Fighter Types:* boxers, martial artists, special forces, monks, mech warriors.

The Long Range Fighter: The long range fighter (be it missile weapons or magic) is the person who makes the enemy duck while the close fighter gets into position. This is also the kind of support fighter who makes sure his buddies can get back out of trouble, laying down suppression attacks as the close fighters retreat. Long range fighters can also cause distractions, drawing the enemy away from scouts, close fighters and rogues. They're also the pinpoint assassins for extra-dangerous enemies and sometimes artillery for the group. *Long Range Fighter Types:* archers, combat mages, snipers, musicians (you'll see what we mean when you get to the new Edges!)

The Rogue: This is the character who knows how to break into and out of places, how to set and avoid traps, who can hinder the enemy with varied and strange abilities. They have a talent for getting broken things to work or working things to break. The rogue is your ace in the hole for times when things are not going according to plan... and they rarely go according to plan when roleplaying, right? *Rogue Types:* thieves, conmen, hackers, jacks-of-all-trades, illusionists.

Character Creation

Thematically, we're exploring the power of old magic against technology. Shanghai 2048 is a cybertech setting. But we're also focusing on Edges that play on the supernatural martial artist archetype. So hopefully there will be a bit of something for everyone, no matter what sort of character they're playing. Would you like a little walk through what is on offer? We thought so. All right here goes:

Patron Gods: In the Savage Suzerain rulebook we introduced the idea of patron gods, divine entities a character can have a strong and rewarding bond with. The gods aren't just Zeus and Odin, though. We're adding six new patron gods, each a local god of the city of Shanghai: Temple Monkey, Stalking Tiger, Toad Under Bridge, Crane On Mountaintop, Rat At Wharf, and Dragon Of The Bund. Each is a positive force though not necessarily in the classic 'good versus evil' kind of way. Toad, for instance, is a demon. Technically, these patron gods are local spirits of such strength that they've become godlike in their powers, rather than the sort of gods you'll find in the Maelstrom, but their power is very real and available to their best friends.

Shang-fu: There will be plenty of impressive martial arts options. Shang-fu is the unique fighting style of the old Shanghai masters. Apart from base combat maneuvers such as the punch and kick, there are Edges like Ancient Master, Shang-Fu Warrior and styles using musical instruments which add a whole new spin on things. Unarmed fighting just became a viable form of combat in a world of sniper rifles and rail guns, especially when supercharged by one of the local patron gods.

Pulse Paths: Scrivener characters get access to Bioartificial Eugenics (B.E.) and can be enhanced with 2048 cyberware. Shamans can become a Master Of Veneration, experts at calling on their ancestor spirits. One makes the most of technology, while the other celebrates the traditional ways. Both are specialist paths, requiring the Enabled and Sighted Edges respectively. If that's the way your character is heading, it'll be mighty tempting to invest in the new Powers.

Creating A Team

Whether you're making Novice characters or Demigods, you need to have a handle on how they're all going to play together. You don't have to cover all the bases but you need to be aware of the chinks in your group's armor as well as where they're strongest. It'll be most evident for groups making Demigod characters from scratch before vaulting them face first into this particular campaign. Those groups won't have the hundreds of hours of game play behind them from growing their characters to Demigod rank organically. They won't have a feel for how much they can handle separately and together. Those groups might well forget some of the tricks their own characters can perform never mind knowing how best to work with the tricks other characters have up their Demigod length extra dimensional sleeves.

It's well worth not being too secretive about your character's abilities. Admitting your character is pretty weak against Taunts and Smarts Tricks but can Intimidate the socks off the cloven feet of the Devil himself is a good thing. If the group knows you can handle one big opponent but weight of numbers will get you in trouble, the group member who has some crowd control skills knows to watch your back. If your group struggles with

'boss fights' but your character is better than the others at handling solo Wild Card enemies, the others know where to cry for help when a big bad is sat on their head stealing their lunch money. Having a 'go to' guy for clandestine work and knowing who to turn to for diplomacy will help the campaign gel much faster.

Some people would argue it's terribly meta-gamey and imply it's a *bad thing* to make characters geared to a particular campaign, but that fails to paint the whole picture. What you're creating is a group of people with a divine mandate to work together, who are karmically drawn together to work as a team, saving the universe. In Suzerain, that's the way it works – especially at Demigod rank.

Also, here's a final word of caution: **this campaign is very intense and very tough.** Tailoring your character to suit the rest of the group, at least a little, is no bad thing. This isn't going to be a fun experience if your demigod is the Demigod of Five Year Plans, the subtle manipulator who pulls the strings of others over a long span of time, setting up a fine and intricate web of secret contacts to achieve his goals. Cool idea, but really not helping anyone in this campaign. Major Hemophobia wouldn't be your best friend either. We're just saying.



New Edges, Hindrances And Powers

New Edges

Ancient Master

Type: Professional

Requirements: Heroic, Elderly, Agility d8+, Smarts d8+, Fighting d10+

Annoyingly wise and possibly with a high pitched cackle for a laugh, a real ancient master is none the less a force to be reckoned with. When making unarmed fighting attacks your character doesn't suffer the normal -2 Parry penalty against armed opponents. Additionally, his unarmed damage is Smarts + Spirit.

Conduit

Type: Weird

Requirements: Novice, Spirit d8+

Through inner balance you can bring greater balance to the world. As an action your character may transfer any amount of Pulse from himself to a willing recipient within Spirit inches, so long as his current Pulse is greater than the current Pulse of the target (and will remain greater than the current Pulse of the target after the transfer).

Gripswarm Colonization

Type: Background

Requirements: Novice, Vigor d6+

A self sustaining nanite swarm has bonded with your character's skin and Pulse signature. The nanites anticipate when he is trying to climb a difficult surface and provide grip better than even a gecko's. This procedure has spawned a whole extreme sports sub culture across Shanghai far more flamboyant than the freerunners of a previous generation.

This Edge permanently reduces your character's maximum Pulse by one but gives him +2 on Climbing checks. Also, he can climb twice as quickly as normal and doesn't suffer penalties for wet surfaces or sparse hand holds (as long as he can bring skin into contact with the climbing surface). Even plate glass skyscraper windows can be climbed this way...even in the rain.

Machine Savvy

Type: Weird

Requirements: Novice

Your character has 'the knack' when it comes to technology, even if it's alien technology from another time and dimension. He can pay 1 Pulse to make a Common Knowledge check about any device to get an idea what it's

for, where it's from, whether it still works, how it works, and other general facts which may include information on shut down switches and weak spots. With a Raise on the check your character can activate the device, but this doesn't necessarily give him any control over it once activated.

Patron God: Temple Monkey

Type: Weird

Requirements: Heroic, No other Patron God Edges

Monkey is the erratic genius: clever, inventive and flexible. Occasionally he flings poo for fun. In exchange for devotion, your character is granted a choice from the following supernatural abilities. He picks one on gaining this Edge and a second when he reaches Demigod (or two immediately if he takes this Edge once he's already at Demigod rank).

Hear No Evil: By paying 1 Pulse as a free action your character can create an area of silence centered on himself. The size starts as a Medium Burst Template but can be adjusted up or down as an action to a Large Burst Template or Small Burst Template. The zone lasts for 3 rounds and can be maintained thereafter for 1 Pulse per round.

See No Evil: No evil would dare come before Monkey, for Monkey would surely notice it immediately; this power guarantees it. As an action make a Spirit check and pay 2 Pulse. For a duration of 3 rounds (plus 1 per round thereafter to maintain the effect) the character can see things normal men cannot see and will be able to tell if a person has any ailment, whether physical, mental or spiritual, or is subject to supernatural control or effects such as the Power 'Puppet' (from the Savage Worlds rule book). This doesn't tell your character the detailed nature of the affliction or what caused it. He can simply tell whether someone is under the influence of magic, or has been poisoned.

Monkey Magic: Your character can choose to use more than one Fu Edge he knows at the same time if he has enough Raises on his Fighting check. Normally with a Shang-Fu Edge, if you get a Raise on a Fighting check you have the choice between the additional damage or the special Shang-Fu effect. With this ability each Raise can be used to trigger a Shang-Fu Edge. Each additional Fu effect costs 1 Pulse. For example, if your character has all the Shang-Fu Edges and hits an opponent scoring 3 Raises. He may choose to use two Shang-Fu Edges such as punch and kick to move his opponent and strike his least armored location, and take the extra damage from the third Raise. This would cost 1 Pulse as you are using one

Fu effect more than normal. Alternatively, your character could choose to use three Shang-Fu Edges, foregoing the extra damage (and costing 2 Pulse).

Patron God: Stalking Tiger

Type: Weird

Requirements: Heroic, No other Patron God Edges

Tiger is cautious of others but powerful, sometimes short tempered yet deeply sensitive. In exchange for devotion, your character is granted a choice from the following supernatural abilities. He picks one on gaining this Edge and a second when he reaches Demigod (or two immediately if he takes this Edge once he's already at Demigod rank).

Tiger's Power: Little can stand between Tiger and his prey. As an action requiring a Spirit check your character can increase his Strength die type. On a success it increases two steps, each Raise increases it a further step. Steps past d12 add +1 to the result. For example, a strength of d12 raised three steps further becomes d12+3. This effect costs 1 Pulse and lasts for 3 rounds and can be maintained thereafter for 1 Pulse per round.

Tiger's Roar: After having been at least Shaken by a damaging attack your character may unleash the Tiger's roar as his next action, costing 3 Pulse. Place a Large Burst Template centered on your character. All enemies under the template make an opposed Smarts check versus your character's Strength. If your character defeats the enemies they are Shaken, suffering a level of Fatigue on a Raise. Wild Cards cannot be Incapacitated by this but are affected normally up to that point. Allies under the template may make a Smarts check to become Unshaken and remove a Fatigue level with a Raise.

Tiger's Song: Tiger is sensitive to the song of the universe. Your character may pay 1 Pulse to double the range of any Shang-Fu instrument Edge he uses for the round. He may also pay 2 Pulse to increase the damage dealt by instrument Edges by d8 for the round.

Patron God: Toad Under Bridge

Type: Weird

Requirements: Heroic, No other Patron God Edges

Toad is a symbol of luck (especially in business) and the lunar Yin, a demon spirit willing to play fair if you strike a good deal with him. In exchange for devotion, your character is granted a choice from the following supernatural abilities. He picks one on gaining this Edge and a second when he reaches Demigod (or two immediately if he takes this Edge once he's already at Demigod rank).

Bank One: Whenever your character would gain a benefit from having a Raise on a Trait check you may choose not to receive the benefit and pay 1 Pulse to 'store' the Raise. Stored Raises can be added to successful Trait checks at a later time, adding a Raise to that check. Doing so is a free action costing 2 Pulse. Stored Raises disappear at midnight if not used before.

Money Money: When seeking to purchase goods or services, Toad is a strong ally and his followers are well known for striking favorable deals. Your character may pay 1 Pulse to halve the time it takes to find any goods or services that can be paid for. When making any Trait check relating to a deal (such as Streetwise to find something or someone, Persuasion when haggling, or even Notice when inspecting the authenticity of goods) he may pay 1 Pulse before making the check to receive a +2 bonus on the check.

Demon Fu: When using a Shang-Fu Edge, if you get two Raises you may choose between having the extra damage or paying 1 Pulse to inflict a level of Fatigue on the target. If you get three Raises you can apply the Fu effect, deal additional damage *and* pay 1 Pulse to inflict a level of Fatigue on the target.

Patron God: Crane On Mountaintop

Type: Weird

Requirements: Heroic, No other Patron God Edges

Crane is the winged master of longevity, and the wise messenger. In exchange for devotion, your character is granted a choice from the following supernatural abilities. He picks one on gaining this Edge and a second when he reaches Demigod (or two immediately if he takes this Edge once he's already at Demigod rank).

Master Of Longevity: Your character can spend 2 Pulse on any willing ally within his line of sight (including himself) who has rolled on the Knockout Blow table to instantly stabilize at Incapacitated instead of taking the result they rolled.

Wise Messenger: By spending 1 Pulse as an action the character gains the equivalent of Knowledge (one specific and specialized area) d8. For instance, this may be Knowledge (Brain Surgery), Knowledge (22 Acacia Avenue), or Knowledge (Ming Dynasty Vases) rather than knowledge of a general area, of a craft, or broad science. This affects a single check whether that check takes 10 seconds, 5 minutes or 3 days.

Winged Fu: After having used a Shang-Fu Edge your character may pay 3 Pulse to gain flight at his Pace until the end of the round.

Patron God: Rat At Wharf

Type: Weird

Requirements: Heroic, No other Patron God Edges

Rat is charming, a seducer, a hard working and ambitious perfectionist... and a terrible gossip. In exchange for devotion, your character is granted a choice from the following supernatural abilities. He picks one on gaining this Edge and a second when he reaches Demigod (or two immediately if he takes this Edge once he's already at Demigod rank).

Terrible Gossip: As an action your character may spend 2 Pulse to make an opposed check against one target within 24 inches. The check is your choice of Streetwise or Spirit opposed by your opponent's choice of Streetwise or Spirit. If you succeed the target is Shaken and you gain +2 to your next action against him. Each Raise inflicts a level of Fatigue; this Fatigue can't Incapacitate the target.

Working Hard: As a free action your character may spend 3 Pulse. Willing allies covered by a Large Burst Template centered on him (including your character himself) get +4 to rerolls from spending Karma. This effect lasts until the end of the round.

Fu Perfection: When using a Shang-Fu Edge and choosing whether to use a Raise on the Fu effect or the bonus damage, your character may pay 2 Pulse to have both effects as if you'd rolled two Raises.

Patron God: Dragon Of The Bund

Type: Weird

Requirements: Heroic, No other Patron God Edges

Dragon is master of flowing water and the weather, robust and energetic, brave and honest. In exchange for devotion, your character is granted a choice from the following supernatural abilities. He picks one on gaining this Edge and a second when he reaches Demigod (or two immediately if he takes this Edge once he's already at Demigod rank).

Dragon Force: Your character may pay 5 Pulse as an action to unShake all allies within 12 inches. Enemy extras within 12 inches make a Spirit check or become Shaken.

A River Runs Through It: Your character can temporarily become a nigh unstoppable force. For 3 Pulse he can barge through people who are free to get out of his way as he moves this round. If any choose not to, they must make an opposed Agility check against your character. Anyone failing suffers damage as per the rules for vehicle collisions. Your character suffers none. Opponents do not get a free strike at your character as he steams past - though characters with First Strike are afforded their usual free

strike. Your character automatically smashes through any object with a Toughness less than his Spirit.

Dragon Heart: When using a Shang-Fu Edge, if your character gets two Raises he may regain 1 Pulse in addition to the usual benefits.

Shang-Fu: Acrobatics

Type: Combat

Requirements: Veteran, Agility d6+, Smarts d6+

Your character is an expert at unbalancing his opponents with a barrage of tricks making it almost impossible for them to know when the real attack is coming. When your character gets a Raise on a Fighting roll he may choose to take the extra damage as normal or to give his opponent -2 Parry until their next action. If your character gets two Raises on a Fighting roll he may give his opponent -2 Parry until their next action *and* have the extra damage. The Parry penalty is not cumulative and does not combine with Smarts or Agility Tricks.

Shang-Fu: Defense

Type: Combat

Requirements: Veteran, Agility d10+, Fighting d6+

When your character gets a Raise on a Fighting roll he may choose to take the extra damage as normal or increase his Parry by 2 until his next action. If your character gets two Raises on a Fighting roll he may increase his Parry by 2 until his next action *and* have the extra damage.

Shang-Fu: Kick

Type: Combat

Requirements: Veteran, Fighting d6+, Strength d8+

There's nothing quite like sneaking in a couple of sly kicks to the face when locked in mortal ~~Kombat~~, er combat. When your character gets a Raise on a Fighting roll he may choose to take the extra damage (as normal) or treat the attack as if he'd targeted the least armored location. If your character gets two Raises on a Fighting roll he may roll damage against the least armored location *and* have the extra damage.

Shang-Fu: Percussion Instrument

Type: Combat

Requirements: Heroic, Vigor d10+

Discipline of the beat is said by many to be easy to learn but hard to master. The rarity of percussion masters speaks volumes about the truth of this. If your character doesn't move in the current round, as an action he can pay 1 Pulse, begin playing a drum-based instrument, and make a Vigor check. On a success, make a ranged attack (**Ranges:** 12/24/48, **Damage:** 2d8, AP 1 vs rigid armors, ROF 2 +1 for each Raise on the Vigor check). The target or targets must be in line of sight.

On subsequent rounds the rhythm can be maintained by not moving (requires an action and costs 1 Pulse). If your character chooses to maintain the Power, make another Vigor check to determine the rate of fire - even a failure results in ROF 2.

Shang-Fu: Punch

Type: Combat

Requirements: Veteran, Fighting d6+, Notice d6+

Through force or subterfuge he who controls the flow of battle is well on the path to victory. When your character gets a Raise on a Fighting roll he may choose to take the extra damage as normal or move his opponent 1 inch in any direction to an unoccupied area. If your character gets two Raises on a Fighting roll he may move his opponent *and* have the extra damage.

Shang-Fu: Reed Instrument

Type: Combat

Requirements: Heroic, Smarts d10+

Flutes, pipes and trills, the humble reed instrument has the capacity to produce haunting melodies... or to set up deadly resonance. If your character doesn't move in the current round, as an action he can pay 1 Pulse, begin playing a reed-based instrument, and make a Smarts check. If successful, a single target suffers 2d8 damage with AP 4. The target need not be in line of sight but the instrument player must be aware of him in some way, and the maximum range is a number of inches equal to the result of the Smarts check.

On subsequent rounds the melody can be maintained by not moving (requires an action and costs 1 Pulse). If your character chooses to maintain the Power, make another Smarts check and choose another target (or choose the previous target again if you want). The target must be within a number of inches equal to the result of the new Smarts check; if there are no available targets in range, the sound of the reed is lost on the wind...

Shang-Fu: Stringed Instrument

Type: Combat

Requirements: Heroic, Agility d10+

Wise men say, all skills when taken to the highest levels are deadly. For the layman the bow was created. But a true master never needs more than plucking a string. If your character doesn't move in the current round, as an action he can pay 1 Pulse, begin playing a string-based instrument, and make an Agility check. If successful, place a Small Burst Template in front of your character and move it, inch by inch, a number of inches equal to the result of the check (it may not move out of his line of sight, but it doesn't have to move in a straight line). Any

character the template covers during this movement must make a Vigor check or suffer 2d8 damage. Characters get -2 to this check if the template covered them for more than one inch of its movement or if it ended its movement covering them.

On subsequent rounds the template can be maintained if your character does not move (requires an action and costs 1 Pulse). If your character chooses to maintain the Power, make another Agility check and move the template a number of inches equal to the new Agility check result.

Shang-Fu: Weapon Style

Type: Combat

Requirements: Veteran, Fighting d6+, Stealth d6+

When your character gets a Raise on a Fighting roll and is using a weapon he may choose to take the extra damage as normal or treat the attack as a disarm attempt. If your character gets two Raises on a Fighting roll he can treat the attack as a disarm attempt *and* have the extra damage.

Shang-Fu Warrior

Type: Heroic, Professional

Requirements: Agility d8+, Fighting d10+, Strength d8+, Vigor d8+

When making unarmed Fighting attacks your character doesn't suffer the normal -2 Parry penalty against armed opponents. Additionally, his unarmed damage is Strength + Spirit.

Urbanist

Type: Professional

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+

Your character is very comfortable in urban environments and can read the people, listen to the whisper of the alleys, and feel the eyes of the tallest buildings surveying their domain. Urbanists gain +2 to Tracking, Survival and Stealth rolls made as long as they are in an urban environment.

New Hindrances

Fragile (minor or major)

You are particularly susceptible to injury and suffer -2 to Soak Rolls as a minor Hindrance or -4 as a major Hindrance.

Weak Fu (minor or major)

Whether through pride, overconfidence, incompetence or some other means your character's defenses are sloppier than they should be. Your character's Parry is reduced by 1 if taken as a minor Hindrance, 2 as a major.



Pulse Paths And Powers

Bioartificial Eugenics

Type: Pulse Path (Specialist)

Requirements: Enabled, Guts d8+

Invasive cyberware is not for those with fragile minds or bodies. It was tried and the results were... spectacular. Only those with a talent for being 'enabled' should attempt the procedure and anyone wishing to benefit from bioartificial eugenics ("B.E. Better" as the promoware puts it) must first undergo thorough evaluation. There are those who find a way around it for sure, using back street hack shops not supported by the corporations (and without the five year warranty) but ill matched pairings rarely last. On taking this Edge your character gains:

B.E. (Agi) d4

Two sigils from the following list: Download Spike, Gadget Arms, Human Interface Augmentation, Inertial Barrier, Metabolic Isolation, Remote Access.

B.E. sigils are different to regular sigils. They aren't symbols drawn on an object, but 3D glyphs of pure celestium, implanted into your character's body and connected into the very Pulse of his being. They use his Pulse as an interface for the advanced cybernetic circuits etched into the celestium implants. By their nature they're personal and as such they can't be reproduced on items for use by other characters. However, by their direct link to their user, these sigils allow some pretty powerful effects.

Download Spike

Type: Sigil

Requirements: Novice, Bioartificial Eugenics

Pulse: 4

Range: Touch

Duration: 3 Rounds (2/Round)

No metaphors here, the Download Spike is at once brutal and elegant. A celestium spike is installed in your character's forearm which can be extended through the palm of the hand directly into the skull of a recently deceased person. Pulse infuses the brain and downloads an image of the last mental activity before death while holding the dead person's soul in place temporarily. To prevent damage to the spike, a sensor stops it from being triggered against inorganic or living targets... though it can be extended for maintenance purposes. As a result, this sigil can only be used on a recently deceased sentient creature – the creature must have died within the last 1 minute per character rank (so within 3 minutes if your character is a Veteran) and requires the target's brain to be intact... so people who went down to a head shot from a bazooka are immune to the spike. Lucky them, eh?

When the sigil is activated, your character can sift through the memories of the dead person for the previous 24 hours, downloading them in an instant to his own brain for later examination. Even more impressively, for the duration of the sigil your character can talk with the target as if they were still alive, during which time your character may get a bonus on any Persuasion checks made. Less than Heroic characters get no bonus, Heroic and Legendary rank characters get +1, and Demigods get +2. If your character got a Raise on his B.E. roll he gets an additional +2. The Pulse signature of a target is too scrambled after one use of this power for it to be used twice on one target.

Gadget Arms

Type: Sigil

Requirements: Novice, Bioartificial Eugenics

Pulse: 1

Range: Self

Duration: 3 Rounds (1/2 Rounds)

According to the official Shanghai Medical Innovations manual, these are 'fully articulated limb extensions' but everyone simply calls them 'gadget arms'. They're a multi-million dollar solution to reaching the back of the top shelf in the kitchen cupboards, originally intended for bomb disposal troops. For your adventuring character, though, there could be many uses. (Including bomb disposal and reaching the back of the top shelf in the kitchen cupboards.)

For the duration your character gains Reach as per the weapon ability. A less than Heroic character gains Reach 1 (1 inch further than normal), Reach 2 if he got a Raise on his B.E. roll. Heroic and Legendary rank characters get an additional +1 on the Reach, while Demigods get an additional +2.

Human Interface Augmentation

Type: Sigil

Requirements: Novice, Bioartificial Eugenics

Pulse: 2

Range: Self

Duration: 3 (1/Round)

Pheromones, harmonic inaudible frequency transmissions, feature softening, pupil dilation, secretion dampening and many other novelties... this suite of implants augments your character in many ways. Originally designed to enhance the effectiveness of hostile situation negotiators, while the sigil is active your character has +2 Charisma (+4 on a Raise on his B.E. roll). Furthermore, adjacent enemies must make a Spirit check with no modifier for characters of less than Heroic rank, a -1 penalty for characters of Heroic and Legendary rank, and a -2 penalty for Demigod rank characters.

If they fail, they may not attack your character (check each time they wish to make an attack). If your character has taken aggressive actions against that enemy during his combat, they get +2 to their Spirit check. Also, the pheromones have a harder time flooding the system of very large enemies and much easier time overdosing small creatures - apply any size modifier to hit that opponent to their Spirit check.

Inertial Barrier

Type: Sigil

Requirements: Heroic, Bioartificial Eugenics

Pulse: 5

Range: Self

Duration: 2 Rounds (2/Round)

An inertial barrier uses a body-wide net of nanites to harvest the required Pulse from the host to produce and direct a field of energy that acts as a wall of force, a barrier of pure Pulse energy extending 270 degrees around your character (the front and sides, but not behind him). Anything attempting to pass through the field has its kinetic energy drained and reapplied directly back at it. It's like hitting an immovable wall and the next moment finding the wall pushes back with the same force. For slow moving objects (someone stumbling into the field for instance), that's not too bad. They just bounce off a bit. Drive a performance racer into an inertial barrier and things get ugly. It stops physical projectiles on entry (with spectacular ricochet potential) and creatures or vehicles moving against this area are treated as having collided with a solid object and take collision damage as per the vehicle rules in *Savage Worlds*.

Two more things you need to know about the barrier: firstly, it's unidirectional, meaning your character can still fire through it, punch through it and so on. Secondly, if he chooses to run into something (or someone), the barrier will have no effect - that object/person isn't moving and has no kinetic energy to redirect. It's objects that come at the barrier from the outside which get bounced back.

Metabolic Isolation

Type: Sigil

Requirements: Novice, Bioartificial Eugenics

Pulse: 2

Range: Self

Duration: 1 hour (1/hour)

While this sigil is active your character receives a bonus to checks made to maintain sigils when distracted (such as when he takes damage) based on his rank. Less than Heroic characters get +2, Heroic and Legendary rank characters get +4, and Demigods get +6.

There are also a host of useful physical benefits: any natural healing roll made while this sigil is active are made at +2, the character gets a +2 bonus on Soak rolls, +2 to resist the effects of Fatigue from physical sources and any poisons or diseases. Any attempt at healing the character receives a +2 bonus. Finally he gets a +2 on any Vigor checks required by the Knockout Blow table.

If your character gets a Raise on his B.E. roll when activating Metabolic Isolation, the duration may be extended by two hours by spending a point of Pulse (normally 1 Pulse per hour).

Remote Access

Type: Sigil

Requirements: Demigod, Bioartificial Eugenics

Pulse: 3

Range: 6/12/24

Duration: 3 Rounds (1/Round)

Through the use of a targeted stream of nanites your character can control and operate electrical or Pulse-based systems from a distance. Your character's B.E. check is modified by the size and complexity of the system he's trying to control, while in the case of particularly large or complex devices it's possible to target smaller sections of the system. It's possible to use this Power to turn lights on and off in just one room of a skyscraper without needing to gain control of the whole electrical and lighting systems for the entire building.

Use the creature size and toughness table as a guide with sizes above zero being applied as a penalty to the B.E. roll and sizes less than zero providing a bonus. Complexity is relative to the realm: systems from Shanghai 2048 will range from simple (between +2 for basic systems to -2 for more secure technologies, up to -8 for cutting edge and/or sensitive military tech). Computers from the 1990s by comparison would be child's play and even secure electronic devices of the time are unlikely to give a penalty to the check. Futuristic technologies on the other hand may well have far more advanced anti-intrusion measures.

Devices under your character's control don't gain any abilities they didn't have previously. An electric drill doesn't gain the capacity to hop toward a target for instance. Your character only has control over the device's normal functions. This would mean you could pilot a helicopter, or turn off targeting systems and all those sorts of monkeyshines.

Master Of Veneration

Type: Pulse Path (Specialist)

Requirements: Sighted, Smarts d8+

According to tradition, the ancestors possess much knowledge and skill, especially the masters whose names are passed from generation to generation with equal measures of awe and reverence. Fortunately then, the spirits of former masters often find homes in the Maelstrom after their time on the mortal realms and can be contacted by those who are Sighted. On taking this Edge your character gains:

Venerate (Spi) d4

Two rituals from the following list: Ancestral Advocate, Army Of A Thousand Souls, Insight Out Of Time, Placate, Shake The Pillars Of Heaven, Too Much Too Soon, Unbroken Line.

Ancestral Advocate

Type: Ritual

Requirements: Novice, Master Of Veneration

Pulse: 6

Range: 12 inches

Duration: 24 hours

Sympathetic spirits whisper compliance to your cause, making otherwise hostile or resilient beings sympathetic to your character's wishes. All hostiles within range of your character receive a penalty when resisting Tricks, Tests Of Will and Persuasion attempts. Less than Heroic characters impose a -1 penalty. Heroic and Legendary rank characters impose a -2 penalty and Demigods a -3 penalty. If your character got a Raise on his Venerate check, the range of the effect is doubled.

Army Of A Thousand Souls

Type: Ritual

Requirements: Heroic, Master Of Veneration

Pulse: 5

Range: 24/48/96

Duration: 5 Rounds

When your character triggers this ritual's effect, place a Large Burst Template within the range of this Power. Anyone caught under the template must make a Spirit check or suffer a level of Fatigue - this Fatigue can kill. The Spirit check gets a -2 penalty if your character got a Raise on his Venerate check when first performing this ritual, and at Demigod rank he forces a further -2 penalty on the Spirit check. The template remains in place for 5 rounds, a shimmering orb of swirling souls (-2 to ranged attacks into or out of the area). Anyone beginning their actions in the area, or passing through it as part of their actions, must make a Spirit check with the same penalties and consequences as the initial check.

Insight Out Of Time

Type: Ritual

Requirements: Novice, Master Of Veneration

Pulse: 5

Range: Touch

Duration: 24 hours (or until insight used up)

Your character (or someone he touches as part of his veneration ritual) gains a number of points of insight based on your character's rank, starting with 3 for Novice rank and increasing by one each rank up to 8 at Demigod. Each Raise on the Veneration check grants an additional point of insight. Each point of insight can grant a +1 bonus on any Trait check (they must be used before the roll is made). Thus, if your character has 5 insight points he might choose to use 2 points on one Trait check and 3 points on another later.

Placate

Type: Ritual

Requirements: Novice, Master Of Veneration

Pulse: 6

Range: Burst template

Duration: 24 hours

Force of will can subjugate many unruly spirits. Between the ancestors and your character, he has the spirit world in the palm of his hand. For the duration, your character may take actions to weaken spirits by spending a further 2 Pulse. He makes an opposed Spirit check against a spirit within range, which is a Small Burst Template centered on your character. This becomes a Medium Burst Template if he's Heroic, and a Large Burst Template if he's a Demigod.

On a success and for each Raise the spirit takes a level of Fatigue. If a spirit would be Incapacitated in this way, it's banished instead (back to whichever bit of the Maelstrom naughty spirits go to when they've been banished) and can't return for 24 hours. If your character got a Raise on his Venerate check when first performing this ritual, the cost drops to 1 Pulse each time this ability is used.

Shake The Pillars Of Heaven

Type: Ritual

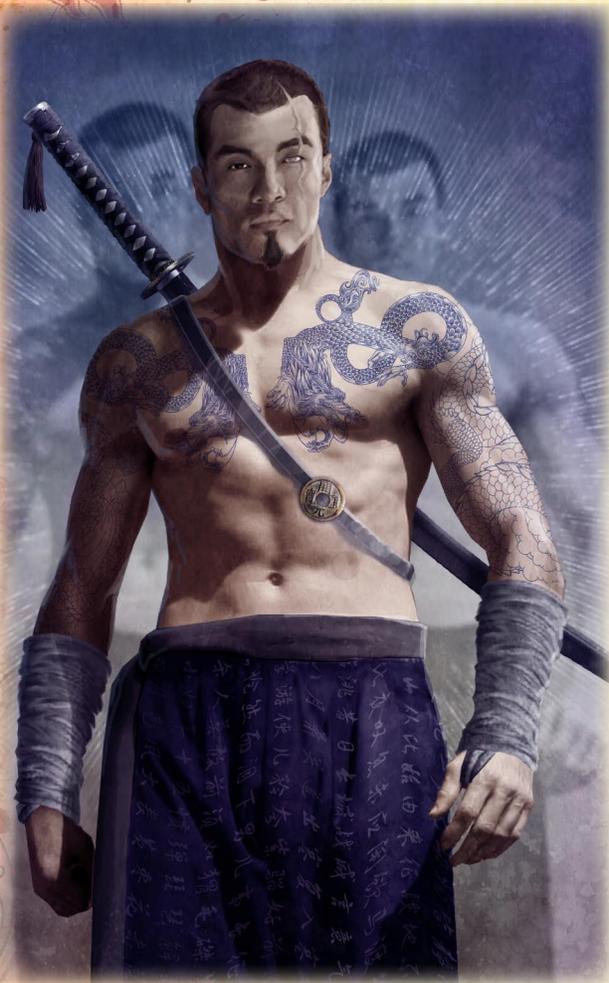
Requirements: Demigod, Master Of Veneration

Pulse: 4

Range: 12 inches

Duration: 1 minute

When your character triggers this ritual's effect, everyone and everything within 12 inches of him in both the physical world and the spiritual world become dual aligned. During this time your character can attempt to draw Pulse from anyone affected by touching them (making a touch attack if necessary) and making an



opposed Spirit check against them. If successful, he can draw up to the difference between the checks from the victim's Pulse, dropping them down to a minimum of 1 Pulse. If your character got a Raise on his Venerate roll when first performing this ritual, the range of the effect is doubled to 24 inches.

Too Much Too Soon

Type: Ritual

Requirements: Novice, Master Of Veneration

Pulse: 3

Range: 12 inches

Duration: Instant

When your character triggers this ritual's effect, enemies within 12 inches must make a Guts check or become Shaken as the ancestors mutter things the fragile minds of mortal men are unprepared to hear. This check receives a penalty based on your character's rank starting at 0 at Novice and increasing by one for each additional rank i.e. -2 when he's a Veteran up to -5 at Demigod rank. If your character got a Raise on his Venerate roll when first performing this ritual, this counts as a damaging source.

Unbroken Line

Type: Ritual

Requirements: Novice, Master Of Veneration

Pulse: Special

Range: Self

Duration: 24 hours

Anyone capable of viewing your character's Pulse signature in the spirit world will instantly know something is afoot while this Power is active - contained within that signature will be many other Pulse signatures, those of his family line stretching across time and ready to spring into action to assist when needed. On a successful Venerate check your character can acquire the assistance of up to 3 spirits per rank of your character. Every 3 spirits or part thereof cost 1 Pulse to summon. With a Raise on the roll, one of the spirits may be upgraded to a Wild Card for 2 additional Pulse.

For example, if your character is Seasoned he can request the aid of up to 6 spirits. 1-3 spirits would cost 1 Pulse and 4-6 spirits would cost 2 Pulse. He must choose how many spirits he wants before making the check.

For less than Heroic characters the spirits have d6 in any Traits the GM deems appropriate. This increases to d8 for Heroic and Legendary rank characters, and to d10 for Demigods. Any number of these spirits can be called on at any time as an action to assist the character. Once called on, a spirit will give 1 minute (10 rounds) of assistance - which cannot be broken into multiple instances - before returning to the Maelstrom. When their assistance is required, the spirit may either remain attuned to the spirit world or become physically manifested; it's up to your character to decide at the time.

Telesma Edges

Your character isn't the only one to benefit from this realm - his Telesma also has access to new and exciting options.

River In Spring

Your character's Karma can become a cool fresh stream of Pulse. For every point of Karma he sacrifices as a free action, his Telesma will add 10 Pulse to his current Pulse pool up to his maximum Pulse.

Bamboo In Storm

Your character can use his store of Pulse to create Karma which may shelter him from harm, even death when times get truly tough. For every 10 points of Pulse he sacrifices as a free action, his Telesma will add 1 Karma to

the character. Karma gained this way is lost after 1 hour or at the end of the session (whichever comes sooner) if not used.

Phoenix Inside

Your character may voluntarily take on a burning fever, transforming his flesh into Pulse. For every Wound he volunteers to suffer as a free action, his Telesma will assimilate the Pulse, adding 10 Pulse to his current Pulse pool up to his maximum Pulse. This Wound may not be Soaked or otherwise prevented, nor healed except through natural healing.

Tech

So far we've looked at one side of the 'ancient masters versus cybertech' equation, the supernatural Shang-Fu Edges and Patron Gods for instance. Shanghai Vampocalypse is about the balance of both though, and here's some of the most important tech you'll find around the city in 2048. Computers and nanotechnology are an integral part of life in Shanghai. Computers are involved in protection, security, entertainment, business, healing, food growth, garbage disposal and everything in-between. Those who have grown up with this technology can't imagine a life without it. Let's look at three types of technology the demigods are likely to encounter even if they're ancient masters, back to defend their great home city.

External technology ranges from home applications to weapons to entertainment to security measures. Voice control, coded to specific voices, is commonplace. A typical, mid-level corporate home would have smart walls (walls that double as computer screens), voice activated programs for lights, security, computers, TVs, movies, music, shades and even ordering a delivery from the local grocery store.

External computers and nanotechnology for specialized careers include HUD glasses, owner recognition for weapons before the weapons can be armed, GPS devices for people (especially for children of concerned parents) and communication devices beyond the normal smartphone.

Nanotechnology is also embedded in clothes, allowing them to recognize when they're being worn, if they're getting wet, to regulate temperature, shrink or expand to the person's dimensions and change color on a whim. Specialized clothing with nanotechnology includes armored clothing and camouflage.

Implant nanotech has been a great boon for health and longevity... for those who can afford it. And in a world of corporations and the ever-present health hazard of the ash cloud, that's a great thing if you're on the corporate payroll. Internal computers with nanotechnology are responsible for everything from organ replacement, disease control (or eradication), ongoing medical treatment of various medical ailments, and limb replacement with cyber limbs.

Medical benefits aside, most common implants involve entertainment or communication equipment. Implanted phones and music players as well as augmented eyes that can provide thermal imaging and in-eye computer images are popular with the well-to-do. Parents frequently have small GPS devices implanted in their children so they always know where their young ones are.

Military applications for nanotechnology include intelligent weapons keyed to their owner's reflexes with internal sighting and hostile management which will allow the weapon to ID hostiles and friendlies in real time. Other military applications include implanted nanodrug dispersers that can be activated by the soldier they're implanted in (AMP for more energy or fearlessness, BLISS for pain management), triggered based on internal systemic response, or turned on remotely by a military personnel handler back at HQ.

Medical technology has come a long way from the days of bone saws and needles. We've mentioned it a bit above, but in the world of Shanghai 2048 it's worth remembering that medical treatment is all nano-injections, laparoscopic surgery and noninvasive drug dispersion. The ability to heal a damaged human has increased to the point of near magic with muscle knitters, blood producers and bone solidifiers. These nanotherapies are available at any large hospital. There are also nanotherapies to deal with the black lung syndrome from the volcanic ash cloud that blocks the lungs and makes breathing difficult for those of a delicate constitution.

If your character needs medical attention, most of the medical machines are automatic, allowing the character to simply insert himself into the machine for nano-healing and therapy. Getting to the machines without a corporate credit account or military clearance is the tough part.

Note: Auto-machine treatment could backfire if your character isn't entirely human. It's always best to have an experienced doctor on hand to help, but if the patient has come from another realm and has a different race....that's more a necessity than a suggestion!

General Equipment

Portable Control Device (PCD): Everyone has one. Visitors are issued a restricted version but they still get one. This device sits comfortably in the palm of even small hands and is equal parts a locator, monetary transfer device, ID card, phone, computer and the key to many of the city's goods and services. The PCD chip can be implanted in the skull, controlled by whispered vocal commands, with output to virtual screens projected from the eye (sound streamed directly to the ears), and doing so is a popular option among the richer and more powerful members of corporate society. For the rest, there's the trusty handset. Researchers promise the next generation of PCD will be able to stream information directly to the optic nerve, but currently they're having trouble with test subjects going blind after using the system.

Filter Mask: The volcanic ash gets everywhere and as it breaks down into finer particles it's a hazard to people's lungs. To avoid the worst of the effects most people use some sort of filtration system when outside, from disposable masks to assorted cybertech solutions (which cost 5 times more than simply wearing a mask).

Glow Pack: A soft ball about the size of a tennis ball, if squeezed a glow pack begins emitting a soft glow over an area the size of a Medium Burst Template. Pumped a couple of times, the surface becomes slightly sticky so the pack can be stuck to walls, yet removed later. Each pack will last for a year of regular use and it's quite common for a person to carry one of these any time more light might be useful. Most homes will have a couple in case of a power cut (and the power supply isn't perfect these days, especially outside the corporate areas). Emergency services use them frequently.

Hack Pack: Hacking tools are highly illegal unless you happen to be a security-vetted specialist, and even then special permission must be obtained to carry the pack away from a test environment. These units can jack into the wireless or wired world. Most computers in 2048 Shanghai have some defense against hacking, but by using a hack pack it's possible to control, operate or bypass electrical or Pulse-based systems (and yes, a hack pack is absolutely necessary in the Shanghai 2048 security environment). Compared with B.E.'s Remote Access ability (see page 18 above), the interface is primitive – hack packs require more than just a thought to take over machines. However, a hacker with some AI / custom control scripts can be surprisingly capable. To the best hackers, hacking a server to steal data, blow out cameras and unlock doors is an art form.

Different levels of AI guard their respective systems. A locked door on a small business may only have internal AI protecting it from hacking whereas a locked door to an internal secured area of NanoCorp would have both an internal AI protecting the door's security and a linked AI connected to the main corporation's security server. These latter computers have AI programs designed to stop, trace and attack the hacker's computer, killing the hacking attempt, alerting authorities to the hacker's location, and frying the hacker's hack pack.

Each hack attempt takes three rounds and costs 1 Pulse from the hack pack's power reserves, at the end of which your character makes a Smarts or Knowledge (Hacking) roll (his choice which). This is modified by the size and complexity of the system he's trying to control, with all the same rules as the Remote Access Power, and a similar result if he succeeds. However, if a hacker tries to perform an action through his hacked link (like remotely piloting a helicopter he has hacked into) he'll get -2 to those rolls due to the awkwardness of the hack pack interface.

Cheap hack packs do exist, but aren't commonly found since using a cheap pack guarantees getting caught and the Chinese government takes a particularly hard line on illegal hacking (and for 'hard line' you can go right ahead and assume 'shoot first and have your paperwork automatically approved afterwards'). Anti-hacking measures are especially widespread among the mega-corporations and the military, a variety of electronic and physical countermeasures that make hacking tougher than just owning a good hack pack and assuming you can get anywhere.

Slap: A slap patch is applied to the skin, bonding into the flesh and removed by a gentle slap that triggers the unbond mechanism (hence their name). Most if left unattended simply break down and are excreted normally once their use is complete. There are many slaps, but here are some of the ones your character may come across.

Medslap: A soldier's best friend, these can heal one wound if inflicted in the last 5 minutes. And only if the recipient isn't dead.

Glimmer: Perpetual dusk under a cloud of ash can cause problems. Glimmer slaps enhance light processing and filtering by sending nanites to the eyes. This slap reduces penalties for poor lighting by 2 for 24 hours.

Green: Makes the user's skin green for the next 24 hours. Similar recreational slaps exist - such as other colors, sepia and monochrome (those affect vision), hair affecting slaps (that can literally make your hair curl), and of course assorted perfume and pheromone slaps. Crazy kids.

E Slap: A slap patch applied to the skin which supplies a steady supplement of vitamin E and other useful supplements the sun and a regular diet no longer provide. Each slap lasts a month and E slaps are used by almost all corporation employees and their families.

SpecOps Skin: Bleeding edge nanotech and chemical enhancement wrapped in a skintight suit which looks a little like a thin wetsuit. The covering includes hands, feet and neck but doesn't cover the head. The material is inlaid with a fine mesh of sensors, nanites, and a celestium weave. SpecOps Skin is typically worn under armor to protect the skin and employed only by the most highly trained of special forces teams for their toughest missions. The skin enhances and supports the wearers metabolism and physiology substantially by manipulating muscles, prompting and enhancing chemical reactions and changing its own material properties, body-wide, within microseconds of detecting a need. While worn the skin siphons Pulse from the user at a rate of 3 per hour; if this would ever reduce the user to less than zero Pulse a cut off shuts down the skin. While active, the wearer enjoys a one die step increase to Strength, Vigor and Agility. The effects of long term use are disastrous to personal health but according to the developers occasional short term use is perfectly safe.

Item	Cost
PCD	-
Filter Mask	20 or 100
Glow Pack	20
Hack Pack	5,000 to 50,000
Slaps:	
Medslap	500
Glimmer	150
Green	50
E slap	1
SpecOps Skin	Millions

Weapons

Bolt Cannon: Not intended for use by regular soldiers, this weapon's more likely to be found on a vehicle or attached to a TAC encounter suit. Bolt cannons are a good choice when dealing with hard targets - a three round burst does a fine job of perforating most non-military vehicles.

Bolt Chaingun: Another weapon that's likely to be found on a vehicle or attached to a TAC encounter suit. If warfare is a numbers game where 'more is better', the bolt chaingun wins. The volume of ammo this thing puts in the air is simply terrifying.

Burst EMP: An invisible Electro-Magnetic Pulse designed to knock out electronics in a targeted area without harming the user or friendly troops. Very little equipment is shielded from this technology, almost none of it civilian. A successful Shooting roll places a Medium Burst Template in the desired location and any electronic devices under the template cease to function for 1 round. With a Raise the devices are outright deactivated, requiring Repair rolls to get them working again. Shielded devices only cease to function for the round if the Shooting roll got a Raise and only need repair if the roll got two Raises. This weapon is still undergoing testing.

Chain Bayonet: Warfare moves ever forward, and so too does the humble bayonet. Chain bayonets can function as a regular bayonet if its power cell becomes depleted, but when engaged the chain and teeth rotate rapidly - producing severe trauma to soft tissue. The blades and power source are quite adequate for slicing through bone and armored targets.

Collapsible Baton: Much like police batons throughout time, only this particular variant collapses down to a length of around 10cm.

Collapsible Blade: On casual inspection this looks a lot like a collapsible baton only flatter. However, a nanite edge allows the blade to become sharp when active and blunt for storage.

Flashbang (Grenade): Targets under the Medium Burst Template must make a Vigor check at -2 or be Shaken. Notice checks based on sight or sound are made at a -2 penalty for the following three rounds.

Foam (Grenade): Anyone caught under the Medium Burst Template makes a Strength check at -2 on their next action to be able to move through the template area as difficult terrain. The foam hardens and restricts movement if they fail the check, can't escape in one round, or choose to remain within the template area. Targets stuck in hard foam can't move and attempting to use skills linked to Agility or Strength suffer a -2 penalty. They can make another Strength check every 3 rounds thereafter until they are free or the police show up with a can of release agent spray.

HD Frag (Grenade): High Density, in case you were wondering. This is your standard issue room clearer grenade, basically unchanged in nearly a century.

Nano-Enhanced Weaponry: Weapons that have been nano-enhanced won't activate or fire for anyone other than their owner and grant the user the equivalent to the Trademark Weapon Edge when using the weapon. Such items cost five times the normal amount.

NanoScrambler: The Scrambler is a projectile weapon with a self-replicating nanite stream that rewrites any nanotechnology in the target area so it doesn't respond as designed, effectively neutralizing all nanotech for a period of time. The Scrambler doesn't deal damage normally. Instead, it shuts down all nanotech within a Large Burst Template of the target location for five minutes plus five minutes per Raise on the Shooting roll. Shanghai's vampires are vampires because of a nanovirus, so this will immediately Incapacitate all non-Wild Card vampires under the template (Wild Cards get a Vigor check to shake off the effects). It's a highly experimental weapon and after firing three times it needs to build up a new charge of nanites for 30 minutes. Scientists had plans to improve the fire rate and the battery recharge time, but budget cuts took them on to other projects.

Pellet Gun: When the call went out to the corporations to design non lethal take-down equipment, it didn't take long for the pellet gun to come out of the labs. It fires fluid or gel-like substances by coating them in a static wrapper - it only holds together for microseconds but that's long enough to give the contents a good push in the right direction. Even the innocuous standard issue police version can house a clip with two separate reservoirs, giving users a certain amount of field flexibility. The range and effect of the pistol is dependent on the shot type used, some of the more common varieties include:

Jelly Shot: These short range gel pellets contain a nerve agent designed to numb muscles and then make them unresponsive over the course of several seconds. A jelly shot makes your legs "turn to jelly" - followed by the rest of you. The gel is most effective against naked skin but has been designed to seep through materials. Characters hit by a jelly shot must make a Vigor check (at -2 if the shooter got a Raise and +2 if the pellet has to seep through clothing or armor). On a failure his Pace is halved this round, then drops to 1 the following round when he also gets -2 on all physical actions. The round after that the target can no longer move or take any physical actions. This lasts for 3 rounds.



Paint Shot: Each of these rounds is loaded with invisible transmitter nanites. The rounds are used to mark targets when a chase or escape is possible, and are equally effective against individuals or vehicles, sending their signal back to any PCD the weapon is calibrated with. Each set of 'paint' transmits for one hour and its signal can be tracked up to a range of 10km.

IR Shot: Impact Rubber is a liquid variant of rubber with a chemical memory. It has excellent aerodynamics and hardens into an effective "soft" bullet en route. Damage from these rounds is considered non-lethal, but still hurts like crazy.

QBZ-37: The QBZ and its variants have been under continuous development since it was introduced just before the Millennium. The version seen around Shanghai in 2048 has a number of specialist versions: incorporating a grenade launcher, silenced versions, optional folding tripod, extended ammo capacity in various forms, and who knows what else that isn't publicly known.

Rubber (Grenade): They bounce. Not much, but more than enough to ricochet off one, maybe two walls which will get them around corners and into all sorts of troublesome spots. Each ricochet gives a -2 penalty on the Throwing check and a maximum of two are possible.

Sticky (Grenade): An old trick given a facelift. A reactive nanite oil bonds with the first hard surface it strikes after the grenade is thrown or placed, sticking like glue and directing the blast onto the surface (mostly). This is a good anti armor/vehicle choice for foot soldiers.

Striker: As with other support weapons, this large-caliber cannon is most likely to be found on a vehicle or attached to a TAC encounter suit. Its exceptional armor piercing capabilities are well known in the military but the mega-corporations tend to prefer it when Strikers get used away from urban environments, except where collateral damage is acceptable (near another corp's HQ is just fine).

StrikerII: On the bleeding edge of firepower, a hit from the StrikerII can immobilize an equally bleeding edge tank or send another TAC-suited unit straight to the scrap yard. This weapon is rare, and very scary when it appears on the battlefield.

Stun Blaster: Another heavy support weapon that's normally mounted on a vehicle, the stun blaster is intended as a crowd control alternative to tear gas or other chemical methods. A stun blaster fries the unfortunate targets with a giddy mix of electric and concussive shock designed to

incapacitate not kill. The operator has a choice of firing modes for every situation ranging from single shot to burst fire and all the way up to a large area of affect. Not that the Chinese government were expecting any need for large scale crowd control...

Type 19 Sidearm: The most common of the small arms used in private/corporate security and the standard issue military sidearm for officers. Mass produced with good reason – it's reliable at reasonable range, with good stopping power and a decent sized clip of ammo.

Type 413 Assault Rifle: The type 413 is a bit of an antique but its exceptional reliability (and the ease with which one can be built and repaired) has seen it get a resurgence in popularity in the wake of the perpetual ash filtering down and clogging some more sophisticated weapons. Massively dependable, the Type 413 comes with a chain bayonet fitted on the standard model. A lot of rural militias use this weapon and it's a favorite on the black market, where people can't afford the millions it costs to buy bleeding edge corporate tech.





Melee Weapons

Type	Damage	Weight	Cost	Notes
Chain Bayonet	2d6+4	-	-	AP 4, Standard fitting on Type 413 Assault Rifle
Collapsible Baton	Str+d6 -1		200	+1 Parry, Collapsible
Collapsible Blade	Str+d6 -1		400	AP 3, Collapsible

Ranged Weapons

Pistols

Type	Range-Damage-ROF	Cost-Weight	Shots	Min Str	Notes
Pellet Gun	Shot dependent	200_2	10/10	-	Special
-Jelly Shot	6/12/24-Special-1				
-Paint Shot	12/24/48-Special-1				
-IR Shot	15/30/60-2d6+1-1				Non Lethal
Type 19	15/30/60-2d6+2-1	300_4	12	-	AP 3, Semi-Auto

Rifles

Type	Range-Damage-ROF	Cost-Weight	Shots	Min Str	Notes
QBU-888	60/120/240-2d12+2-1	10,000_12	20	d8	AP10, HW
QBZ-37	30/60/120-2d8+2-3	1,000_7	40	d6	AP 6, 3RB, Auto
Type 413 Assault Rifle	30/60/120-2d8+2-4	500_9	50	d6	AP 5, 3RB, Auto, Chain Bayonet

Support Weapons

Type	Range-Damage-ROF	Cost-Weight	Shots	Min Str	Notes
Bolt Cannon	12/24/48-2d10+2-1	Millions_50	40	d10	AP 10, 3RB, Semi-Auto
Bolt Chaingun	30/60/120-2d8+2-5	Millions_90	200	d10	AP 6, Semi Auto or Auto, 3RB
Striker	40/80/160-4d8-1	Millions_60	20	d10	AP 20, HW
StrikerII	50/100/200-4d10-1	Millions_60	15	d10	AP 40, HW
Stun Blaster	12/24/48-2d6+2-3	Millions_40	60	d10	Choice of ROF 3 or Med Burst Template or Large Burst Template. Non Lethal.

Experimental Weapons

Type	Range-Damage-ROF	Cost-Weight	Shots	Min Str	Notes
Burst EMP	12/24/48-Special-1	Millions_15	12	d8	See Notes
NanoScrambler	12/24/48-Special-1	Millions_18	3	d8	See Notes

Grenades

Type	Range-Damage-ROF	Cost-Weight	Shots	Notes
Flash Bang	5/10/20-Special--	50_1/2	1	Med Burst Template, Special
Foam	5/10/20-Special--	50_1/2	1	Med Burst Template, Special
HD Frag	5/10/20-3d8--	50_1/2	1	AP 2, Large Burst Template
Rubber	5/10/20-3d8--	50_1/2	1	Med Burst Template, Bounces
Sticky	5/10/20-3d8--	50_1/2	1	AP 14, Small Burst Template, sticks to target

Armor

For every weapon on the battlefield there's armor designed to negate it, or at least lessen its impact on the wearer. No armor is foolproof but in this age of nanotechnology anything is possible. Armor comes in different grades: Light, Heavy, Field and Experimental. Each has its benefits and drawbacks.

Light Grade Armor: Designed to stop most pistol shots, block physical blows and knife slashes to the body, this armor negates 2 points of Armor Penetration on top of its regular armor rating. It's the most flexible of the armor available in 2048 (in every sense of the word), and can look like regular clothing. Most military officers have uniforms in light grade armor, and there's no guarantee the punk on the street corner in his denim and leathers isn't really wearing armor.

Heavy Grade Armor: Designed for active warzone use, this armor can stop most rifle rounds, knife stab attempts and collateral damage from grenade shrapnel, negating 3 points of Armor Penetration on top of its regular armor rating. A full suit of heavy grade armor comes complete with a nanotech-enhanced helmet that includes a HUD with tactical information about the area around the soldier, granting +2 to resist flashbangs and similar environmental / disorienting effects and allowing the wearer to ignore one point of penalties from poor lighting.

Field Grade Armor: This grade of armor falls somewhere between light and heavy armor, negating 2 points of Armor Penetration on top of its regular armor rating. It's designed for Special Forces troops who typically need to move quietly, quickly and under camouflage. It includes HUD eyewear (same effects as for heavy grade helmets) and encrypted nano-communications between team members.

Experimental Grade Armor: For those willing to wear experimental equipment, these suits incorporate medical nanotechnology to help diagnose and treat wounds with painkillers and compression, allowing a medic to get the soldier fighting again faster. Most experimental grade armor is on par with field grade armor, negating 2 points of Armor Penetration on top of its regular armor rating. Additionally, though, all Heal checks on someone wearing this armor receive a +2 bonus. Extras wearing it get a +2 bonus on their Vigor checks made in the aftermath of an encounter to determine if they are alive, dead, or variously wounded.

Riot Shield: Designed for crowd control, when the wielder of a riot shield chooses to fight defensively - normally gaining +2 Parry - the shield's design and nanite flex system allows it to provide superior protection increasing the Parry bonus from the shield to +4. Thus a character fighting defensively while equipped with one of these shields increases their normal Parry (which would already include the standard +2 from the shield) by another 4 (an additional 2 from the shield and 2 more from the defensive combat option).

Field Shield: This is a gauntlet with an internal power supply allowing it to generate an energy field that is used in much the same way as a shield. This becomes useful when carrying a physical shield is impractical or undesirable. A nanotechnology sensor suite helps direct the energy flow, but current commercial versions have a much harder time identifying melee threats than hostile projectiles.

Civilian Vehicles

Transport has got sleeker, cleaner and generally more pleasant by 2048, with almost every form of transport including ways of dealing with low light conditions and ash. Other than that, there's little that isn't fundamentally similar to the transport of today.

Bicycle: Still sporting the classic two wheels and a lightweight frame. The chain and gears arrangement is the stuff of history books and destitute rural peasants though: bicycles in 2048 connect a pedal-driven kinetic converter to a drive mechanism.

Acc/TS: User Pace/Double User's Pace

Toughness: 6

Crew: 1+1

Notes: Can 'run' to increase acceleration or to boost top speed temporarily.

Bus: The most basic of 2048 public transport, the average bus can seat 30 passengers. With people standing, significantly more can get on board.

Acc/TS: 4/30

Toughness: 14(4)

Crew: 1+30

Car: While there are hundreds of uses and variants of 'car' on the road, take this as the broadest possible baseline for what's possible. 2048 automobiles are electric powered, like most forms of civilian transport.

Acc/TS: 20/40

Toughness: 12(4)

Crew: 1+4

Armor

Type	Armor	Weight	Cost	Notes
Personal				
Light Grade Armor	4	12	500	Covers torso, arms, legs
Heavy Grade Armor	6	15	800	Covers torso, arms, legs, head
Field Grade Armor	5	13	750	Covers torso, arms, legs, head
Experimental Grade Armor	5	15	Millions	Covers torso, arms, legs, head
Shields				
Riot Shield	12	500		+2 Parry, +4 Parry fighting defensively, +6 Armor against ranged shots that hit
Field Shield	5	200		+1 Parry, +4 Armor against ranged shots that hit.

Helicopter: Increasingly, helicopters are the corporate transport of choice to maximize security and minimize exposure to... pretty much everything. Anything that can give some exposure to real daylight is highly regarded as a status symbol, and helicopters are the plaything of the super rich, climbing above the ash clouds for short trips before landing and getting all their air filters replaced.

Acc/TS: 22/60

Climb: 30

Toughness: 12(3)

Crew: 1+4

Maglev (magnetic levitation system): A modern urban train transit system for a modern city. The trains themselves are centrally controlled by a computer and cannot be maneuvered manually, requiring a hacker rather than a driver!

Acc/TS: 15/60

Toughness: 18(6)

Crew: N/A+40 per carriage

Private Jet: For the super rich and/or powerful these are still an option, though given the state of foreign relations it's unwise to fly outside of Chinese controlled airspace.

Acc/TS: 30/200

Climb: 25

Toughness: 18(4)

Crew: 2+12

Flying Cars

You might notice that Shanghai in 2048 doesn't have flying vehicles for civilians. They were being prototyped at the time when the ash cloud covered the world and engines kept getting clogged... so the tech was shelved and the research went into protecting military jets/helicopters instead.

TAC

Tactical Armored Control is the general category for military grade vehicles of all varieties. In recent years, this term has become synonymous with powered encounter suits, though the military still use the TAC designation for everything from helicopters to trucks to tanks.

TAC Encounter Suit: Powered armor became a reality in the 2030s, but it's still bulky enough that it's not suitable for all situations. That said, when the battlefield calls for each infantryman to be a one man tank... TAC encounter suits are perfect for the task. The basic frame is heavily modifiable. Police versions exist, with riot shields and crowd suppression equipment. Police S.W.A.T. versions have a variety of configurations available. Army suits get all sorts of cool toys including enhanced power sources for stronger, faster and more heavily armored variants.

A well drilled squad in TAC suits is truly terrifying. Each suit operator can use Drive or Pilot to operate the suit. The suits increase his Strength die type by one (to a maximum of d12) and increase his carrying capacity to 20 x Strength. TAC suits offer a sealed environment to protect against airborne agents and effects, are EMP shielded, and have a very strong set of anti-hacking defenses.

Acc/TS: Pace +2/Pace+2

Toughness: +10 Armor, all locations

Crew: 1

Notes: Can run. Movement in a TAC suit is assisted, giving the operator +2 on any checks to resist Fatigue from extended use of the suit or physical activities carried out in the suit.

Armament: A TAC suit has two arms and dexterous hands easily able to manipulate weapons and equipment. Many of the support weapons detailed earlier are designed primarily for TAC use.



Variants: Some of the most common variants are..

Cargo: The Strength die type increase is three steps and not limited to d12.

Heavy: Acc/TS is reduced to Pace/Pace but the suit provides Heavy Armor.

Rapid: Acc/TS is increased to Pace+4/Pace times three, but the armor protection drops to +9 and the carrying capacity drops slightly to 18 x Strength.

Submersible: The standard suit is airtight and can operate underwater – but is not buoyant. Buoyancy aids and propulsion systems give this variety a swimming speed equal to Pace.

TAC T999: The Type 999 main battle tank is the most serious type of armored vehicle your characters are likely to meet.

Acc/TS: 8/30

Toughness: 50(30)

Crew: 2+2

Notes: Heavy Armor, EMP Shielded, Sealed Environment

Weapons: Main Turret (**Ranges:** 50/100/200, **Damage:** 4d10, AP 40, HW) plus 3 mount points, typically sporting two bolt chainguns and a StrikerII.

TAC O Type 80: TAC O refers to the TAC Operations group... that's the 'motor pool' to most people. As such, TAC O vehicles cover everything from the humble jeep to this armored personnel carrier and more besides. This is a fairly standard troop transport APC for light to medium threat conditions, or general transit.

Acc/TS: 6/40

Toughness: 24(8)

Crew: 1+25

Notes: Equipped for all-terrain use.

Weapons: 2 mount points (1 front and 1 rear), typically sporting two bolt chainguns.

TAC O Type 404: The humble jeep, as mentioned above. The Type 404 is a real workhorse, rugged and capable.

Acc/TS: 18/40

Toughness: 14(4)

Crew: 1+4

Notes: Equipped for all-terrain use.

Weapons: 1 mount point.

TAC A Type 006: TAC A is the airborne selection of military vehicles found in modern China. The Type 006 is a versatile jet aircraft capable of delivering significant payloads or engaging in agile aerial dogfights. It has some armor plating for low altitude ground support roles and generally flies with a rack of guided missiles to complement its high-caliber assault array cannon.

Acc/TS: 60/400

Climb: 50

Toughness: 22(8)

Crew: 1+1

Notes: Heavy Armor, EMP Shielded, Sealed Environment

Weapons: Assault Array (**Ranges:** 40/80/160, **Damage:** 4d8, AP 8, HW, ROF 5), Guided Missiles (**Ranges:** 200/400/800, **Damage:** 5d12, AP 60, HW).

More Tech

If all this cybernetic equipment isn't enough for you and you've still got a yearning for more futuristic weaponry, then relax... there's more out there. It's just part of the scenarios in the GM's Section, and you'll have to find it as you go through the campaign. You wouldn't expect us to spill all our secrets before play starts, would you? What fun would that be for your hard-worked GM?



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忠信笑友喜信仰恩能恩惠祝好心康力能

For GMs

It's 2048 in Shanghai and technology is king—along with the corporations that create, own and administer it. This world of bits and bytes is about to meet an ancient horror brought to life by the masters of nanotech... with a little help from a crazed spirit bent on ascending to godhood no matter what the cost.

That's how the player's section of this book starts, well almost. We subtly didn't mention the crazed spirit in their bit. But this is the GMs section, so welcome to the *real* Shanghai 2048!

Layers And Themes

It's time to put the fear of an apocalypse into your players. This apocalypse, in the true sense of the word, is a revelation of just how bad things can get if one small but vital event... a nexus point... is not dealt with appropriately.

This demigod playground from hell is something that you, as a GM, can add onto the end of another campaign. There's no rest for the wicked or for demigods - especially where the divine powers of the Maelstrom are concerned. When they have a need, all demigods must answer the call. You might say it's part of their karma, to be called to deal with such dire circumstances. But demigods also relish the chance to prove themselves to the universe, knowing that great deeds increase their chances of transcending into gods themselves.

There are three things that Shanghai Vampocalypse will do for your players:

First, it will give them an epic feel for just how important they've become - and the knowledge that mankind is in serious trouble if they fail. *With great power comes great responsibility.* No pressure. (We're kidding. It's a lot of pressure and it's supposed to be.)

Second, it will give your gaming group an opportunity to use their skills in new ways as well as introduce the characters to something they may never have experienced before. Shanghai Vampocalypse is a blend of the arcane and technology. Ancient mystic powers work alongside nanotechnology.

Third, it'll make failure a distinct possibility. At no point should the characters feel they can comfortably cruise to an easy victory. They may die along the way, and they'll also find there are worse things than death - the murder of loved ones or friends before your eyes, being turned into the enemy, destroying that which you love to save the universe and, of course, the possibility that the characters' actions will doom mankind to extinction. Some people may look at *Savage Suzerain* and think that demigods are invincible - what's the challenge? Shanghai Vampocalypse answers that question. We love you and your players, but it's tough love. They'll need to earn their victory despite all the toys at their disposal.

As the GM, it's your duty to bring these themes into the forefront and we're here to help you do just that. We'll give you hints and tricks, new rules and all of the description you need to bring the story to life. After all, we're aware this may well be your first taste of Demigod rank adventures, so it's not just your players who are in for a new experience.

The nemesis behind this apocalypse is Circa, the demigod of hunger, madness and change. His main goal is to become the god of vampires by permanently changing a nexus point, one of those vital pillars of reality that hold key bits of history in place. Circa wants to allow vampires to run the world and plans to set himself up as their god. In doing so, he wants to change not just one realm into a vampire-run corner of the universe. Oh no. He wants to change *all* mortal realms so vampires run the show and he's their one true god.

There's just one small problem. The gods of the Maelstrom are afraid this particular change, creating a vampire-run universe, will destroy the future of all mankind. That would be a bad thing. Circa is insane, and hasn't thought through his logic very well. If vampires take over at the voracious pace he dreams of, they'll eat all the regular people and then starve to death... leaving no one. And with no people, the gods fear there will be no belief, no one to worship them. They'd have to abandon this reality and become refugees in some other version of the Maelstrom. It's a thought that's scary enough for them to call on the demigods who know Shanghai best (that's the player's characters) and send them to chase down Circa.

But who is this Circa? Circa's primary personality is hunger - that's what drives his action; an insane force of change with an insatiable appetite with dreams of godhood, consuming all gods and then everything else in the universe. He has really scary dreams, all the worse for the fact they might just come true. This is a being who'll consume the demigods whole if he can manage it.

But the characters (and your players by extension) won't be aware of Circa at the beginning of the campaign. He's a revelation. Even once they meet him, he's a crazy enigma. They'll meet one incarnation of Circa or another, and over time the third part of his splintered personality until eventually someone notices they're dealing with more than one Circa.

Don't worry. We've got a couple of reveals in the story and a Savage Tale that should clarify things. The characters will get the idea eventually. Even once the group figures out who they're facing and what's going on, they probably won't know why he's doing what he's doing. Does Circa have a master plan? As much as a demigod of madness and change can have a master plan. A future of vampires and destruction and the end of everything as it currently stands. There's no reasoning with a spirit of madness, hunger and change, so destruction is the only option. Oblivion for Circa or the characters. There's going to be a showdown in Shanghai city before this is over.

Across Time & Space

This is an epic tale where the demigods will be fighting against someone who's even stronger than they are. Just as they can flex a nexus to make reality do what they want, so can their nemesis. This is a conflict that could (and should) be fought across time and alternate realities. As one nexus is flexed, another one will also be flexed in order to combat that effect. We say the main plot-point campaign happens in Shanghai 2048, but which version of Shanghai 2048? The answer, inevitably, is that the battle will rage across several realities.

Demigod characters can flex reality. Expect your players to throw a point of Karma your way and warp the nature of the world. For five minutes the characters can have a different world in an area around themselves, and this ability is one of the keys to them succeeding. If they're new to playing Demigod rank characters, remind them a couple of times in the early stages that flexing is available to them. The campaign will be really tough without that weapon in their arsenal.

What sorts of flexing should they be allowed to do? Most things are acceptable; if they want the super-volcano to have never happened, there will be a patch of sunlight around them as they walk around, frying all vampires and making them run for cover or collapse and die. But in the later stages of the 12 hour campaign, as night falls, that isn't possible any more (the missing ash cloud doesn't

help them at night). Also, most windows (to offices and the Maglev trains for instance) are tinted and block UV light - any indoor scenes are unaffected by the addition of a bit of sunlight.

So there are limits. And there's one big limit... if anyone tries to flex reality to make it so the vampire plague never happened, Circa will immediately sense that and flex reality back again. The characters will feel another demigod entity, a powerful one, warping reality back.

Most other flexing should work, even if it makes your task harder as a GM - players have a habit of getting inventive with nexus flexing once they get used to it, and can derail a scenario pretty efficiently. Your task is, as always, to let them use the resources available to them (like flexing) while still figuring out how to make a session challenging if they punch a big hole through it by briefly altering reality. Sunlight can be countered by tinted windows, but also by remembering that most vampires are smart enough to flee the sunlight and wait in the shadows of nearby buildings. Be as inventive as the players... or as inventive as Circa, in fact!

Revelations

Shanghai Vampocalypse is the kind of game that unfolds in layers like a mystical onion. Each layer should lead to the next, opening the eyes of the demigods (and the players) to just how dangerous and important this particular quest is. As each layer is discovered and understood, the pressure mounts, the danger grows and time becomes more critical.

Escalation is your friend. If your group has long enough to sit back and think about the big picture too much during the game sessions, you best ratchet up the pressure some more. This whole campaign plays out in 12 hours of Shanghai time. Tick tock. The countdown to the end of everything should always be present. You might take thirty game sessions to play through 12 hours of the characters' lives, so it's real second-to-second stuff, an adrenaline ride with only a few places (mostly in the Savage Tales where the characters step out of the normal flow of time) to slow down and take a breath.

Out Of Time

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Circa's new nexus, the one that will make him a god of vampires and change all reality, is so potent that it's warping the nature of time and the universe. Perhaps it really is the herald of the End Times!

The nature of the time shift is such that all time in the universe is starting to align, and as the nexus approaches the point of no return the demigods find that time keeps running down in Shanghai 2048 irrespective of where they go - to other times, to their pocket realm, or even to the Maelstrom. No wonder the Jade Emperor is a bit nervous during their briefing (even though he hides it well).

When we say they have 12 hours to save the world, we mean it. There's only one escape, and that's temporary: the local gods are willing to fight the nexus to pull their temples out of synchronization if/when the team goes to visit any of them. But it's a risky strategy to go against such a powerful force and they can only 'stop time' in their temples for an hour in each one. They'll risk it all again to give the characters another hour outside of the countdown if the characters go on any of the *Chimes of Discord* quests, but that's it.

Everywhere else, *everywhen* else, is part of the countdown.

Here's an overview of the main 'beats' to the rhythm of this epic tale.

Layer One: Call Of The Gods

The gods of the Maelstrom don't ask any old hero to deal with a problem for them. Nor do they send demigods on unimportant tasks. Since both these things have happened, the characters should realize just how important their task is. This nexus point, Doctor Wu and his retrovirus... there's a certain weight of expectation right from the start. Make the players feel the gods are, perhaps, slightly desperate. And when gods get desperate, those are ominous times.

Note, at this stage the gods don't know about Circa, just that there's a vampocalypse under way and it needs to be stopped. The true villain gets revealed later.

Layer Two: Before The Vampiric Hordes

When the characters arrive, they find a deserted Shanghai. Empty streets, closed and locked doors, Maglev trains still running but empty. The Inner City is cordoned off. Within these barriers are terrified military men and women who have only the vaguest knowledge of what's coming for them based on the orders from on-high. They know there's a vampiric menace, growing with each new victim. The outer cordon of military units has met resistance and from the city center there's the distant sound of gunfire and heavy weapons.

Let the characters sense the palpable fear of the unknown, the tense calm before the coming storm of violence. Even veteran officers are nervous at this stage.

Layer Three: Enter The Circa

Circa is an evil, crazed demigod spirit who has grown to become the embodiment of hunger, madness and change. His strength in any one of these guises would be as strong as a regular demigod. Combined, they're a terrifying force vying for godhood and the ultimate power to reconcile the three parts into one deity - of vampires!

Circa can split facets of his personality from his core form, and they can operate independently by taking over the bodies of vampires in the city. This makes him a hive mind of three demigods. The characters will encounter him throughout the campaign in these three different aspects. Each aspect will influence the nearby vampires accordingly. Sound like madness? Yes indeed. Confusion and misunderstanding should be the hallmark of early encounters.

Layer Four: Understanding The Stakes

The characters are demigods. Shanghai 2048 suddenly flares up as a bright spark through the milky Veil, and they know something's going on. Something big enough to get the Maelstrom's attention. A new nexus is forming - a point in space and time where reality will always realign if you mess with it. A new bit of glue holding the fabric of history together.

This new nexus is straining and buckling, fighting to be free and find a new path through history. As demigods, the characters know it's not impossible to put a nexus under so much stress that it shifts, permanently changing all of mankind's future. In this case, to a future where every human on Earth becomes a vampire. And that isn't a good thing for anyone.

It's up to the demigods to keep the pressure off the nexus and keep reality as we know it. How do they do that? By helping Dr Wu, buying him 12 hours to finish his retrovirus. Along the way they'll find ways to pursue a number of side missions that make their life easier as the hours tick down, to different points in space and time, to different realities even.

A Cyberpunk Future

We gave the players a brief overview of how the world had got from here to there, from today to the nightmarish version of 2048. There are a few key events of that time line which are worth focusing on because they'll help you put the world together in your head, and that has to be a good thing for everyone.

Time stamp 2020: Scientists discover Pulse, the energy of the human soul. It's as big a landmark as the discovery of electricity. Slowly, as they learn to harness the energy, Pulse replaces electricity in many electronic objects, with a new super-dense ceramic – celestium - replacing silicon wafers in many computers. And since there are computers inside hairdryers and most other items, that's a lot of Pulse-infused, celestium-based objects.

Time stamp 2039: As the world population continues to increase and climate change spirals out of control, hunger and starvation become permanent specters, and not just in the third world. China, with the world's largest population, is faced with unprecedented civil unrest from the rural underclass.

Time stamp 2043: A project begins to drill through the Earth's crust in the Australian Outback, aiming to tap directly into the planet's molten core to fuel a gigantic atmospheric controller; a weather manipulating machine. The Chinese leadership green light a secret project of their own: to steal the technology for themselves and sabotage the Australian version.

They succeed, but too well. The machine becomes a conduit for the molten core of the Earth to erupt, creating a huge super-volcano. The smoke and ash alone blots out the sun around the whole world and creates a winter that will take a generation to clear fully. Food stocks, already in short supply, will never last. Billions starve and some question man's ability to survive as a species.

Time stamp 2047: China is in a near permanent state of revolt. Half the population has died in five years. The leadership is barely keeping control through ever-increasing brutality by the security forces and military.

Desperate times demand desperate measures, and the authorities realize their only chance is to hugely increase the amount of low-yield farming land available to them; giving the peasantry more land and helping the country overcome its food deficit. A war against the world is inevitable, a land grab for foreign territory. They set about planning their strike.

Time stamp 2048: The authorities release a mutation virus in certain rural areas outside Shanghai, carried by nanites and infecting an estimated 500,000 individuals. The victims' DNA is changed to create an army of super soldiers – vampires. It's a genius masterstroke. Vampires can burn Pulse to make themselves stronger, faster, more resilient. They have the cover of all the atmospheric ash to stop the sun burning them. They don't need regular food – feeding instead on those who would die anyway. Put into uniforms and sent abroad to fight against the capitalist powers, the army couldn't lose.

Pity it doesn't work out that way. Many of the farmers who are 'turned' by the virus decide not to follow the patriotic call to arms and instead head for the main centers of easy food – the Chinese cities, where they also know the corporate and Communist elite are living comfortable lives while entire villages die in the countryside. The revolution is under way!

Worse, the first generation vampires begin life starving, and the nanites keep leeching Pulse in their body, making 500,000 super predators crazed with insatiable hunger, feasting off any person they find.

Worse, the nanites don't deactivate after infecting the first generation and instead remain active inside their host... spreading to new hosts as they're bitten. The vampiric disease spreads uncontrollably as the 500,000 storm across the landscape, closing on the cities. One million strong, and still coming. Two million with no sign of a solution from the scientists. Four million and the military lock down all major urban areas, creating a cordon of death around the suburbs. Eight million, and the wave of furious hunger finally arrives.

In the top secret basement lab of one Shanghai nanotech company, a brilliant celestium engineer called Doctor Wu sits waiting for the inevitable, and as he sits in his lab an idea comes to him... an idea for a retroviral nanite to deactivate the virus. As a bonus, he hypothesizes, deactivating the nanites will lower the Pulse bleed inside existing vampires and reduce their hunger. They would become rational, thinking people again. With the vampire horde at the doorstep, he needs someone to buy him time to stop the spread of the disease before the whole world is overrun and mankind extinguished.

Death Is Easy, Living Is Hard

The empty, deserted city the demigods arrive in will seem like paradise once they encounter people again. By people, we mean terrified citizens and soldiers, and ravaging hordes of vampires. This is the sort of campaign where terrible things are happening around the group all the time. They'll have to make choices that no one should ever have to make.

Choice: Who lives or dies?

This first choice will be the hardest choice of all. The demigods will be sent on missions to retrieve equipment, or will need to retreat to a safer place with Doctor Wu and his team – vital tasks for saving humanity. What happens when a mother comes up to them and begs them to save her baby daughter? Or a terrified soldier begs not to be left behind when there's no more room in the transport vehicle? How hard will the group stick to its main task of buying Doctor Wu the twelve hours he needs to create his retrovirus? The choice of who lives or dies should be presented to the characters at every opportunity. After the first couple of hours, introduce increasingly heart-wrenching dilemmas as the campaign progresses, right up to the point where they have to make the biggest choice of all – to nuke Shanghai, their home city, or not.

Choice: What to do with the bitten?

There are eight million vampires. Someone will get bitten. It may not be the demigods (but that's a possibility). More than likely, it'll be the nice lieutenant who helped them get into a secured facility to get that one last vital piece of equipment. What do they do then? The lieutenant is still the lieutenant for now. The demigods know he'll become a vampire – it's inevitable, but should the lieutenant be immediately killed before he turns? Should he be brought along as a test subject? This choice shouldn't be a one-time thing. Make it plague the group a couple of times as they struggle through the terrors of the twelve hours. Otherwise, this whole setting is just an excuse for a bloodbath where endless evil minions get sliced and diced in a sea of blood and everybody whoops at how cool it all is. But these are real people, and if you truly want to get across some of the horror aspect of an apocalypse, best not forget that.

What if one of the demigods is bitten? Simple - he becomes a vampire. Demigods aren't immune to the nanovirus, though they avoid the worst of the hunger which turns most vampires into mindless, feral killers. He'll be himself but needs to drink the blood (in order to drain the Pulse) of other people. Do the others in the group turn on the bitten

demigod? Is there a cure for him? In this particular instance, there's a Savage Tale that can help out. Two, in fact.

Choice: What about the vampires?

Even if the retrovirus is successful, what do you do with eight million vampires? This choice comes in two flavors: short term and long term.

In the short term: The demigods will encounter several types of vampires of all ages and ranges of intelligence. Even children. *Especially* children. Ravaging hordes of mindless, gluttonous vampires are easy to deal with. Kill them and be done with it. What about when the vampire is that 1% that has retained its intelligence and can control itself in the face of hunger? What happens when that vampire is a 9 year old boy begging, the group, "Please, help me. Please, don't hurt me. Please."?

This choice should hurt. It should make people realize they have to kill even the most rational vampires rather than bring them back to the secured compound. One vampire amongst humans will soon mean there's nothing but vampires within that compound. The group may learn that lesson the hard way; if they show compassion and spare a rational vampire, make them regret it later. Force them to suffer for their compassion, if they show any. Make it hard and see who sticks to his better nature when there's no quick reward for it – quite the opposite. Have the gods heap praise on them at the end of the campaign for not becoming beasts when all around them had lost their humanity, but in the madness of the twelve hours... no way.

In the long term: There will be eight million vampires in Shanghai. 1% of these vampires will be intelligent. That is 80,000 master vampires by the end and some of them will have passed on their strain of intelligent control. That makes a lot of smart, cunning, tactically-experienced vampires, all in Shanghai, all at one time... probably for the last time before they leave and spread across the globe. Even with the retrovirus making vampires sterile, it's still *eight million vampires* the demigods should deal with. Must deal with. The choice should come to them – in order to save the world, the group may have to destroy the city they came to save.

None of these choices is fair. They aren't designed to be fair, or nice, or kind. A tough campaign for Demigod rank characters isn't just about enemies with tough stats. Choices and sacrifices must be made. This is the world of *Shanghai Vampocalypse*. You'll notice we didn't say any of that in the player's section of this book. Some of the shock and surprise is for the players, not just their characters. It's a forge for great stories.

Shanghai 2048

Shanghai is laid out in the haphazard way of a city that grew too fast, too much for its area and, slowly, out of the chaos of growth and construction came a beautiful (if confusing) pattern of old and new, skyscrapers and small dwellings, Maglev trains above ground and interconnected garages below ground. As insane as the city seems to an outsider, it has its own sense of order within the three basic sections: the Inner City, the Midtown/Waterfront area and the Outer City. Each section is a distinct part of Shanghai with its own topography and resources.

Inner City

The Inner City, located west of the middle bend in the Huangpu River, is the core of the city's corporate and government life. It's all skyscrapers, new buildings, mass transit, high rise condos and pricey shopping areas. The Inner City is where you'll find the main headquarters for the Big Seven corporations. City Hall is also nestled within the core of Shanghai. This is the busiest part of the city (when it's not locked down in the face of a vampire invasion). It also has the most crisis prevention methods in place.

The Inner City is where the 24/7 offices are based. Most of the large corporate buildings are adjacent to 'coffin hotels' (the name more uniquely appropriate with every passing hour) and include a couple of places to eat. For the safety of employees, these buildings are locked down during curfew with some of the best physical and computer security available in the year 2048.

The mass transit system within the Inner City is a series of city-sponsored shuttles that covers the twelve block area on a regular basis. A new shuttle arrives at each of the designated shuttle stops every three to five minutes. Getting to the Inner City from Midtown or the Outer City is quickest using the Transrapid Maglev Train. Transrapid stations are set along a circle just on the edge of the Inner City with six points of arrival and departure. The Maglev is a completely automated system that runs without human interaction. It's still in service when the vampires begin their attack. Some of the vampires use the Maglev to get into the city, no less.

One of the most secured buildings in Shanghai is Shanghai Jiaotong Genetics Laboratory's subsidiary, the corporate building for NanoCorp. This houses all of NanoCorp's experimental labs. The security is to keep people out... and to keep experiments in. This impressive piece of architecture has seven floors below ground. It

has containment cells and the most secret labs in these basement floors, its own power generator, and a helipad on the roof of the building.

Security-wise, this area is monitored by cameras, drones and patrols. It'll be a home from home for the demigods when they first arrive.

Midtown And Waterfront

Midtown and the areas all along the Huangpu River waterfront are a mixture of industrial businesses, high and low rise apartments, schools and the major hospitals in the city. This area radiates out from the Inner City and along the river in a bubble with a line (the river) through it.

Midtown is where most of the white-collar workers of Shanghai work, and live. Unlike the Inner City, there are many cars and two-wheeled motor vehicles. This accounts for the large amount of underground parking honeycombing under the streets and, since the major eruptions, a series of road tunnels connecting them to provide a better driving environment, at least on the major cross-city routes. Much of Midtown and the waterfront can be traversed without ever going above ground.

When it comes to mass transit, there's nothing better than the Maglev. With no moving parts to gum up with ash and a magnetic field to keep the ash away from the rails, the Transrapid system is extremely efficient at getting you to the Outer or Inner City, a successful partnership between Guosheng Designs and the city government that has its headquarters in the Inner City.

Up and down the waterfront is the industrial area of Shanghai where imports and exports are dealt with. The world may be descending into chaos, but commerce never stops! This area of the city is filled with industrial equipment, cleaning equipment, garbage and recycling centers. All of the city's power plants are also in this area, making use of water and wind power to fuel the insatiable appetite of Shanghai's corporations.

Then there's the Bund. The word 'bund' means an embankment or an embanked quay. This is one of the oldest areas of Shanghai with its historic buildings lining the waterfront. Old British, American, French and Shanghai architecture mash together to make the Bund a district of Shanghai with an unusual look. Almost all of the trade houses in Shanghai reside in the Bund along with the remaining (mostly abandoned) foreign embassies and consulate buildings. The Bund was one of the major tourist

spots in Shanghai designed to attract foreign dollars to the city, back when people still travelled for tourism.

There are four bridges that span the Huangpu River: the Songpu Bridge, the Nanpu Bridge, the Waibaidu Bridge and the Lupu Bridge. These bridges connect the west and east sides of Shanghai. They're choke points for motor vehicle traffic, though all four have Transrapid rails that run alongside them. If these four bridges and their accompanying rails were to be blocked (or destroyed) it would effectively cut Shanghai in half, limiting movement from one side to the other. Nanpu and Waibaidu Bridges are the ones with direct access to the Inner City from Midtown, and will play a direct part in the campaign.

A number of temples, old and new, are in Midtown Shanghai. Each one of these temples is an oasis of peace and solitude that shelters those within from the high-tech bustle outside. Every temple is a throwback to the old ways of how Shanghai used to be. The monks are a font of knowledge when it comes to the gods and the history of Shanghai. These days, they're more popular than ever, and in the face of the coming assault (as the hours of the plot point campaign go by) more and more people will flee to the temples and make their peace with the universe.

Security-wise, Midtown is manned by cameras, the occasional drones and manned patrols. However, eight million vampires will overwhelm these measures before long....

Outer City

The Outer City is the part of Shanghai that sits on the outer edges. It's split into about 40% farms, 20% slums, 20% lower-middle class and 20% military installations.

The farms and the lower-middle class make their living in the production of food - such as it is. These people barely eke out a living and what food they manage to grow (mushrooms, soybeans, and tuber plants) are mostly taken by the military and government by right of might. These people are the heroes of Shanghai by their ability to grow any food at all in the volcanic winter and yet no one acknowledges this. The resentment here is well founded.

The military installations in the Outer City consist of three types: basic training, weaponry, and acquisition warehousing. The training and weaponry installations are where new military personnel go for training in weaponry and skills the military needs. These installations also house

weapon testing centers. The acquisitions warehouses are where Shanghai's military stores everything they need to keep the military up and running from uniforms to weapons to forms to approved writing utensils. Each one of these installations has accompanying housing for military personnel and their families.

There's no real mass transit in the Outer City. There are a couple of Transrapid stations that dump people into the Outer City or take them into Midtown or the Inner City but that's the extent of it. The Outer City peasants walk, use a two-wheeled vehicle or drive a car.

There are a few temples in the Outer City but they're up in the hills and difficult to get to. However, they're there and they do serve the people of Shanghai. Like their Midtown counterparts, these temples are from a time long past. It's almost as if one has stepped from the 21st century into the 13th century to gain the wisdom of the ancestors.

Security-wise, this area only protects the food sources and the military installations with military personnel and drones. Otherwise, security comes from within the home or is nonexistent.

The Military

Who makes up Shanghai's military? Due to mandatory service requirements for both men and women, most soldiers are young adults between the ages of 18 and 22. Of these people, most of them are middle or lower class. Those with the money to influence it, have their children serve their country as officers for their required time. Outside of the required youth, Shanghai's military consists of lifetime military men and women who have found a home in the armed forces and are good at what they do. Below are some of the types of people the demigods may encounter as humans or as vampires.

Officers: The officers of the military are the strategists and tacticians. These are the soldiers who know how to defend Shanghai, and thus, know its weak points and how to tear it down. These are also the people who know the codes to get into restricted areas, what's needed to set off the nuclear missiles and where the hidden safe havens for the military and government leaders are. These officers are your best, most useful military personnel but they can also become the team's worst enemy.

Average Officer

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d8, Intimidate d8, Knowledge (Battle) d4, Notice d8, Persuasion d4, Shooting d8, Swimming d6, Throwing d6

Pace 6 Parry 5 Toughness 9(4) Pulse 15

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Command

Advanced Officer

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidate d8, Knowledge (Battle) d6, Notice d8, Persuasion d6, Shooting d8, Swimming d6, Throwing d6

Pace 6 Parry 6 Toughness 10(4) Pulse 20

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Command, Marksman, Inspire

Elite Officer

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidate d8, Knowledge (Battle) d8, Notice d10, Persuasion d8, Shooting d8, Swimming d6, Throwing d6

Pace 6 Parry 6 Toughness 10(4) Pulse 25

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), Nanotech Enhanced Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Command, Marksman, Hold The Line, Inspire, Steady Hands

Grunts: Physical soldiers make up the bulk of the military. These are the uneducated and unspecialized members of the force. They do all the unsavory jobs the military requires from garbage disposal to ash clean up to kitchen duty to the lowest common denominator paperwork. They're also the main fighting force. They are the ones on the front line. They've been trained in hand-to-hand combat, armor use and weapons. They're deadly and marginalized. It's a dangerous combination.





Average Grunt

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Drive d4, Fighting d6, Guts d6, Intimidate d6, Notice d4, Shooting d6, Swimming d6, Throwing d6

Pace 6 Parry 6(1) Toughness 11(6) Pulse 10

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry, QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Heavy Grade Armor (+6 armor, all locations)

Edges: Steady Hands

Advanced Grunt

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Drive d6, Fighting d8, Guts d6, Intimidate d6, Notice d4, Shooting d8, Swimming d6, Throwing d6

Pace 6 Parry 6 Toughness 12(6) Pulse 15

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Heavy Grade Armor (+6 armor, all locations)

Edges: Combat Reflexes, No Mercy, Rock And Roll!, Steady Hands

Elite Grunt

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Climbing d6, Drive d6, Fighting d8, Guts d6, Intimidate d6, Notice d4, Shooting d10, Swimming d6, Throwing d6

Pace 6 Parry 6 Toughness 13(6) Pulse 15

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Heavy Grade Armor (+6 armor, all locations)

Edges: Combat Reflexes, No Mercy, Improved Dodge, Rock And Roll!, Steady Hands

Computer Technicians & Hackers: No military can exist without computer-based assistance. These specialized men and women run the backbone of the military with their databases of weapons, tactical plans, personnel distribution and even payroll. Computers secure buildings and projects. They protect communications between the higher-ups from those below them. As such, computers and their systems are always targets of the enemy. Because of this, the military employs people trained in hacking and counter-hacking techniques.

Average Technician

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Drive d6, Fighting d6, Guts d6, Investigation d6, Notice d6, Repair d8, Shooting d6, Swimming d6, Taunt d6, Throwing d6

Pace 6 Parry 6(1) Toughness 11(6) Pulse 10

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Heavy Grade Armor (+6 armor, all locations)

Edges: Steady Hands

Advanced Technician

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Drive d6, Fighting d6, Guts d6, Investigation d6, Knowledge (Technical Specialty) d8, Notice d8, Repair d8, Shooting d6, Swimming d6, Taunt d6, Throwing d6

Pace 6 Parry 6(1) Toughness 11(6) Pulse 15

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Heavy Grade Armor (+6 armor, all locations)

Edges: McGuyver, Steady Hands

Elite Technician

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d6, Drive d6, Fighting d6, Guts d6, Investigation d6, Knowledge (Technical Specialty) d10, Knowledge (Technical Specialty 2) d6, Notice d8, Repair d10, Shooting d6, Swimming d6, Taunt d6, Throwing d6

Pace 6 Parry 6(1) Toughness 11(6) Pulse 20

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Heavy Grade Armor (+6 armor, all locations)

Edges: McGuyver, Mr. Fix It, Steady Hands

Average Hacker

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d4, Drive d6, Fighting d6, Guts d4, Investigation d6, Knowledge (Hacking d8), Knowledge (Hacking d8), Notice d6, Pilot d6, Shooting d6, Stealth d6, Swimming d6, Throwing d4

Pace 6 Parry 6(1) Toughness 9(4) Pulse 15

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Hack Pack, Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Steady Hands

Advanced Hacker

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d4, Drive d6, Fighting d6, Guts d4, Investigation d6, Knowledge (Drones d8+2), Knowledge (Hacking d10+2), Notice d6, Pilot d6, Shooting d6, Stealth d6, Swimming d6, Throwing d4

Pace 6 Parry 6(1) Toughness 9(4) Pulse 15

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Hack Pack, Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Scholar (Hacking and Drones), Steady Hands

Elite Hacker

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d4, Drive d6, Fighting d6, Guts d4, Investigation d6, Knowledge (Drones d8+2), Knowledge (Hacking d12+2), Notice d6, Pilot d6, Shooting d8, Stealth d6, Swimming d6, Throwing d4

Pace 6 Parry 6(1) Toughness 9(4) Pulse 15

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Hack Pack, Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: No Mercy, Scholar (Hacking and Drones), Steady Hands

Specialists: Specialists in any army are elite soldiers designed to do very dangerous and specific jobs. These jobs include reconnaissance of enemy territory, infiltration into the territory without being seen, snipers who kill key people from a distance, trackers to find people hidden away and many other jobs that require a great deal of skill. These men and women are trained to show no fear and consider the most impossible of situations as doable. They think outside the box and can turn the tide in any battle.

Recon Specialist

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Drive d6, Fighting d8, Guts d6, Intimidate d6, Notice d6, Shooting d8, Stealth d8, Survival d6, Swimming d6, Tracking d6, Throwing d6

Pace 6 Parry 6 Toughness 11(5) Pulse 20

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Field Grade Armor (+5 armor, all locations)

Edges: Combat Reflexes, No Mercy, Rock And Roll!, Steady Hands

How Smart?

信仰永能活力笑友

The Smarts listed for drones isn't a true sentient Smarts. It's above animal intelligence in many ways but only where it directly relates to a drone's ability to perform its function. The Smarts score of a drone indicates its ability to improve and adapt its behavior in relation to its purpose – not a capability for abstract thought or engage in meaningful conversation. This is indicated with a 'M' after the die type i.e. Smarts d6(M) to show the 'machine' level of intelligence. You'll see us use that notation occasionally throughout this book.

Infiltration Specialist

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6+2, Drive d6, Fighting d8, Guts d6, Intimidate d6, Lockpick d6+2, Notice d6+2, Shooting d8, Stealth d8+2, Swimming d6, Throwing d6

Pace 6 Parry 6 Toughness 11(5) Pulse 20

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Field Grade Armor (+5 armor, all locations)

Edges: Alertness, Combat Reflexes, No Mercy, Rock And Roll!, Steady Hands, Thief

Sniper

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Drive d6, Fighting d8, Guts d6, Intimidate d6, Notice d4, Shooting d10, Stealth d8, Swimming d6, Throwing d6

Pace 6 Parry 6 Toughness 11(5) Pulse 15

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), QBU-888 (**Ranges:** 60/120/240, **Damage:** 2d12+2, AP 10, HW), Field Grade Armor (+5 armor, all locations)

Edges: Combat Reflexes, Marksman, No Mercy, Steady Hands, Trademark Weapon (QBU-888)

Drones: A military drone is an unmanned flying vehicle, used for reconnaissance in enemy territory or as part of a border security patrol. Drones are largely AI controlled. They're equipped with thermal imaging, night vision, standard optics and long-range RFID (identification chip) recognition algorithms. They have pattern recognition software to identify people in hidden positions and the intelligence to ping for the correct RFID chips. All

anomalies, including friendlies in unexpected places, are recorded and flagged for the drone operator's attention. Drones range in size from 'insect' to 'small kite' and are almost silent.

Surveillance Drone

A small flying drone intended primarily to patrol perimeters and restricted areas. A single clawed appendage allows manipulation of simple light objects such as door handles and keypads.

Attributes: Agility d6, Smarts d6(M), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d8, Shooting d6, Stealth d6

Pace 6 Parry 4 Toughness 7(4) Pulse 5

Edges: Danger Sense

Special Abilities

- *Size -2:* -2 Toughness and regular-sized creatures get -2 to hit them.
- *Flight:* Surveillance drones have a flying Pace of 6 and a climb of 6.
- *Sensor Suite:* Ignores all penalties for darkness and concealment from ambient conditions
- *Construct:* +2 to recover from being Shaken. Doesn't suffer additional damage from called shots. Immune to poison and disease.
- *Fearless:* Immune to Fear and Intimidation.

Missile Silos: China is a significant nuclear power, and Shanghai has a series of silos placed on the northern, seaward edge of Shanghai, about an hour upriver from the heart of the city. These silos are pointed at the USA, South Korea and Japan. Like all other nuclear powers, the presence of nuclear weapons does little more than ensure a stalemate amongst those countries that have them. Armed and ready, the nukes sit underground, waiting for a launch order. Should anyone gain control of even one silo, it could mean the end for everyone. A quick heads-up for you: this may well become a factor in the coming campaign.

Who are we kidding? It will become a factor.

Fortunately, the silos have a series of protocols to make sure that the enemy (whoever that may be) never gains control of them. Apart from perimeter defenses, carefully selected launch coordinators enter the silos for a week at a time and their only contact with the outside world during that time is their military commander. Only these coordinators can activate the aiming and launching of missiles through codes or physical keys.



The Gods Of Shanghai

Religion is still very important in Shanghai. It has been since the city grew from a fishing village. The old religions are still adhered to, especially by the poorer citizens who maintain a support network with the temples where the corporations aren't interested in getting involved.

The vampires plaguing Shanghai aren't affected by religious icons - they were made by science, after all - so don't expect crosses or statues of Buddha to repel them. Sunlight does affect them (all UV light, in fact) but the volcanic ash cloud means they can move around as they please. It's a world that's perfectly suited to their type of predation, and when millions of them are bearing down on your city, there's definitely a place for religion in the world!

Why Make Life Hard?

信仰永能活力笑友

If the local gods are protectors of the city, why make the characters jump through hoops to get help? They're on the same team, right? Well, that's the thing about powerful spirits - they're not really on anyone's team. They've existed for aeons, and are a little removed from reality. They'll treat the characters like they always would have, even though the stakes are higher this time. The local gods see any visit as a chance to teach humility and other lessons, even while the city faces annihilation.

Shanghai has an ancient and secret weapon. Six powerful spirits, as old as the city itself, act as its guardians. They are known as the 'local gods' and since the players' characters represent the mystical saviors of Shanghai, the local gods will be their allies in the darkest day of the city's history. Each local god can help in different ways, healing a person who's been bitten or conjuring magical transportation when needed.

Sounds good, right? Except that the nature of these mighty spirits is to maintain a balance in all things - they will each demand a display of loyalty and something in return for their aid, even in these desperate times. It's their code, the ancient way they've always done things. When you get to the Savage Tales later on, you'll see what we mean.

Stalking Tiger is a guardian of the grave who has the power to chase away demons. The demigods can find him at the Shanghai Circus. They'll want to visit him because he can give them a boost to their Spirit die type. Increasing everyone's chance of recovering from being Shaken, and adding extra resistance to Intimidation is a mighty useful thing during this campaign. And for any martial artists and ancient masters in the group, they'll enjoy a little extra damage potential too.

THE TEMPLE IN THE SHANGHAI CIRCUS IS SMALL AND NEW, DECORATED WITH LEAPING, STALKING TIGERS. IT HONORS STALKING TIGER AND HE PATROLS IT, KEEPING VAMPIRES OUT. HOWEVER, TO GET TO THE TEMPLE, THE DEMIGODS WILL NEED TO FIGHT OFF VAMPIRE ANIMALS THAT HAVE BEEN BITTEN, TURNED AND ESCAPED THEIR CAGES.

Temple Monkey, a trickster god, is known for causing havoc in Heaven as well as upsetting the cosmic order of things. His teachings are obscure, making the student look at things in a new and different light. Indeed, that's his purpose; not to be destructive but to help you see with new eyes. The demigods may want to visit him in his silent and eerie Midtown temple precinct because he can give them all a Pulse refresh, restoring their Pulse pool to its maximum level. Since Temple Monkey is an agent of chaos, though, the characters should expect a wild time getting his help.

THE TEMPLE MONKEY'S HOME IS AT THE HEART OF THE TEMPLE DISTRICT IN MIDTOWN. THE TEMPLE DISTRICT IS AN EIGHT SQUARE BLOCK AREA OF DIFFERENT TEMPLES DEDICATED TO DIFFERENT RELIGIONS AND GODS. TEMPLE MONKEY HAS COVERED THIS AREA IN THICK, EERIE, SILENT MIST TO BOTH CONFUSE AND PROTECT. THE DEMIGODS WILL HAVE TO OVERCOME THIS SUPERNATURAL MIST WHILE COMBATING VAMPIRES TO FIND TEMPLE MONKEY'S SANCTUARY.

Crane On Mountaintop is master of air and dance, and as the city built bigger and bigger skyscrapers, he moved with the times - literally. His home is located on one of the highest buildings in the Inner City of Shanghai known as the Yellow Building. Crane lives above the once spinning restaurant, 'The Bird's Nest', at the top of the building. Crane sees himself as the local god of entertainment and transport, taking bad people away and bringing good people to where they need be. The demigods will want to visit Crane because he can provide air transport for them. Since time is of the essence, his help may be invaluable.

THE TEMPLE TO CRANE IS IN THE INNER CITY ABOVE THE YELLOW BUILDING - A BUILDING SO TALL IT SEEMS LIKE IT TOUCHES THE ASH CLOUD. CRANE ENJOYS THE VIEW AND ANY OFFERING VISITORS MAKE. TO VISIT HIM, THE DEMIGODS WILL NEED TO CONQUER THE JOURNEY TO THE TOP OF THE BUILDING AND FIGHT ANY VAMPIRES ALONG THE WAY.

Rat At Wharf is a local god known for his intelligence, loyalty to family and quick-witted, versatile ways. In a fast-moving situation, he's a very good god to have on your side. However, he's not above trickery to get what he wants. Located on one of the wharves in Midtown, along the waterfront, the demigods may want to visit Rat because he can provide water support when they need it. Using his powers, Rat can come to their aid by creating a magical ship to transport them anywhere the waterways go, faster than normal speed and under the camouflage of river mist.

THE TEMPLE TO RAT IS LOCATED ON THE WHARF IN THE SOUTH END OF THE HUANGPU RIVER WATERFRONT. THE TEMPLE IS HIDDEN ON THE WHARF BUT IS WELL KNOWN TO THE LOCAL DOCK WORKERS. BECAUSE RAT IS CHARMING AND INTELLIGENT, HUMANS WHO REMEMBER AND WORSHIP HIM WILL BE ABLE TO FIND THE TEMPLE WHILE VAMPIRES WHO HAVE NO TRUE INTELLIGENCE WILL NOT. IT'S A SAFE HAVEN FOR ANYONE WHO MAKES IT THERE.

Toad Under Bridge, a demon known for his financial acumen, is located at the Yuyuan Garden in Midtown. Also linked to the cycle of the moon, his magic is all about the ebb and flow of mystical energy. They will want to visit Toad because he can (and will if properly motivated) refill the group's Karma... at a cost. After all, demons like a good bargain. The characters may at any time pay Karma to the demon. For every Karma paid, a character may later say a magical invocation that costs 5 Pulse to have Toad return that point of Karma. This allows characters to bank away unspent Karma at the end of sessions and reclaim it later, when the chips are down. This is a shared group account so anyone can put Karma in... or take it out! Once the *Shanghai Vampocalypse* campaign is done, the group's 'account' will be terminated.

THE YUYUAN GARDEN IS LOCATED ON THE WEST SIDE OF THE HUANGPU RIVER WATERFRONT IN YUYUAN PARK, CREATED BY A WEALTHY MERCHANT WHO WAS THE FIRST TO WORSHIP TOAD. TOAD'S TEMPLE IS LOCATED TO THE WEST OF THE ZIGZAG BRIDGE ON THE MID-LAKE PAVILION.

Dragon Of The Bund is the very essence of the Bund - an area of Huangpu District in central Midtown. The area runs along the western bank of the Huangpu River, facing Pudong, in the eastern part of Huangpu District. The Bund refers to the buildings and wharves on this section of the riverside road, as well as some adjacent areas. Dragon is a water spirit of the river, and such spirits are known for their healing powers. The characters will want to meet with Dragon because he has the ability to heal all wounds, no matter when they were sustained or how serious. This will be mighty useful to the group since they're likely to start the campaign still nursing the injuries of previous adventures!

THE TEMPLE TO THE DRAGON IS AN OLD LOW BUILDING LOCATED WITHIN THE BUND, A RIVERSIDE STRETCH OF ROAD THAT'S LINED WITH BUILDINGS BOTH ANCIENT AND MODERN. ALTHOUGH DRAGON HEARS AND SEES ALL WITHIN THE BUND, IT'S BEST TO GO TO HIS TEMPLE TO SPEAK TO HIM. THOSE WHO ENTER HIS TEMPLE IMMEDIATELY FEEL BETTER IN SPIRIT IF NOT HEALTH.

Vampires

The air is ash-laden, clogged with fine granules of volcanic silt. Even at high noon it's a gray twilight world where sunlight escapes from the thick cloud cover as an anemic glow. Hazy shadows are everywhere, tricking the eye into believing there's movement where there's none and covering actual movement with its cloaking embrace. This is a world of half-viewed nightmares that's now filled with very real (and very deadly) monsters.

While the scientists have worked with only the best intentions towards their own people, they proved the adage that the road to Hell is paved with such good intentions. The nanovirus was designed to do two things: remove the need for food from their starving people and to create a super soldier that would both terrify and conquer the enemy, allowing China to expand its territory and grow much-needed food on foreign soil.

This plan failed. The nanovirus was used on the starving rural peasantry outside of Shanghai. They turned into vampires, as expected, but that was as far as the expected results went.

First, the new vampires were so hungry they immediately turned on their families and neighbors instead of being good little peasants and reporting for military duty. The resulting frenzy was shocking, even to battle-hardened veterans.

Also, the supposedly sterile and non-replicating virus instead turned out to be extremely potent and virulent. The world could thank Circa for that little change to the nanovirus. Much to the horror of its creators, a horde of bestial vampires was born and unleashed upon Shanghai. The more they fed on their fellow villagers, the more new vampires they created, and now there's an army heading towards the biggest source of nearby food - the city.

Vampire Types

Not all vampires are created equal. For 99% of the vampires out there, they're practically mindless, slaving beasts who think only on instinct and reaction. They're hungry, so they feed. They're angry, so they kill. They're animals that react with feral needs and desires. Almost all of the starving peasants who are infected become this type of vampire.

However, for about 1% of those bitten, they retain their humanity. They retain their memories, intelligence, skills and personal motivations. These intelligent vampires are





superior to their bestial counterparts and can command them. Suddenly, you have a thinking, self-aware monster with every human benefit at its disposal along with its new vampire powers, that can also command a horde of vicious, mindless vampires to do its bidding.

There's no specific trait that marks these super vampires. They're men, women and children, often those People's Party members and other government officials who weren't starving before being infected. The hunger for blood in a new vampire is linked, to some extent, to the hunger for food the person was feeling before. Such vampires have their memories to act on, but now they also have the vampire hunger for blood to contend with. They have the anger of being used, abused and mistreated and are motivated by revenge. They're the ultimate predators in a world that's not ready for them.

Shortly after starting the campaign, the characters will find themselves facing not just slaving bestial men, women and children seeking to slake their thirst but also people who were once the protectors of the city. The troops of the Chinese military aren't immune to being bitten and turned. They become vampires who know how to infiltrate hostile areas, pretend to be friendlies, and who know exactly what targets need to be hit to bring down the security cordon of the city. Worse, many of the common foot-soldiers sympathize with the cause of their rural kin. Poorly paid and poorly treated conscripts have more in common with the peasantry than then corporate overlords who pull the strings from the heart of the Inner City. Once they become vampires, they almost always switch allegiances.

It's a nightmare that increases hourly for a set of demigods who hope to prevent the vampocalypse.

Abilities & Weaknesses

Vampires are able to metabolize Pulse to improve their strength, endurance and speed beyond the human norm for short periods of time. As a shifter race, with the ability to shift between human and vampire, they can grow their teeth for feeding - a necessary trait because vampires are required to drink the blood of sentient creatures to regenerate Pulse which they use instead of food for energy throughout the day. Pulse is a vampire's food replacement (although a vampire can eat food - it just does nothing for them and non-sentient animals are a poor substitute for the real thing, since they have much weaker Pulse). A vampire's soul withers when it doesn't get its requirement of Pulse; they can starve just like anyone else.

Vampires are super sensitive to ultraviolet light. Not that it's much of a detriment in 2048 with its ash cloud, but it will seriously affect any vampire that outlasts the end of the cloud. Vampires don't need to be dormant during the day, only avoid UV light, which massively increases the speed at which Pulse is used in their body. In bright sunlight they will weaken and starve in minutes rather than days.

Vampires have another weakness: The rogue spirit called Circa can directly control or manipulate anyone infected with the vampire nanovirus. This whole scheme was his brainchild (and he has a very twisted mind). For those who have turned, Circa can use their senses, seeing what they see and hearing what they hear (less clearly for feral or scavenger vampires than a master vampire). He can also take possession of any vampire body for a time to carry out his plans. Those 'possessed' by Circa are aware of it but can do nothing about it.

What's the range of this power? Any vampire in the city is his to control if he chooses. Fortunately, in the confusion of eight million vampires arriving in Shanghai, Circa will find it tough to zero in on the characters consistently, since his focus is split between the demigods and other tasks.

This will become very apparent as each aspect of Circa possesses a different vampire to carry out its personal motivations of hunger, madness and change. He has the ultimate in split personalities, actually able to divide and take control of different vampires. And he loves it!

Once Bitten...

What happens once a person is bitten? They become a vampire; there is no known cure. Period. If the person isn't badly injured in the attack, it may take as much as three hours to turn (thus giving the demigods a chance to do something about it and adding to the pressure). If the person is on death's door, they will turn almost immediately. Those who haven't turned yet can still function as normal, though Circa can subtly influence their emotional state if he's nearby. Once turned, it's almost impossible to resist his command, his use of a vampire's senses, or physical possession of the vampire's body.

What happens if one of your players' characters is bitten? It's bound to happen with as many as eight million vampires running around, right?

He becomes a vampire, gaining all of the benefits and drawbacks of becoming a vampire - including the fact that Circa can manipulate and possess him. He'll feel the pull of Circa's power while he's 'turning' (becoming a full vampire). Once turned, only a point of Karma and a successful Guts check will keep Circa from controlling the character during a session (or two points of Karma if the check fails). Suffice to say, if the character gets possessed by Circa it'll be really bad for everyone!

If a character is bitten, there are Savage Tales to deal with the issue, assuming he wants to be cured before the end of the twelve hours (see page 106 for Dragon Of The Bund's cure and page 122 for the experimental technology cure).

Once a character turns, it's time to talk candidly to the player: this could be a good way to allow retirement for that character. His player gets a shiny new character and the old demigod becomes a villain available to you in a later story. There's nothing like having to kill someone who was once a brother in arms to heighten the drama of a scene!

Alternatively, your player might choose to keep his vampire character. Apart from the Circa possession thing (which won't be an issue if they succeed in the campaign), it's a pretty cool race to have. They're not inherently evil and assuming he wasn't a starving farmhand who became a starving, slaving beast of a vampire, there's not much of a down side apart from the need to drink fresh human blood.

Once the retrovirus is released into the world (one of the key goals of the campaign) and the vampires have all become sterile, non-replicating vampires, there will still be eight million vampires to contend with. 99% are bestial and 1% are just as smart as normal people but ultimately more dangerous. The retrovirus doesn't cure anyone who has already turned into a vampire, so that's not a cheap fix for a bitten character.

At the end of the twelve hours, the vampires will all be contained in Shanghai. Having ravaged the city they'll slowly disperse to other cities in search of other people to bite. Drastic measures will need to be taken to deal with the vampires, sterile or not. They're still mostly monsters that need to be put down. This won't be an easy task for anyone. It may come down to destroying their beloved Shanghai in order to save the world from hordes of vampires. But we'll get onto that when we talk about the campaign finale.

Vampire Edges

Stalker 0

Requirements: Novice

Type: Background, Racial

'Stalkers' - it's the codename given to the nanovirus project which creates these monsters from normal men, designed to hunt other men, to stalk them through the ashen streets of the world's cities. Stalker 0 is the first generation of vampire, the fresh-from-the-lab bioengineered race and their immediate progeny. This Racial Edge is also a Background Edge once the campaign is over, as long as the retrovirus makes vampires sterile. During the campaign, it's all too easy to get bitten and become this race!

Vampires never regain Pulse by resting. The only way a vampire can recover Pulse is through feeding. They naturally hemorrhage 1 Pulse every 6 hours, but this increases if exposed to direct sunlight to a rate of 1 Pulse per minute. Lesser exposure to UV light increases the rate to somewhere between the two.

Metabolize Pulse: Vampires can pay Pulse to increase their physical Attributes (Agility, Strength and Vigor). Each die type increase costs 1 Pulse and each Attribute can be increased up to three steps in this way and can take Attributes beyond d12 - each step past d12 adds a +1 modifier to the Attribute. The duration for each increased Ability is (3/1 per Round) irrespective of how many steps the Attribute was increased - if a vampire pumps his Strength for too long, he gets a mighty big thirst for blood! A vampire can augment more than one Attribute in the same Round as a single action.

Feed: The victim must be willing or incapacitated. A vampire shifts into his vampire form as an action (grows fangs, which contorts his face into a horrifying visage, giving the vampire -4 Charisma for that time) then drinks the blood of the target and metabolizes Pulse from it. Feeding inflicts Fatigue on the target at a rate of one per minute. This Fatigue can kill. For each Fatigue level inflicted, the vampire recovers 5 Pulse. If only one Fatigue level is inflicted in this way it recovers normally. If more than one Fatigue level is inflicted by vampire feeding in any given 24 hour period, each additional Fatigue level takes 24 hours to recover. And no, vampires cannot feed on other vampires.

Infection: Any victim of a vampire feeding might well find his own physiology undergoing some slight changes... victims make a Vigor check with a -2 penalty for each Fatigue level inflicted in a single feed. Failure means the victim will begin to transform into a vampire over

the next hour, taking a level of Fatigue every 20 minutes until Incapacitated (if he isn't already). After one hour the transformation is complete, at which point he gains this Edge in addition to any other race Edges he may have, plus the Hindrance 'Habit (Major) - Feeding'. If a natural 1 was rolled on the Vigor check to resist the transformation he also gains the Hindrance Bloodthirsty. The victim then makes a Spirit check at -10 to see what sort of vampire he becomes. On a failure he additionally gains the 'Feral Stalker 0' Hindrance - effectively becoming an NPC. On a success he gains the Hindrance 'Scavenger Stalker 0'. With a Raise he keeps his wits about him and needs no further modification. If he's a Wild Card with Karma left, he can use one Karma instead of making the roll to guarantee he becomes a master vampire.

Authority: Master vampires (those without either of the Hindrances below) can exert their will over feral and scavenger vampires. There is just something about a master vampire that makes all other vampires obey them. At a cost of 1 Pulse a master vampire can issue instructions to all feral and scavenger vampires within 24 inches. The instructions fade after the master vampire's Smarts die type in minutes, at which point the natural habits and behavior of the subservient vampires will kick in again (unless restated by the master at the cost of another point of Pulse).

Stalker 0: Mutation

Requirements: Novice, Stalker 0

Type: Racial

For reasons unknown, some vampires develop uncommon abilities. On taking this Edge pick a single Power from the following list as long as your character meets the standard rank requirements for it:

Armor, Beast Friend, Boost/Lower Trait, Burrow, Deflection, Detect/Conceal Arcana, Environmental Protection, Fly, Healing, Invisibility, Light, Obscure, Quickness, Shape Change, Smite, Speak Language, Speed and Teleport.

Your character may use this ability on himself only, activating it with a Vigor check as an action. This Edge may be taken more than once, but only once per rank. Each time choose a new Power.

Stalker 0: Improved

Requirements: Heroic, Stalker 0

Type: Racial

As Stalker 0, except Metabolize Pulse can increase physical Attributes 4 steps, the duration is (4/1 per Round) and when feeding the vampire recovers up to 10 Pulse for each Fatigue level inflicted.



Stalker 0: Mastery

Requirements: Demigod, Stalker 0: Improved

Type: Racial

As Stalker 0: Improved except Metabolize Pulse can increase physical Attributes 6 steps at a cost of 1 Pulse per 2 steps, the duration is (5/1 per Round) and when feeding the vampire recovers up to 15 Pulse for each Fatigue level inflicted.

Vampire Hindrances

Feral Stalker 0 (major)

Requirements: Stalker 0

Feral vampires are the most common type. Their Smarts changes to animal - add an (A) after their Smarts die type. On the plus side their Strength increases by one die type and their normal maximum Strength increases by one (to d12+1 under most circumstances).

About 90% of the eight million people infected with the nanovirus have become feral vampires. This means they will work on instinct alone to deal with their needs and wants. If they're hungry, they will hunt to feed. If they're scared, they will attack. If they're angry, they will attack. If they see humans and they're not hungry, they'll attack to infect. Feral vampires do a whole lot of attacking when it comes to humans. When it comes to other vampires, they will fight to keep their food unless, of course, a master vampire is involved. Then, they'll do what the master vampire wants them to do.

Feral vampires are the jocks of the vampire world. They're physical-based creatures who automatically

gain increased strength and speed but lose most of their intellect. While they're no longer smart, feral vampires still have an animal's cunning. They generally won't run into certain danger unless they're starving or are ordered to.

Scavenger Stalker 0 (minor)

Requirements: Stalker 0

Scavenger vampires are less common than feral vampires. On becoming one, a person's Smarts drops one die type to a minimum of d4. On the plus side, his Agility increases by one die type and his normal maximum Agility increases by one (to d12+1 under most circumstances).

About 9% of the eight million people infected with the nanovirus have become scavenger vampires. This means they will work on a scavenger's instinct and cunning rather than using full frontal attacks. When they're hungry, they will ambush their prey. When they're scared, they will flee. If they're cornered, they are extremely vicious. Scavenger vampires are all about sneaking around. They will avoid unrestrained attacks unless a master vampire is involved. Then, they'll do what the master vampire wants them to do.

Scavenger vampires are based around speed and stealth while losing some of their intellect - yet they do retain some intellect. They're no longer as smart as they once were but scavenger vampires retain an ability to weigh the odds of an action. They definitely won't run into danger unless they're starving or they're ordered to, and will try to find a way to improve their odds instead. This may involve working together with other scavenger vampires as a pack.



Apocalypse Of Vampires

Welcome to the main event. This is it, the big plot point campaign. The longest 12 hours of any demigod's life. It's epic, and it could end in a nuclear missile strike. What's not to love about that? (In a roleplaying game, that is - please don't launch nuclear missiles in real life.)

When it comes to running a game, we believe you take what you need from the information provided and you ditch the rest with no hard feelings. That said, we'd love it if you used everything we've provided for your campaign. But remember the golden rule - these are all suggestions for you to use. If a rule or a plot point scenario doesn't fit, modify it or toss it out. Have fun.

Overview

The main plotline has twelve plot point scenarios, each representing an hour in the countdown towards success or failure. While they flow from one to the next in terms of Shanghai time, this is a campaign for Demigod rank characters, so there's still plenty of opportunity to run *Savage Tales* in between - reality doesn't quite work the same way when you get near godhood!

T-12 Hours: This is the transition scenario from your old campaign into the *Shanghai Vampocalypse* demigod campaign. It's the whole shock-and-awe approach of having the characters meet the Celestial Court to be told they're good little demigods and can they help out with this one little troublesome nexus point? Oh, and if they don't succeed the mortal realms (and maybe the Maelstrom too) might be destroyed.

T-11 Hours: Getting the characters' feet wet. They're tossed into Shanghai 2048, allowed to look at the city they need to save, and then they get to fight their way to Doctor Wu, to prove to him they're the heroes he needs. It's also a chance to encounter two different kinds of vampires: feral and master vampires. Once they do that, Doctor Wu lets them know what he needs and where it is.

T-10 Hours: This plot point scenario takes the characters to three different places in Shanghai: two in Midtown, one in the Inner City. The demigods meet their first civilian asking for help. If they take her along, their life will be that much more difficult. If they don't, you should make sure she shows up again later. This scenario also gives the characters the opportunity to experience the chaos of the central hospital, illustrating the brutal nature of the fighting on the front lines.

T-9 Hours: Doctor Wu's daughter, Ling, is in trouble. This plot point scenario is all about escorting a non-combatant back to safety. However, they get to meet a master vampire who clearly has control over feral vampires, making them realize this is a much tougher situation than facing millions of mindless adversaries. Also, the demigods need to contend with a bunch of terrified college students - all of whom want to be saved along with Wu Ling. Finally, this is an introduction to the Transrapid Maglev trains, which are still working. It's a great way to get around the city for now but there are feral vampires to contend with. The more students the characters try to save, the more students become a potential snack for a vampire on the train.

T-8 Hours: Now the characters have proven themselves valuable, the Shanghai military would like their help. The Acquisitions Base is not responding. They get to go scouting to see what the trouble is. This is the first wholesale slaughter the demigods get to witness. Also, they get to watch an infected person transform into a feral vampire (after giving the needed information that the master vampires are planning something with the kidnapping of Sergeant Yuan, a missile silo launch coordinator).

T-7 Hours: Tracking down Sergeant Yuan isn't hard but what the characters find on the Training and Weapons Base should be disturbing. Master vampires are calling civilians to the base 'for protection' and are feeding from them and then turning them. The turned vampires are then being trained to act as loose combat units - feral vampires lead by a master vampire. The demigods hear about Circa's plan to darken the sun and get to figure out that Sergeant Yuan is, with some master vampires, at the nuclear missile silos.

T-6 Hours: This plot point scenario is extra super important. We're half way through and this is the pivotal moment. Mess this one up and it's the endgame. The demigods need to go and recapture the nuclear silos from the vampires without getting Sergeant Yuan killed. If the nukes get set off, the game is done and the vampires win. But, save the day and the characters get Sergeant Yuan and a master control laptop that allows remote access to the silos. Don't make a big deal of that just now, focusing instead on team stopping a nuclear launch and the collective sigh of relief the city breathes. The laptop will come in handy later.

T-5 Hours: By the time the characters get back to NanoCorp, it's time for them to help take out a couple of strategic targets, destroying bridges and Transrapid Maglev flyovers because the vampires are being brought

across the river by those means. Destroying the bridges and Maglev trains will slow down the influx of vampires into the Inner City. The Transrapid HQ is an additional target.

T-4 Hours: As soon as the hard targets are dealt with, Circa has laid a new trap for the demigods by taking out the communications center in Strategic Command. Knowing they'll be sent to deal with the situation, he coordinates a pack of skilled vampires there with military dependents as hostages. This is the point in the campaign that, if the team hasn't already learned it, humans will need to be sacrificed to save the mortal realms - the needs of the many outweigh the needs of the few. Also, they need to get the communications center back up and running. While doing that, they discover Circa's hidden plan: destroy the NanoCorp building using a missile tank.

T-3 Hours: To take the fight to the vampires, the demigods need to stop the missile tank any way they can. If the missiles get through, Doctor Wu and the campaign could be doomed. This is also the first mass battle the characters are likely to be involved in between the Chinese military and the vampire army.

T-2 Hours: After the team deals with the tank, they're recalled to NanoCorp to protect Doctor Wu during the vampires' final assault on the Inner City. This is harder than it sounds as Circa has decided to challenge the demigods directly, projecting himself through three adversaries: the Adversary of Change, the Adversary of Madness and the Adversary of Hunger. It's now getting personal between Circa and the characters.

T-1 Hours: Beaten but not out, the team hopefully defeats Circa's adversaries and has to rush back to the building and fight its way in to Doctor Wu. The final scenes will take the demigods up and onto the roof of the NanoCorp building, as Circa flies in to try and stop them. It's where the characters arrived at the start of the 12 hours and now, assuming they defeat Circa in person, they can fly away and watch eight million vampires swarming all over city. This is the one chance for the demigods to redirect nuclear missiles to where they can do most good - their beloved Shanghai! Oh, and of course they'll want to set off the retrovirus to sterilize the remaining vampires in the world, saving the mortal realms and the Maelstrom itself.

Savage Tales: There are three sets of six Savage Tales for you to choose from. None of these are required but they could make the team's life a lot easier. The *Deities of Shanghai* and the *Chimes of Discord* effectively take no time away from the main plot point timeline because of their nature.

In the six *Deities Of Shanghai* scenarios, the team can visit each local god to get something of value from the supernatural beings that dwell within the city. Stalking Tiger can strengthen the spirit. Temple Monkey can restore Pulse. Crane On Mountaintop can provide supernatural air transport (very useful in that climactic scene!). Rat At Wharf can provide waterborne assistance. Toad Under Bridge can restore Karma. Dragon Of The Bund can heal (including removing vampirism).

In the six *Chimes Of Discord* scenarios, the team learns about supernatural artifacts which have been scattered through time. They are of wood, metal, air, earth, fire and water (that is to say, they represent the six material elements of Suzerain cosmology). Each local god can send the team back to the appropriate time to find one of the Chimes before Circa does. If Circa collects the Chimes of Discord, he will use them against the characters later on.

In the six *Savage Shanghai* scenarios, the team has access to assorted 'bonus missions' around the city during the vampocalypse. These are short Savage Tales that link most directly to the main plot point timeline. Several can help the characters if the rest of the campaign goes against them; for instance, one makes sure there's a helicopter on the roof of the NanoCorp building if they mess up the Crane On Mountaintop scenario or use Crane's help too early. Since the plot point scenarios aren't likely to take exactly one hour of Shanghai time each, there will be room to squeeze some of these extras in between and still retain the main timeline.

And now, on with the main feature, starting at T-12....

12 Hours To Save Mankind

The characters are demigods, the players are expecting something... extra. And you're going to deliver. But those first moments of a campaign set the scene for everything that follows, so it's no good starting with a leisurely briefing and easing the team into the story. That's just not going to work. Instead, this first scenario should be the tail end of another scenario in another campaign. The characters need to have just faced down a great evil and are on their last reserves. Their bodies are beaten, their toys are broken and they're all in desperate need of patching up, a shower and a bed - not necessarily in that order. This is the kind of campaign that should challenge already taxed characters and pressure the players so they realize just how dangerous and important this whole thing is.

If the characters are built from scratch for *Shanghai Vampocalypse*, make this character beat-down part of their character's prelude. End each prelude in about the same way, a hard-won victory with resources spent but the character feeling good for what they just accomplished. Allow them to have their moment to shine before tossing them back into the fire. There's nothing like a good victory before being slapped in the face with another apocalypse.

What sorts of things would work well? It could be anything you like the sound of, but how's about starting the characters sweating in tropical heat on a cliff top with nowhere to go. The mechanical genius of the group is in the team's stricken helicopter, up to his elbows in grease and holding engine parts in his hand. The rest of the characters are crouched behind nearby rocks and in clumps of tall grass, firing assault rifles at the jungle tree line (18 inches away on your tabletop), trying to give the mechanic enough time to get the thing fixed.

The enemy are some kind of 1970s African rebel force, firing from the jungle with lots of AK47-wielding troops. And after a couple of Rounds they get their mortar set up and start raining shells down on the characters. And after another couple of Rounds they get their heavy machinegun in position and open fire at the helicopter, peppering it with holes (is that aviation fuel the mechanic can smell trickling from the punctured fuel tank?). After another couple of Rounds the enemy's armored car arrives and starts to roll into the open space between the jungle line and the helicopter, enemy troops running behind it, using it for cover. Another couple of Rounds later... you get the idea. Don't forget to start most people with some scrapes and bruises and at least one character with a nasty

How Hurt?

信仰永能活力笑友

To begin this campaign, make everyone draw for Initiative and show the following options to them, in order of Initiative. Don't let the group discuss it or even know what you're showing people until it's their turn. Cross chosen options off the list once they're picked, and apply those Wounds/Pulse uses to the character. For groups with less than six characters, take out the doubled up options first.

0 Wounds, -35 Pulse

1 Wound, -25 Pulse

1 Wound, -25 Pulse

2 Wounds, -15 Pulse

2 Wounds, -15 Pulse

3 Wounds (the nasty bullet wound), -5 Pulse

bullet wound. They have a couple points of Karma each, but they've all lost some Pulse when you say, "Action!".

Eventually, the characters get out of the scrape, making it to their nearest portal, leave the realm they were in and get to return to their pocket realm to congratulate themselves on a job well done. Time for that shower, a bit of medical aid, and... no wait, that's some other campaign not a demigod campaign, for some other characters not these mighty demigods. *These* characters arrive home to find a mysterious stranger waiting for them. Before they can say, "Wow, you're the oldest looking little-old-Chinese-man we've ever seen" or even, "How the heck did you get into our house?" he bows and they just know. When he bows it's like he handed the team his business card, on which is written: *Chang Den, Herald of the Celestial Court.*

His invitation to come to Court is a rare and precious thing. They don't know how they know this fact; they just know. And it's not really a request that can wait. It's very immediate and pressing.

So far, the guy hasn't said a word and the characters already know a lot of things. He's pretty impressive like that. Beaten and bleeding as they are, the thing they know

more than anything else is they should follow Chang Den as he shuffles past them, out the front door and into the Maelstrom, his fine silken robes billowing behind him as they get buffeted by the Pulse winds. There's also a strange sense of euphoria they feel - it takes a few moments to realize what it is... they're demigods now! (This assumes the campaign begins just as the characters hit Demigod rank from their previous adventure, which seems a good place for a Demigod campaign to begin).

Chang Den is a senior spirit at least as powerful as any of these demigod pups, who leads the way into the Pulse currents of the Maelstrom. Following him, they can see the Veil stretching off to infinity, the barrier between the mortal realms and the immortal. Here and there it's speckled with portals leading to different times and places. The characters notice that one particular portal is glowing brightly, like a star going nova in the night's sky. Then they're off, on the Maelstrom's Pulse currents.

They don't appear at the front gate of the Celestial Palace. Instead they appear in the middle of the main courtyard. It's a giant Chinese castle, like the Forbidden City, but every wall and pillar is painted in celestial images, with dark lacquered wood intricately carved in similar images. The sun shines down on the courtyard, making the weapons and armor of ten thousand warrior spirits glint impressively as they go through battle drills in perfect, silent unison, moving to the voice of a silent drillmaster. The characters stand in the middle of the courtyard surrounded by blocks of the warrior spirits as far as they can see. The only sound they hear is the warrior's cry in the middle of the drill as they swing their weapons with perfect synchronization. The contrast between silence and the warrior's cry is startling.

The smell of lotus blossoms is everywhere in this overwhelming display of regal power. The blossoms themselves never crush underfoot but spring back into perfect form and beauty. The characters should feel honored and humbled by this experience. As they turn their eyes from the display of might, they see that small serving children in silk have appeared beside them with bowls of peeled lychee fruit offered up. If any character takes a lychee, it is simply the best lychee he has ever tasted. Ripe and sweet with a hint of a floral flavor.

From behind the characters, Chang Den says, "*The gods would meet you in the peacock garden*" and no matter what the characters start to say, before they get through the first couple of words, they find themselves in a stunning water garden with peacocks strutting the narrow covered bridges and courtyard islands. They're sitting on the

semi-transparent leaves of giant water-lilies that seem to be having no problem holding up their weight, in the middle of a pond with giant carp swimming around them and under them. Sitting on other lilies are all the gods of China and the pond stretches off into the distance so the characters can hardly see anything else. A peacock calls from far off; as if to stress that the laws of reality have been jumbled up on a whim.

Directly in front of the characters sits Yu Huang, the Jade Emperor, who is charged with running the three celestial realms of China: heaven, hell and that of the living. He's a powerful, broad-shouldered man with glorious robes of yellow, green and red silk, a fine long moustache and a friendly smile on his face... all the time, no matter how bad the situation he's discussing. Makes it impossible to really judge what he's thinking, but it also rubs off. The characters will feel positive, no matter how bad things seem to be.

The Maelstrom Briefing

Yu Huang, Heavenly Grandfather, addresses the characters and tells them a terrible occurrence is happening in the mortal realms, shaking the very pillars of the Maelstrom. A new nexus has formed in the province of the Chinese gods, and the deities of all the immortal realms have petitioned that the Celestial Court deal with the situation. And so he turns to his most trusted (and newest) demigods in this hour. Why them? Ah, were they not all from the city of Shanghai through the ages? Did they not wonder the purpose for which they were all brought together on the wings of fate?

Of course, if the characters aren't ancient masters created especially for this campaign, Yu Huang could just point out that they're the newest set of demigods in the Maelstrom and thus deserving of a chance to prove they have a mighty destiny before them. In either case, they were also the guys who could be reached quickly - Chang Den spotted them as they came through the Veil from their last mission and it was relatively easy to usher them to the Celestial Court before they got settled into the comforts of home.

The new nexus is in the very heart of Shanghai, in the year 2048. It was not there, and now it is. Such changes in the path of mortal time bode poorly, and frighten the lesser gods with whispered rumor of the End Times. The lesser gods must have their fears eased and so Yu Huang, The August Personage Of Jade (and yes,

he does have a very impressive list of titles to choose from), is sending the characters through the new portal to the nexus, to stop the tide of evil and guarantee the nexus does not change the course of mankind's future history, which the celestial scribes have calculated will happen in twelve hours of mortal time, making a permanent and major change to – everything!

And the thing with the celestial scribes is this: their prognostications are never wrong. Ever. There are twelve hours of Shanghai time to stop the nexus from becoming permanent and changing the universe forever. Another thing - some supernatural force has affected reality already, around the nexus point. Somehow, those hours are ticking down in both the mortal and immortal realms equally. The celestial scribes have said so. And when he mentions this bit, it's the first time the characters get a hint that even the Pure August Jade Emperor is a tiny bit nervous.

However, there is good news. Someone in the city has been countering the effect of the evil-doer, whoever he is. Six temples in the city, inhabited by powerful spirits known as the local gods of Shanghai, seem to be fighting the pull of time. The characters might want to seek out these local gods in their temples at some point to try and recruit their help.

The twelve hour assessment by the celestial scribes was made a little while ago. It's now less than that, so there's not a moment to lose.

These are auspicious hours for the characters, Yu Huang says, and suddenly the team's floating next to the Veil, its milky barrier stretching off to infinity in all directions, the Jade Emperor's voice still ringing in their ears. The portal is open in front of them, the light of the nexus shining brightly through, bright enough to make it impossible to focus beyond and get a clear view of what's out there.

Chang Den is there too, and silently hands them an ornate scroll with the seal of the Court drawn in Jade ink on it before bowing deeply and disappearing. The characters know what it says even before they open the scroll (it's the timeline of the years 2016 to 2048 from page 35, and that's all the celestial scribes know about this new nexus point where history may rewrite itself). Then it's time to head through.

Gods rarely hurry things since they have all the time in the universe, so it's safe to assume that they're really worried. Perhaps 'all the time in the universe' really is just twelve hours.

T-11

11 Hours To Save Mankind

The characters step out of the portal which is masquerading as a service door to a cooling tower on the roof of the NanoCorp building, on the edge of an elevated helipad. The roof of this building seems to be the roof of the world. It's on the top of one of the tallest skyscrapers in Shanghai.

It's afternoon, but the sun is blotted out by low cloud cover, roiling and bubbling like some witch's brew. It's low enough and thick enough that the characters feel they can just reach up and touch it from their rooftop perch. There's little enough light getting through that it feels like dusk. The ash in the clouds seems to be agitating a permanent lightning storm up there. There's thunder under every few seconds, a blustery breeze on the rooftop making the communication arrays howl in an unearthly manner, and there's no sound of a city (no traffic noise, etc). By listening carefully, the characters can make out distant sounds of automatic gunfire and heavy artillery / tanks firing.

Getting To Doctor Wu

When the characters stop goggling at the city they find the corpse of a hacker, charred by electrical burns, within a half open service hatch. Someone was trying to take advantage of the chaos and the curfew to get into NanoCorp while most of the guards weren't around. The hacker wasn't stealthy enough and the building AI taught them a nasty, permanent lesson. But hey, the characters get a free hacking kit, access through a service hatch into the aircon system, and a forewarning on the dangers of hacking - this building has options for lethal response.

The characters get a few seconds to orientate themselves. The roof is the usual mix of aircon ducting, cooling towers for the skyscraper's nuclear power plant, and the helipad (no helicopter). Service gangways with narrow railings thread between these elements and there are several metal service doors leading in. The characters can enter the aircon service ducts through the hatch the hacker opened, but there are service doors between the ducts and the main part of the building. Unfortunately, the access panels to each of these are all flashing red, showing that a lockdown status has been initiated in the whole building.

The characters should have a number of tasks to get through to get to Doctor Wu. This should include getting past the service doors into the main body of the building

A Fortunate Discovery

This hack pack has its own internal Pulse reserve (5 Pulse) and is full when found; it's a real boon for ancient masters who fancy a bit of hacking. It recharges after 24 hours naturally but can be force charged for 6 Pulse. The pack weighs 2 pounds.

(hacking), finding out where Doctor Wu is (computer use), and getting to him from the upper area of the building into the basement (stealth, and probably combat). The executive elevators are shut down at this stage so they'll need to use the stairs for the top few levels at least, and for the basement.

The security of this building has three types: AI, Spirit and Human:

The AI security is coordinated by a protective AI named Sumiko who controls alarms, keypads, security drones, and sentry guns (though she'll save the sentry guns for larger scale infractions than these characters). The toughest security is on the underground lab levels. While most of the building looks like regular offices, the security is integrated into the nice 'wood veneer and etched metal' design the company has chosen, with turrets popping down from the ceiling at strategic corridor junctions, security drones patrolling the executive levels at the top of the building, and so on.

Sumiko also coordinates two squads of spirit guards who look rather like SWAT team members but living in the spirit world, with the ability to manifest into the solid world if there's a physical threat to deal with. They'll use this ability to a) remove any threat in the spirit world and then b) to manifest surrounding the characters, behind cover and getting the best potential for crossfire.

The human security guards have mostly gone home during the current curfew and lockdown, but there are a few people in and around the labs. If the characters can get Sumiko to let them in, or can break in and convince the guards they're not crazy, then they'll step back and listen before shooting.

Doctor Wu's Proof

Before Doctor Wu will trust the newcomers (who've shown some remarkable powers as seen on the building surveillance cameras and could thus be vampires) he sets them a task. This task is to bring back two vampires, alive and intact, for further study as part of his work. The characters need to bring back one adult female and one adult male vampire. How they do it is up to them. If they really are here to protect Doctor Wu and to help save humanity, they need to prove they're up to the job.

To do this, Doctor Wu sends along Lt. Tao Jin, a young and eager military liaison officer who can get the demigods to an infected area without getting them arrested for breaking curfew. He's been annoying the Doctor all night with his pacing back and forth and asking questions about what the scientists are doing - this is a great chance to get him out of the labs for a while.

Lt. Tao will drive the team in a jeep through the military cordon in Midtown, and then to a part of the Outer City that's reasonably far away from the sounds of gunfire. The vampire horde hasn't made it here yet, but according to a patrol of troops they pass, things aren't going well on the front line (at least, according to the radio chatter). Vampires are expected in this sector any moment. The patrol moves on and when they're out of sight, Lt. Tao drives slowly along the road. There's screaming from a nearby apartment block - a chance for the characters.

Lt. Tao will stay with the vehicle and give the demigods ten minutes to capture the live specimens. If they don't return within the specified time, he will leave and return to Doctor Wu, reporting a failure. He won't give them any more time. By the end of the ten minutes, the sound of gunfire and explosions will be noticeably closer than before and Lt. Tao will be itching to leave.

In a ground floor apartment there are three vampires: one adult man, one adult woman and one teenage boy. The boy is a master vampire (Standard Master Vampire stats from page 143). He controls the two adult feral vampires (Standard Feral Vampire stats from page 143). Right now, they're all pretty much sated on the blood of the tenants, but they won't say no to an easy meal - which is what they think the characters are. The boy, Shing, will try to lure the characters into an ambush, pretending to be the scared son of the dead tenants. Once the characters come in to look around, the adult vampires will jump out from the bedroom to attack. If the team defeats the

vampires immediately, Shing will say that he was their prisoner. If the characters look like they're struggling after a couple of Rounds, Shing will join in and try to take out the strongest one.

If the demigods manage to return to the jeep with two captive vampires, those vampires will be stuffed in the back of the vehicle and the whole group returns to the NanoCorp building.

The feral vampires will need to be fully contained with their mouths and hands bound or, better yet, unconscious. If the group takes Shing back as a test subject, it's both good and bad. Circa can take control of any vampire, but only master vampires give him crystal clear senses of what they're seeing and hearing - he'll have eyes and ears inside the lab and will try to subvert the group that way while learning all about them and their plans. On the plus side, Doctor Wu will be delighted and immediately accept the group as valuable assistants.

Doctor Wu's Need

There's a brief chance for proper introductions and explanations of what's going on (from both Doctor Wu and the characters). If the demigods tell Doctor Wu the truth, he'll believe them. Really, there's no other choice. If they lie, he'll accept the lie as long as it isn't too outrageous or complex. Doctor Wu will introduce his able assistant, Doctor Noh Chu - if you're feeling generous and the Doctor gets killed, she might be able to finish his work, giving the team a second chance. That's your call.

Doctor Wu understands he needs to be protected but he also needs access to the laboratory where he can continue to perfect the retrovirus. He and his staff can't leave the basement of the NanoCorp building for the next 12 hours (well, 11 hours by this stage), but fortunately it's in the most protected zone in the city. The benefit of this high tech hideaway is that characters have access to all the best nanotech augmentations... if the players want to spend their character Advances on B.E upgrades, the labs will happily oblige, and each procedure will only take a few minutes to initiate (the labs are really good for nanotech work!).



There's an opportunity for Lt. Tao to give the characters some basic equipment - a PCD so they can call the lab and the lab can call them, some light weapons and armor from the NanoCorp security room, that sort of thing.

The end of this plot point scenario is your chance to creep the players out by having Circa possess the body of young Shing, the master vampire (if he was returned to the labs - otherwise go with one of the other two). Have the vampire start to froth at the mouth, babble and rant, saying, "I can seeeeeee you" while rolling his eyes back in his head with a crazed mask of shadow appearing over his face... this is Circa in his madness aspect. He repeats the question, "Who are you? Who are you? Who are you? Who are you?" really quickly over and over, then with superhuman strength breaks out of whatever restraints / cell he's been put in. He'll fight like a Wild Card Elite Feral Vampire (see page 143) using whatever weapon-like objects are around, and when he's subdued / killed, his last words will be, "I'll see you again soooooon", rolling his eyes back in his head one last time as Circa vacates the body of the vampire.



Sumiko

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d10+2, Persuasion d6, Shooting d8, Stealth d8

Pace 6 Parry 5 Toughness 6 Pulse 20

Gear: The NanoCorp Building

Edges: Alertness

Special Abilities

- *AI:* No physical form, but with the whole of the NanoCorp building and its systems at her disposal she can be very dangerous. Her core processes are almost impossible to hack (-8 to hacking attempts).

Spider Drones

These small drones are equal parts security and maintenance, being small enough to get into just about every nook and cranny of the building and equipped with a broad selection of tools and sensors. A few trundle around the aircon ducting the characters may initially use to get into the building, but there are others inside the offices too.

Attributes: Agility d6, Smarts d6(M), Spirit d6, Strength d6, Vigor d6

Skills: Climbing d10, Fighting d4, Notice d6, Repair d6, Shooting d6

Pace 6 Parry 4 Toughness 5(2) Pulse 5

Special Abilities

- *Size -2:* -2 Toughness and regular-sized creatures get -2 to hit them.
- *Armored:* +2 Armor
- *Electric Blast:* (**Ranges:** 5/10/20, **Damage:** 2d6+2)
- *Nanite Gripswarm:* Can climb at its normal Pace and doesn't require a check
- *Sensor Suite:* Ignores all penalties for darkness and concealment from ambient conditions
- *Construct:* +2 to recover from being Shaken. Don't suffer additional damage from called shots. Immune to poison and disease.
- *Fearless:* Immune to Fear and Intimidation.

Average Security Spirit

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Intimidate d6, Notice d6, Persuasion d4, Shooting d8, Throwing d6

Pace 6 Parry 7(1) Toughness 9(4) Pulse 10

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Light Grade Armor (+4 armor, protects torso, arms and legs)

Special Abilities

- *Spirit:* Can manifest for up to an hour anywhere within NanoCorp at a cost of 1 Pulse. Manifesting elsewhere cost 5 Pulse per hour.

Average Security Guard

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Intimidate d6, Notice d6, Persuasion d4, Shooting d6, Throwing d6

Pace 6 Parry 6(1) Toughness 9(4) Pulse 10

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Light Grade Armor (+4 armor, protects torso, arms and legs)



Doctor Wu

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d6

Skills: Driving d4, Investigation d10, Knowledge (Bio-Recombination) d12+2, Knowledge (Nanotechnology) d12+2, Persuasion d6, Repair d8, Shooting d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 15

Gear: PCD

Edges: Scholar (Bio-Recombination, Nanotechnology)



Doctor Noh Chu

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Investigation d10, Knowledge (Nano-Engineering) d10+2, Knowledge (Medicine) d8+2, Persuasion d6, Repair d10, Shooting d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 15

Gear: PCD

Edges: Scholar (Nano-Engineering, Medicine)

Scientist

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Investigation d8, Knowledge (Specialization 1) d10+2, Knowledge (Specialization 2) d10+2, Repair d6, Shooting d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: PCD

Edges: Scholar (Specialization 1, Specialization 2)



Lt. Tao

Use Advanced Officer stats (see page 39) but he's a Wild Card.

T-10

10 Hours To Save Mankind

Now would be a good chance for the characters to go out and find one of the local gods the Jade Emperor mentioned. If any character has a Patron God Edge for one of the gods, he'll get a strong sense that his deity wishes to talk with him. Otherwise, the team will get a sense that one temple or another (depending on which Savage Tale you want to run) is calling to them from the spirit world and together with the PCD's sat nav they'll be able to drive Lt. Tao's jeep to wherever they need to be in a short amount of time. Apart from military roadblocks, which Lt. Tao will get them access to pass through, the roads will be clear.

From here on out, Lt. Tao himself will largely stay in the labs, using his military radio to keep in touch with his superior officers. They want regular updates on Doctor Wu's work, and Tao wants to keep abreast of how things are going on the front line (not well, for the most part).

Just as the team's heading back to the lab from their outing, have Noh Chu call the demigods on their PCD and say, *"The Doctor needs your help"*. And he does. In fact, there are three things he needs for his research. The first is to turn on his private computer in his office at home and upload data from there to the NanoCorp lab. The second is to retrieve an airborne dispersal system from Shanghai Central Hospital. The third is to retrieve a set of nanotech security protocols from the Shanghai Sen Corporation. Each one of these things is vital to Doctor Wu's research, and naturally he needs the stuff asap.

Doctor Wu's Home

Doctor Wu lives in a nice hilltop suburban area of Midtown that's outside the main protective military cordon. As Lt. Tao monitors the intensifying military situation on his army radio, it's clear that nobody else is going to do the fetching and carrying for NanoCorp. Tao isn't even willing to ask his superiors to send troops because he knows the answer he'd get - so it's up to the characters.

Getting to the home shouldn't be that big of a deal if the demigods are careful. The doctor will upload directions to the group's PCD and a keycode to get into the home. Once inside, finding the office isn't difficult. This part of the mission is to present the characters with three problems.

Air Delivery

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It should occur to the characters, if not immediately then soon after, that aerial dispersal for the retrovirus will require a flying machine of some description. They need to be on the lookout for one as the campaign progresses. We present two ways of getting one through Savage Tales - either via Crane On Mountaintop or by requisitioning a local helicopter. If they get both, then there's a spare vehicle - just in case.

First, the wireless internet is only working intermittently here. They will get to the computer and try to send the files to the doctor and it won't work. Instead they'll have to pack up the external hard drive and make sure to get it back to the lab in working order. Doctor Wu wants those files badly, so they'll be under pressure to move fast for the rest of the scenario.

Second, Doctor Wu's uninfected housekeeper, Wong Nuwa, will be at his apartment. She's terrified and wants the characters to escort her to where the doctor is. Obviously, Nuwa isn't a combatant at all. Doctor Wu will give permission to bring her. Lt. Tao will object. The demigods will have to decide what to do about Nuwa because they still have other places to go to and the old housekeeper will slow them down and endanger the mission. This is the first question of sacrifice. If needed, give Nuwa d4 in Traits she needs, but she only has a Pace of 4.

Third, once the group leaves Doctor Wu's home, they'll be confronted by a single person standing in the middle of the street. When the stranger sees them, he won't be feral. He will be... strange. This is a feral vampire being possessed by Circa who will say, *"Yes yes, I see you. Even in the spirit world you stink of your overlords. I know you're here. But you can't stop me!"* Each sentence is in a totally different voice, and the dark mask over the vampire's face is constantly shifting. This is Circa in his change aspect. He'll then run into a dark alleyway just ahead of the characters and if they follow, they'll find him waiting with a group of feral vampires. Use the stats for Standard Feral Vampires apart from the one Circa is possessing, which is an Elite Feral Vampire (see page 143 for stats).

If the characters let him go or once they defeat the vampires, Circa's mask will fade from the feral vampire and that's the end of all the excitement at Doctor Wu's home.

Shanghai Central Hospital

The city's main hospital is in Midtown, on the demigods' route back to NanoCorp. It's currently a little way back from the front lines (on the side without the vampires). Still, this location will be difficult to get to because some Military Police have set up a barrier around the hospital, hoping they'll be able to keep it open and protected. The nearby area is chaos, with military vehicles bringing wounded soldiers every minute. Conspicuously, not many civilians are being brought through... For the army, they just aren't a priority at this time.

This particular plot point scenario is not about combat but about guile, subterfuge and good old fashioned persuasion. The people protecting the hospital are not the enemy (yet). They're protecting the people who can patch them up. Once past the military cordon, the characters have two problems.

First is the problem of finding and retrieving the NanoAir device. It's designed to spread nanites across a wide area if used from altitude, and Shanghai Medical Innovations have plans to use it to do mass-inoculations against diseases. Perfect for the retrovirus Doctor Wu is engineering, in fact! The device is in a secure area of the hospital and will need both security hacking and computer use to get to it, unless the team can find and convince a high ranking member of the hospital staff to hand it over.

The trouble is that the military have taken over the hospital, but haven't put anybody on site who's high ranking enough to give the PCs access to any of the hospital officials who are high ranking enough to release the device. You can see how that might go round in circles for a few hours, though most of the military staff don't have time for any of that kind of nonsense at this time since they're so overworked trying to keep their troops getting healed.

Then there's the second problem. Someone lets slip that there's one senior member of the military in the hospital, General Po-Sin Wei. Finally, someone the characters can talk to! He was injured while touring the front lines and is being treated in a private room on the 14th floor. Unfortunately, what the records don't show is that the General is the first of the top brass to be caught by the shifting battle lines and bitten. While in his private room he turned into a vampire, drained two members of the medical staff, regained his strength, and is now looking

Circa 2048

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The demigod spirit called Circa has three forms that possess vampires and roam the city independently of each other (the ultimate in split personalities, if you will). Each one is like a semi-transparent mask of dark fog overlaying the face of the vampire he's possessing so the characters can see the vampire within but Circa's face floats an inch or two above it. From now until they meet Circa in person (see the T-1 scenario below, or it might be at The Stadium on page 119 before then), the team can't hurt their adversary - only the vampire he's controlling.

The Circa Of Change is a constantly morphing mask of different facial parts, and the vampires he controls never stand still.

The Circa Of Madness always has an insane look on his mask, and the vampires he controls move and act in a quirky, unnatural, unpredictable way.

The Circa Of Hunger is the most bestial and violent, with a mask showing long, fine vampire fangs through a permanent snarl. All he cares about is attacking the nearest character and trying to bite them.

Any vampire being controlled by Circa immediately becomes an 'elite' Wild Card version of the standard stats but retains any special abilities the vampire had before (General Po-Sin Wei's skill in Knowledge: Battle for instance).

We've suggested a couple of places at the start of the campaign where you can have Circa introduce himself in various guises. Have him make a guest appearance at regular intervals throughout the campaign, appearing more frequently towards the end as he realizes the characters may be able to thwart him.

for a way out. If the characters go see him, they're in for a nasty shock. This is also a chance to have another version of Circa appear before them, if you want another encounter with him at this stage. A voracious Hunger aspect would seem appropriate. Big fangs. Big, big fangs.

If they kill the General they'll be considered murderers, at least initially. It'll take a nervous moment or two to convince everyone that he was a vampire. Either way, they still need to negotiate access to the NanoAir device and get the heck out of there fast - time's ticking. One thing's for certain: no matter how hurt the characters are, this is the closest they're getting to comfortable beds in a hospital. Every bed is occupied by a bloodied and terrified person, and every member of staff is already overworked. There'll be no healing for any of them while they're here. Cruel perhaps, but that's the way these 12 hours will be. Sometimes life is hard even if you're a demigod. And soon the hospital will be overrun by vampires. If they want to come back for healing, it'll have to be once the facility isn't being used by the military... after the vampires overrun it! We've got a Savage Tale especially for that moment (see page 126).

The General uses the Advanced Master Vampire stats on page 144 with the skill Knowledge: Battle d10. If Circa possesses him at some point in the fight, then he immediately becomes an Elite Master Vampire instead.

Shanghai Sen

The Shanghai Sen headquarters is in the Inner City, just across the road from NanoCorp, so the demigods will probably want to leave this task for last. While it's in the Inner City, the Shanghai Sen building is on lockdown, just like NanoCorp. No one in or out. This means strangers will be shot on sight. This part of the adventure involves combat, corporate espionage and innocent bystanders.

Task 1: Get into the building. Getting into the building is going to be a trick unto itself. It will require a serious amount of hacking or some clever breaking and entering. The most protected part of the building is its base but its Achilles Heel is its roof. The characters have experience of this type of security already (the building is very similar to NanoCorp), with the difference that Shanghai Sen's AI only controls the high security labs in the basement - the main body of the building is run by regular security guards.

Task 2: Find out where the security protocols are stored. There are several ways the team can do this: computer use, hacking, or kidnapping one of the people (a guard or one of the remaining scientists) in the building and making them do it. These new protocols require specific hardware to carry the protocol codes. Not only will the team need the codes, they'll also need the little blue box that goes along with them - and those are stored in a computer vault near the top of the building.

For Shanghai Sen security personal use the Average Security Guard stats from NanoCorp on page 58 above. Hacking difficulties depend heavily on what is being hacked. Exterior security is tighter than interior security - hacking a door to the outside world would be at -2 while doors inside the building would have no penalty. Entrances to a restricted area would likewise give a -2 penalty. Attempting to hack security features such as drones and cameras would warrant a -4 penalty.

While similar to the NanoCorp building, various security obstacles can exist and they can be as difficult or simple as you want to make them. Corporations employ many security measures up to and including lethal response. Options include:

- Sliding walls / security bulkheads that need to be hacked while drones (take your pick from anywhere in the book or make your own up!) appear, reinforced by human security guards.
- Pop up gun turrets sporting anything from the equipment list.
- Nerve agents or paralysis gas.
- A nanite spray that broadcasts the characters' location together with an 'active terrorist' designation to all security and military services you want to include.

Basically, adjust the challenge to something your group will have fun with, whether that's combat, stealth, cerebral or some mixture. However, remember this is only one part of a scenario and time is passing for the characters. If it takes half an hour of in-game time to get through the building, that's a lot! Also, be aware the characters may be back later, trying to break into the high security basement (see page 122 where you'll find the NanoDestroyer scenario), so it's best not to throw all your best ideas at the team just yet.

Task 3: Retrieve the protocols. This is the part that will require combat for sure. Remember: shoot on sight, and every security member and drone has a HUD implant that can identify Shanghai Sen personnel. In the retrieval of the blue box and code, the demigods will have to fight off security people and drones just doing their jobs. They'll also discover that, really, things would go better if they take one of the security protocol scientists with them to work with Doctor Wu. These are Sing Yu and Fang Ho, who use the Scientist stats on page 58.



Task 4: Get out alive. Getting out alive could be really easy or really hard. The easy way is to convince one of the security protocol scientists this is the best thing they can do, not only to save their own life but to save the world and be a hero. Have one of them ask in a scared voice, “Why are you doing this?” as a way of prompting the characters to make some kind of explanation of their actions.

If they do, the scientists can get them a straight shot to the roof or out the front door. If not, the demigods will have to fight their way out of the building with an uncooperative hostage or two and then across the street to the NanoCorp building.

Medical Technician

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Drive d6, Guts d6, Heal d6, Investigation d6, Notice d6, Repair d8, Swimming d6, Taunt d6

Pace 6 Parry 6(1) Toughness 5 Pulse 10

Military Police

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidate d6, Notice d6, Persuasion d6, Shooting d6

Pace 6 Parry 6(1) Toughness 9(4) Pulse 10

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry), Light Grade Armor (+4 armor, protects torso, arms and legs), Pellet Gun (Jelly Shot **Ranges:** 6/12/24, Vigor check required - see page 25, or IR Shot **Ranges:** 12/24/48, **Damage:** 2d6+1, Non Lethal)

9 Hours To Save Mankind

As soon as the demigods make it back to the NanoCorp building with Doctor Wu's home data, the NanoAir device and the Shanghai Sen security protocol (and possibly with Doctor Wu's maid and Shanghai Sen's Security Protocol scientists), Doctor Wu is frantic about the fact that his college age daughter, Ling, is trapped in her dorm room in Shanghai University. Lt. Tao has just heard that the military cordon has fallen back and the university is now outside the cordon. Doctor Wu needs the demigods to rescue her.

Ling lives in the dorms at Shanghai University. Quick thinking, independently minded, and good at her studies, she's a smart cookie. She's also really attractive, and quite the catch for Ken, her dotting boyfriend. We'll meet him in a moment. She can be studying whatever subjects you want - if one of your players is a student, have her studying the same major perhaps... it builds empathy for her plight.

If the characters, Lt. Tao or Noh Chu object to this outing as a dangerous waste of resources, Doctor Wu will refuse to work on the retrovirus. She's the main reason he's doing all this, saving the world to give her a safe place to live her life. Once the team promises to save Wu Ling and return her unharmed (and unbitten) to Doctor Wu, he will upload an image of Ling to their PCD and then get back to work on the retrovirus, using the files and hardware brought back to the lab.

Fight To Find Wu Ling

The Shanghai University dorms are in a part of Midtown where, in this fourth hour of the campaign, the Outer City vampire hordes are growing and starting to congregate under the intelligent vampires when they aren't ferreting out humans as snacky-treats. Several master vampires have set up shop in the dorm region of the university and this makes the area particular difficult to infiltrate without a lot of vampires seeing and attacking the characters.

To get into the dorms, the group needs to cross a hastily set up barricade that was supposed to keep the vampires out but, in fact, all it did was make it more difficult for the students to escape. Now, at least one quarter of the students of Shanghai University are vampires and hungry. The vampires have broken off into packs and are methodically going through the dorm buildings, dragging students out and feasting on them. The demigods will see this time and again while hearing the screams of terror and pain from those students who are being killed as food. Use feral vampires in packs

and scavenger vampires running around solo (use the Advanced version from page 143) but hold back on the master vampires unless the characters actively go seeking them out... in which case, remind them that the clock's ticking (but it's their choice of course).

Once they locate the particular dorm building that Ling's in (perhaps by typing a search request into one of the student directory consoles at the entrance to each block), the characters will need to get in, get to the 14th floor, convince Ling her father sent them and then get back out again. Easier said than done. The dorm building, Mao Hall, is filled with terrified students ready to protect themselves any way they know how, and some of these kids are really creative: flying drones, old fashioned traps and a few have illegal pistols. These kids are innocents and all strangers are enemies. Especially strangers that display any sort of obvious supernatural power.

The easier way is to slip into the dorms unseen and out again without anyone noticing. They'll face low tech traps that might include trip wires (characters unaware of them must make an Agility check, at -2 if they were running, or fall prone), precariously placed heavy objects (a Notice check in a telltale hall, passage or doorway might alert the character to the danger, falling objects generally won't do more than d8 Damage but have 'the drop' on unaware characters). Particularly short sighted students, or just that one oddball with an alarming fascination, may have set a liquid fuel trap designed to start up a fire or improvised flamethrower (1d8 Damage, Agility check to avoid. On a fumble the character catches on fire).

For The Love Of Wu Ling

As soon as the group makes it inside, a small horde of vampires are going to block all exits. These feral vampires are led by Maan Ken.

Ken is besotted by Ling, bless him. It's puppy love. That would be sweet, but by the time the characters meet him he's been turned into a master vampire (use the Standard Master Vampire stats on page 143). Ken is square-jawed, rugged, and the perfect boyfriend for any Shanghai college girl (as long as she doesn't mind necking). Ling isn't impressed by his new allegiance to the vampire cause.

Ken has decided that she's going to be his vampire consort, but rather than going in and slaughtering everyone in the building to get her - and risking the life of his beloved in the process - he has gathered his army and demanded that those in the building send out Wu Ling, unharmed, and this dorm building will be spared. Give up the girl and live another day (as potential food).

There's going to be a faction that wants to throw Ling to the wolves-er-vampires and of course there's a faction that isn't willing to sacrifice her to the vampires. This is the part where the characters need diplomacy to convince the dorm inhabitants that handing over Doctor Wu's daughter is the worst thing possible. If diplomacy doesn't work, then a little show of strength will probably do the trick. But either way, someone in the dorm room is going to demand the demigods deal with the vampires or everyone in the dorm building is dead. There are 4 vampires per demigod out there... 1 per character uses the Advanced Feral Vampire stats on page 143, the rest use Standard Feral Vampire stats.

If the characters dither, have someone from the dorm muscle Ling out the front door into the waiting arms of Ken or have Ken get too impatient and mount a full frontal attack. If Ling is tossed to vampire Ken, he'll take her and order a full frontal attack on the dorm building while he runs off with his prize girl. No matter what happens, the characters are going to be facing down more than a dozen feral vampires with a pack of student meaty-treats on hand and it's going to be a fight. If Ken gets away with Ling, there's a Savage Tale for that (see The Stadium on page 119).

Getting Wu Ling To Safety

Once Ken and his pack of feral vampires are dealt with, it's time to get back to Daddy Wu (hopefully with his little girl, safe and sound). There's a lot of activity around the university, prompted by the events above, and it's not going to be easy to get back to safe territory. If they have a vehicle, now's the time to have a pack of vampires find it, with Circa controlling one of them, and tear it to pieces.

While the demigods mull the options, Ling speaks up and mentions that she always takes the Transrapid Maglev into the Inner City. This is the fastest transportation with the only hiccup being that the line ends at the edge of the Inner City. After that, they'll have to hoof it.

The whole point of this part of the campaign is to show the characters that not only is Transrapid still viable but that some vampires have figured this out. Yes, it's time for the train chase and combat. (Assuming, of course, the characters go for the Transrapid option). The moral conflict comes from the fact that some of the dorm students ask to be rescued too. They're all scared and not willing to stay in the unsecured dorm building any longer. Obviously, if the characters take others it'll be that much harder to get back to the Inner City. If they don't take anyone except for Ling make sure that, in a future feral



vampire fight, they meet some of the students they turned away - ratchet the angst up to 11.

Getting from the dorms to the Transrapid station is an exercise in stealth and patience. There are *lots* of feral vampires roaming around but they can be avoided. Once at the station, the place is eerie in its abandoned state. Every automated announcement over the PA system is jarring. It takes about five minutes of interminable waiting before an empty Maglev train arrives and the group can get on.

At the second of six stops before the Inner City (just long enough for people to start to relax - if you have some elevator music on your MP3 player you might consider playing it for everyone and let a couple of minutes pass in real time with nothing happening), a pack of feral vampires (about the size of the pack Ken led) gets on the Maglev train. At this point there's only one thing to do: fight or die. The vampires will run through the train cars to get to the car the characters are in and immediately attack with brutal ferocity. It's another good Circa moment, if you want it. By now you've probably figured out where and when you want Circa possessing vampires, so from here on out we'll stop flagging the opportunities and let you use Circa as it suits you.

The characters could consider getting out at any of the other stations, but the vampires will follow. At one point, the train speeds overhead of the military front line and

anyone looking out will see the impossible task that faces them. Even with tanks, artillery and air support the sheer mass of vampires that's throwing itself at the lines, wave after wave, makes it clear it's only a matter of time until the army has nowhere to fall back to.

Once the Transrapid train makes it to the Inner City stop, it's a straight shot back to the NanoCorp building. The group can hoof it or borrow a shuttle. If there are students other than Ling with the characters, Lt. Tao will grumble about taxed resources but allow the kids to stay.

Wu Ling

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Driving d4, Investigation d6, Knowledge (Subject 1) d8, Knowledge (Subject 2) d8, Persuasion d6+2, Repair d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10 Charisma +2

Edges: Attractive

Students

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Investigation d6, Knowledge (Subject 1) d8, Knowledge (Subject 2) d8, Persuasion d4, Repair d4, Streetwise d4, Swimming d4

Pace 6 Parry 4 Toughness 5 Pulse 10

Gear: Scavenged club (**Damage:** Str+d6, improvised weapon -1 Fighting), PCD, some may have a small pistol (**Ranges:** 12/24/48, **Damage:** 2d6+2, AP 2, Semi-Auto)



T-8

8 Hours To Save Mankind

After returning with Wu Ling, the demigods have a tiny bit of time to witness the tearful father-daughter reunion and maybe heal a few wounds or accomplish other brief agendas. If they're hurting, you might decide that Shanghai Central Hospital has already been overrun and play the healing Savage Tale (see page 126). Alternatively, this might be a chance to go out and meet up with a local god. Perhaps there's time for both, if you choose to have the hospital near one of the temples.

Eventually Lt. Tao tracks them down and says his superior officer, Captain Lam, has requested a meeting with the demigods as soon as possible.

The demigods are taken outside the NanoCorp building where a mobile command vehicle pulls up. The back doors open and they catch the tail end of a video conference between the Captain and Strategic Command. A General is saying, *"Whoever they are, they've proven themselves. If they're willing, they've got the job. Keep us apprised."*

Captain Lam signs off and turns to greet the demigods. Once the introductions are made, it's straight to business. Lam tells the demigods he's happy to have any troubleshooters NanoCorp is willing to spare (he's convinced they're NanoCorp special agents, no matter what they say). And right now there's a problem - all military installations have lost contact with the Acquisitions Base in the Outer City.

From a military perspective, Acquisitions is the storage depot for the military and any weapons not in the field are located there. It's outside the cordon, but the top brass have assumed it's an impregnable island fortress in a sea of vampires.

The loss of the base would be a major blow for the troops holding the cordon around the main part of the city. Captain Lam asks the demigods if they'll help by going to the base and assessing the situation. He has a helicopter waiting to fly them out there with a pilot, Sergeant Shen. She's a good pilot and a brave soldier but she won't leave the helicopter for anything - she and her machine are a team, literally linked by cybernetic interfaces. She has a wicked sense of humor and an optimistic outlook, one of the few smiling faces the characters will meet in this campaign.

Sergeant Shen

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d4, Drive d6, Fighting d6, Guts d8, Intimidation d6, Notice d6, Pilot d8, Shooting d8, Throwing d4

Pace 6 Parry 5 Toughness 10(4) Pulse 15

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), Flight Suit (+4 armor, all locations), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto)

Edges: Combat Reflexes

Survival Of The Fittest

Once the demigods reach the Acquisitions Base, an ugly scene awaits them. Have them make Notice checks as they approach the base. They see the outer courtyard and perimeter are eerily quiet, and strewn with bodies. The better their checks, the more gruesome the details you should give.

Landing inside the main compound, the signs of wholesale slaughter are everywhere. The base has switched over to emergency lighting, and the bodies of soldiers litter the place – not only drained of blood, but torn apart and tossed unceremoniously. They clearly took hundreds of vampires with them in their last defense, perhaps thousands, but eventually the base was overwhelmed by the sheer number of enemies. The assault looks planned and this fact alone should chill the characters – everybody so far has assumed the vampires are just a mob, uncoordinated and undisciplined. Who could be commanding them?

Within the buildings there are more bodies littered about the rooms and corridors. The only sound is the distant and labored thrum of machinery.

Any of the demigods who have a connection to the spirit world feel a sense of violation. Even the spirits have vanished... the whole place has the distasteful sensation of psychic rape.

Have the demigods make Notice checks...

There's a sudden rattle and clatter as a group of scavenger vampires (2 per demigod) leaps from the ventilation system to attack the characters – anyone who failed their Notice roll is taken by surprise. Use the stats for the Standard Scavenger Vampire on page 143.

As the demigods finish off the last of the attackers, they hear a sound from behind a jumble of filing cabinets –

a low moan. Hiding from the carnage is one wounded survivor: an administrative assistant. But although he is alive, he has been bitten... infected.

It's clear he's on his last legs, but before the demigods attempt to put him out of his misery, he looks at them desperately and says, *"Wait! You need... to know. Om Yuan... They took him. A vampire... leader... took Om Yuan. The... missiles... they could destrAaargh!"*

With a scream, of rage and pain, he finishes his conversion from human to vampire and attacks. Use the stats for the Advanced Feral Vampire on page 143 and make him a Wild Card.

Who Is Om Yuan?

The demigods may not particularly care about a single man – this 'Om Yuan' – but the comment about missiles should have them a little worried.

There are several ways for them to get a hold of the information they need. The simplest would be to find the Administrative Wing and dig through the files for a hard copy of Om Yuan's records – after all, this is the military, and everything is done in triplicate. The army is one of the last places to still keep paper copies of files. Of course, this will also take time the demigods don't have.

The quickest way to get the information is to find a computer terminal and hack the system. If none of the demigods have the ability to hack a computer, they can still access a secure system by using Lockpicking to breach a security booth and accessing a computer with a fingerprint on the hand of one of the dead security personnel.

However they choose to do it, draw a card for every ten minutes or so of Shanghai time. If you draw a club, throw another group of scavenger vampires at the demigods – 1 per demigod, using the same stats as above.

What the demigods find may worry them: Sergeant Om Yuan is one of the fifteen soldiers whose job is to man Shanghai's three nuclear missile silos – and he's one of maybe two dozen people who know the launch codes to fire those missiles.

There are a couple more things the demigods may want to take care of. For one thing, it's obvious that a horde of vampires literally tore through this facility... it might be kind of nice to know where they went. It doesn't take a skilled tracker to figure that out, though – a portion of

the perimeter fence has been torn down on the southwest corner of the base, and a swath of destruction leads away in that direction.

Another thing the demigods may want to do is report in to Captain Lam. Given the time factor, it may be better if they call or radio in, rather than travel back to the Inner City. Regular PCDs are down (the vampires have destroyed the main cell phone transmitters by now) but military radios still work, as do computers, if the demigods have managed to hack into them. The base has radio equipment, as does Sergeant Shen in their helicopter.

As they're reporting back to Lt. Tao on one of the radios, or over the internet, they're momentarily cut off by an urgent military notice being broadcast on all military and civilian frequencies (and across the whole Shanghai internet): General Po-Sin Wei has ordered all civilians to fall back to the Training and Weapons Base for protection. Since the demigods had to deal with a vampiric General Wei during the T-10 scenario, they should realize this is a bogus order.

Additionally, if they bother to pull up a map and plot a course in the direction shown by the carnage from the southeast corner of the Acquisitions Base, the demigods will find the path leads pretty much in the direction of the Training and Weapons Base. It should be obvious that something is going on there.

Lt. Tao will explain that Captain Lam has a few problems at his end - the cordon is getting pushed back and the troops need his attention, but the characters should be prepared for further instructions shortly. Until then, they have a little time to themselves.

Realistically, it's up to the demigods if they want to stay put and await instructions, or do something else. Shen will fly them wherever they need to go, so another Savage Tale is possible without losing much time. We're going to take the helicopter away from them in the next plot point scenario, so this is a limited time offer.

If they choose to wait, don't have them sitting around for long. As soon as they're ready, have Tao get back to them with instructions - they're to find Sergeant Yuan asap.

T-7

7 Hours To Save Mankind

Lt. Tao passes on Captain Lam's instructions: track down Sergeant Yuan. The orders are to rescue him if possible, kill him if not - regardless of whether he's still human or has become a vampire. The demigods can get a picture of Sergeant Yuan from the files at the Acquisitions Base, or Lieutenant Tao can upload one to them.

Tracking down Sergeant Yuan by the usual method wouldn't be easy. The base was once filled with lots of living, moving humans. Then, for a brief and chaotic moment, it was filled with living, moving vampires attacking lots of screaming, bleeding humans. In short, there isn't a single set of 'tracks' to follow.

On the other hand, there is a large path of destruction heading southwest, although there is admittedly no guarantee that whoever kidnapped Sergeant Yuan took him with the main body in that direction.

Following that path is a long trek on foot. Make the demigods glad they have a helicopter!

Flying low along the swath of destruction the characters can see a trail of ransacked buildings, huge pools of blood, and random bodies and body parts. Almost anything smash-able has been smashed.

However, something may become apparent to the demigods as they go: there's a deliberateness to the destruction. Structures are being methodically attacked, as if being searched room by room. For feral beasts, these vampires seem to be becoming more and more organized, their actions coordinated.

Base Reactions

Unlike almost every other place the demigods have encountered, this military base is neither abandoned, nor unguarded. In fact, there are specific perimeter patrols (which Sergeant Shen will spot as they approach), and they're not military patrols. If the demigods have not played through any of the Savage Tales involving Stalking Tiger, this may also be the first time they encounter vampiric animals.

The perimeter patrols are master vampires with teams of vampire dogs. The dogs can smell the flesh of (non-vampire) humans, and they get excitable when they do so, barking and lunging for the tasty morsels.

Master Vampires (1 per every 2 Demigods)

Use the stats for the Standard Master Vampire on page 144.

Feral Vampire Guard Dogs (2 per Demigod)

Use the Dog/Wolf stats from *Savage Worlds*, but with the following changes: they have 5 Pulse, the Stalker 0 Edge, and the Hindrances of Feral Stalker 0 and Habit (Feeding).

Assuming the demigods wish to avoid these patrols, they'll need to land at a discrete distance, leaving the helicopter and making successful Stealth checks to approach on foot. Also, if they take the time to watch, they can make Notice checks to spot the occasional refugee arriving at the base, then being led inside by the perimeter guards.

One of these refugees realizes that something is wrong. Unless the demigods act, the master vampires release their hounds, allowing the creatures to tear the poor person to pieces. The demigods can attempt to save such a refugee – although that means exposing themselves to the enemy. On the plus side, if they do attempt to rescue even one refugee in such a manner, they immediately gain a bonus Karma. And if they succeed in rescuing even one refugee, they'll have an automatic +1 Charisma bonus when dealing with Dragon Of The Bund.

If any master vampire has a Round to act he'll be able to alert the base, which will go into immediate lockdown.

Of course, another option available to the demigods is to present *themselves* as refugees, which will allow them to immediately be escorted into the facility. In that case, they will be led directly to the holding cells (see below) unless they break away from their captors. In that case, one of the master vampires will attempt to sound the alarm.

The only other options readily available to them are to go in with guns blazing (in which case they'll find themselves fighting a *lot* of vampires) or to sneak in (which will require Stealth checks to avoid being spotted, and Lockpicking checks to bypass security gates/doors).

Um... even if the demigods sneak in, they run the risk of having an alarm sounded if they are ever noticed. In that case, they'll still be fighting a lot of vampires. In either case, go to the Blaze of Glory section below.

Looking On The Inside

There are really only a few areas of interest to the demigods. One of their first goals should probably be to find and access a computer terminal so they can check for any record of Sergeant Yuan. If they're being escorted in, this means escaping at some point.





The first place they're brought is the holding pens, where all of the captives are imprisoned. Interestingly enough, a lot of feral vampires are also imprisoned here (in different pens to the humans). Fortunately for the demigods, there's a big meeting going on, and the master vampires are withdrawing to an auditorium for that – it gives the group a little time to work with.

A successful Streetwise check allows the demigods to learn from other prisoners some of what's going on. For the most part, the captured humans are fed to the vampires – usually to the point of near death, when they are simply put aside to become the next group of vampires. The few who become 'masters' are singled out for other purposes, and occasionally some of the humans are simply used as 'food'. Period.

There are a number of ways the demigods can attempt to escape, although the most likely to succeed would be to use Lockpicking to override the cell door. At that point – or at whatever point they attempt to escape their captors – the demigods will need to overcome their guards (the same composition as the perimeter patrols above), hopefully before the alarm is sounded.

Once the demigods have eluded capture and found a computer terminal, they can attempt a Hacking roll to dig for information about Sergeant Yuan.

Even if the roll fails, the hacker learns that this Training Facility is being used as... a training facility. There aren't specifics given, but it seems that a lot of names and ID numbers are being routed through here for the last few hours, all with the stated goal of 'training'. There is also a general notice for all 'masters' to assemble in the auditorium.

The hacker also learns that Sergeant Yuan isn't at this base – his name crops up in regard to the missile silos, however, and it's likely he's already been moved to that location. Also, the hacker gets a better picture of the organization going on – specific training rosters indicate that a lot of effort is going into taking master vampires and giving them the tools to become a massive and formidable fighting force.

If the hacking roll fails, a silent alarm goes off at a security station, and the demigods will have vampiric visitors in the near future.

The General's Speech

If the demigods decide to make their way to the auditorium, they see a man dressed in the regalia of a Chinese General who is giving a speech to the assembled vampires. He has the face of Circa's aspect of change. The crux of the monologue is this:

"This is the dawning of a new age of vampire dominance. Over the city, and over the world. Humans, who once ruled and counted themselves supreme, will cower in fear as our servants and food. Their luxuries shall be ours. All that was theirs is now ours.

"We, the few blessed with the divine spark, are meant to rule over the human animals and our feral brethren. In this, we shall sate the hunger we have all felt and still feel. We have a whole world to feast upon... once we deal with one small matter in the Inner City.

"While most of you will join me in laying waste to the Inner City, I am also taking steps to ensure the sun that burns our skin shall remain darkened. The ash cloud will disperse in a few years, but I shall replace it with one that will last for decades longer.

"The seeds of this destruction have already been sown. This is our world. All we have to do is take it!"

The speech is met with wild applause, much to Circa's smug satisfaction.

If anyone gets any funny notions about 'assassinating' the leader, you may want to point out the *hundreds* of vampires in the room. On the other hand, If the demigods insist, let them. After all, the General may speak with Circa's voice and wear Circa's face, but he isn't Circa incarnate. The bad guy is safe.

Then, throw a deluge of master vampires at them.

Unless you want to end the game right there, you may want to give the characters a chance to flee. Just remember that the vampires will still be shooting at them. A lot.

Blaze Of Glory

Right. So there's a crazy General being controlled by Circa, lots of master vampires, even more feral vampires, and a two pronged attack apparently about to start – one aimed at Shanghai's Inner City and the other on the world in general. It's time for the demigods to get the heck out of Dodge... and to do it right now.

The demigods may get lucky and manage to sneak in and out undetected. Kudos to them, if they do. But it's more likely the alarm will eventually get sounded, and the demigods will have to fight their way out of the facility and to safety.

The demigods start out facing a group of vampires when they are finally confronted, and every Round they fight another group arrives. Each group consists of:

Master Vampire (1 per Demigod)

Use the stats for a Standard Master Vampire on page 143.

Feral Vampires (4 per Demigod)

Use the stats for a Standard Feral Vampire on page 143.

If the team decides to exercise the better part of valor and run, treat it as a chase, using the Savage Worlds rules. At that point, only a single group of vampires will pursue, although the demigods will need to get ten range increments between the slowest of them and the lead vampire in order to escape.

Assuming they manage that, or get out of the compound undetected, they can head to the helicopter for their last surprise... vampires have found Sergeant Shen and overwhelmed the helicopter before she could get it airborne. Her body is still inside, her cybernetic link to the controls covered in gore. Before leaving, the attackers dealt enough damage that the helicopter is unusable, though the radio could be made to work (a Repair check) so the group can talk with Lt. Tao rather than making their way back to the military cordon and NanoCorp in person. If they do choose to return, there's a Maglev station only a couple of blocks away, so it shouldn't take too long.

Half Way

This is the half way point in the campaign, an opportunity for you to take stock after this session. Have the characters met with some of the local gods? Perhaps retrieved some of the Chimes of Discord? If any of the players has invested in a Patron God Edge for his character since the start of the campaign, make sure that god helps out more than normal.

By now, everyone should be pretty familiar with the way Shanghai 2048 works, the nature of the situation, and the basic idea that the military cordon will keep shrinking until NanoCorp gets overrun. The next bit... well, this is where we throw the team a new element to play with - nuclear missiles, so keep the pressure up!



T-6

6 Hours To Save Mankind

If the demigods don't happen to be the 'self-starting' type, or they just can't figure things out after not finding Sergeant Yuan at the Training and Weapons Base, Lt. Tao will suggest they head in the direction of the Shanghai missile silos. Most of the people in charge figure it would be very bad if the vampires gain control of those.

The silos aren't in Shanghai city, but are some ways upriver. Even by vehicle, they can expect to take a while to get there.

This might be a good time for the Rat At Wharf Savage Tale to give the demigods a supernatural means of transport. Crane On Mountaintop can work too, but if they use Crane's boon to get to the silos they'll need to find another way to get off the NanoCorp roof at the end of the campaign (and there's a Savage Tale for that, too).

If they go by river, this is your chance to do your version of *Apocalypse Now* and immerse the group in a river journey from a surreal Hell. Night has fallen by now and the journey takes the demigods up past the military cordon, with lots of heavy artillery landing, air strikes, men screaming, building burning, and thousands of vampires assaulting the lines. Then it's past the Outer City areas where the military has given up control. These are scenes of former fighting, with river front buildings riddled with bullet holes, piles of corpses, and roving bands of feral vampires under the control of masters, barking out orders to search apartment complexes, occasionally dragging terrified civilians from their hiding places.

Have a crashed air force jet on the river bank at one point, looming out of the night. It should bring up the question of how the vampires managed to shoot down a jet. (The answer is that by this stage Circa's army has turned enough military personnel that they've started using some of the army's own equipment, like surface to air missiles, and this will only intensify as the hours go by.)

Finally, there's the journey out through the fields. Bu this stage there's very little city light and only the light of fires and otherwise the pitch black of night. There's the sound of floating corpses bumping into their boat and animalistic shrieks of scavenger vampires stalking the farmland. Otherwise there's a heavy, ominous silence.

Silo Showdown

There are three silos, but they're all operated from an underground control center located between them. Yuan is likely to be found in the control center, but it will quickly become apparent to the demigods that the vampires control the complex... and the whole place is on emergency lockdown.

The demigods will have to either bust down the front door to the control center and go in guns blazing (which isn't likely to be very healthy for Sergeant Yuan if he's still alive), or try to be sneaky about it and go in through one of the silos.

In case you've got a bunch of gung ho demigods who opt for the first method, breaching the lock requires a Lockpicking roll with a -6 penalty (which drops to a -2 penalty if the demigods happen to have an authorized palm print, by some freaky stroke of luck). The door itself, if they decide to smash it open, has Toughness 20 and is considered Heavy Armor.

If they manage to get in that way, the room is just the same as described below.

The 'easier' way for the demigods to get to the control room is to break into one of the missile silos, and use the service tunnels to reach the control room. Each silo - in addition to the very visible iris door from which missiles are launched - has an access door for emergency maintenance work. This door is hidden (requiring a successful Notice check to locate), but only confers a flat -2 penalty to Lockpicking rolls. If an attempt is made to bust it down, the door has Toughness 15, and is *not* considered Heavy Armor.

Note that any failed Lockpicking attempt triggers an alarm at the control center, and feral vampires will be sent to deal with intruders. Send three per demigod, using the stats for Advanced Feral Vampires on page 143. They should be led by an Advanced Master Vampire (see page 144).

Once the silo door has been breached, the demigods find themselves in a circular chamber about three stories tall and filled with electronics and machinery. As long as the demigods don't do anything unusual in this room, they are in no danger of triggering an alarm.

On the second tier of catwalks is an access hatch (clearly marked - as long as someone can read Chinese) leading directly to the missile tube. If no one understands the

writing, anyone who makes a successful Smarts roll can realize the iris door lays in that direction. If this access hatch is opened, an alarm is triggered as described above. Apart from being a neat way to go see a nuke first hand, there's nothing in the missile tubes that's remotely useful for the characters. Instead, it's better for them to keep heading down, to the bottom level of the engineering chamber.

There they'll find an access panel which gets them to the underground tunnels leading to the other silos, the power plant, and the control center. Assuming the demigods don't make a wrong turn and get themselves lost (have them make a Smarts check), they'll arrive at the control center at another access panel. If they've triggered alarms, you can choose where to have them ambushed by the vampires: in the engineering chamber, amid the gangways and machinery, or in the tunnels. Perhaps they get attacked in the chamber but chased into the tunnels. Your call.

From the moment the demigods arrive at the last access hatch (or bust down the front door), assume Sergeant Yuan's captors have finally wrested the launch codes from the hapless soldier. If an alarm has already been triggered, the nukes are immediately engaged, and a five-minute countdown begins. If the alarm hasn't been triggered yet, one of the master vampires will attempt to initiate the missile launch as soon as he has an action to do so.

Preventing Nuclear Winter

As soon as the missile launch is initiated, a digital countdown appears on a monitor overhead, and an electronic voice begins announcing the remaining time, along the lines of "*T minus four minutes, fifty seconds to missile launch.*" In order to understand what may happen next, it's probably best if we let you know what's been going on in the bunker with Sergeant Yuan.

Ending With A Boom

信仰永能活力突友

If these nukes go off, the game is over. Seriously. It's worth being clear with the players that their demigods have 50 Rounds to stop the countdown, or the missiles launch towards their targets in the USA, in Japan, etc, and all of the world's nuclear powers will deploy their nukes in a counter-strike. It will be a mess. The retrovirus will not be complete, the world will be mostly destroyed, and vampires will eventually rule.

Without Yuan's launch codes, the vampires are unable to use the nuclear missiles, so they've been trying to coerce them from the good Sergeant for pretty much of the last couple of hours. Working in his favor is the fact they couldn't simply infect him and wait for him to turn, since the odds were too high of his becoming feral – then the information would be lost for good.

However, torture can be a persuasive argument, and by the time the demigods arrive on the scene Sergeant Yuan is suffering from 2 Wounds and 2 Fatigue as a result of vampiric... 'persuasion'.

At this point, Yuan is no longer necessary to the vampires but is somewhat vital to the demigods. The good news is the vampires will be a little preoccupied with the demigods' sudden arrival. This does mean, though, the demigods need to keep Sergeant Yuan alive if at all possible. If they're missing that fact, you may want to let them make Smarts rolls to have the realization dawn... if Sergeant Yuan has the launch codes, he will also have the launch abort codes.



Vampire Commander

Use the stats for the Elite Master Vampire on page 144.

Subordinate Vampires (2 per Demigod)

Use the stats for the Standard Master Vampire on page 143.



Sergeant Yuan

Use the stats for the Standard Officer on page 39, only Yuan has 2 Wounds and 2 Fatigue.

Just in case everyone gets a little too carefree with their firearms in the control center, the computer equipment can be hit by stray shots as well as other people – treat it all as 'friendly fire'. Unfortunately, if the electronics are all shot up, it may become impossible to abort the missiles. Treat the control equipment as a Wild Card having Toughness 10. Each Wound taken by the computer adds a -1 penalty to attempts to control the missiles.

Once the vampires have been dealt with, the demigods have whatever time is left to get to a console and stop the countdown. This requires a Smarts check, with penalties for Wounds and computer damage being applied. If the demigods don't have Sergeant Yuan to give them the abort codes, they suffer an additional -6 penalty. Good luck.

The computer terminal is the *only* way to abort the launch.

Once the countdown has been stopped, Sergeant Yuan points out he has access to a master laptop that can remotely control the nukes, but he needs authorization to activate it. Captain Lam will need to convince Strategic Command to give the authorization.

As soon as the demigods can call back to NanoCorp, they can ask for permission to use the lockout codes. In addition to anything else, Yuan points out the laptop will scramble the current codes so that the missiles can't be fired unless the laptop is used or the system is hacked (not

likely). That means once the group leaves the compound, the vampires can't re-establish control here.

It won't take much to convince the commanders to issue the order, but they issue another one at the same time - get Yuan and his precious laptop back to safely asap, and that means NanoCorp.

While there might be a few close encounters along the way, it should be a relatively quiet trip back 'home' where the demigods will be congratulated for a job well done.



5 Hours To Save Mankind

The fun never stops. Once Sergeant Yuan is safely in the loving embrace of NanoCorp give the demigods some time to rest (in this campaign, a trip to a temple is considered a rest). Then, when it's time to get back to another crisis, Captain Lam gets in touch with another pressing request. Strategic Command has assessed the threat to the Inner City of Shanghai, and accepts the military cordon may not be able to withstand much more punishment, even by falling back under the pressure towards the Inner City.

To get a huge mass of vampires into the Inner City quickly, though, Circa will need to send many of them over the bridges across the Huangpu River as well as by assaulting the military front lines, and that presents an opportunity. Having saved the world from vampire-controlled nuclear annihilation, the top brass wants the demigods to lead the demolition of these crossing points. And it has to happen fast - vampires are already getting access to some of those bridges.

The demigods are ideal for the task, as they have the capability and mobility to get it done, and have demonstrated their ability to deal with stray packs of vampires.

The demigods are asked to take down the Waibaidu Bridge and Transrapid flyover, as well as the Nanpu Bridge and its Transrapid flyover. While they are about this task, another team will move through the Inner City to the Transrapid headquarters to turn off all of the Maglev trains. Because the vampires have begun using them regularly, they have become more of a liability than an asset.

To facilitate the operation, the military is willing to provide the demigods with several satchel charges - enough to bring down both bridges and their Maglev flyovers. If the demigods lack any Knowledge (Explosives) skill, Lieutenant Tao can provide them with an application for their PCD that will show the best places to set charges on any structure. Simply point the PCD's camera at the bridge and watch the LiveView screen show where the explosives should go.

The charges only require a successful Smarts check to set. They're rigged with a two-minute timer, so activation is easy.

Burning Bridges

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Just because you give the characters explosives doesn't mean they have to use them. If they come up with other creative ways to demolish things, give it a shot - they may feel the satchel charges could be better used in other ways. On the other hand, unless they've got Knowledge (Explosives), the charges are stuck on a two-minute timer... not very good for combat. The explosives are the easy way to take out the bridges, but as always let the characters make it as hard on themselves as they like.

Operation Waibaidu

Bringing down the Waibaidu Bridge and its flyover is the most straightforward of the two objectives. Because of the way they're constructed, the two structures can be brought down together. The tricky part will be climbing down to the main support pillars, which requires two Climbing checks - one for the trip down, and one for the trip back up. Failure results in a fall into the river (3d6 damage - hopefully they don't lose a satchel charge along the way).

The demigods actually have to do this twice, once on each end of the bridge. The first one (barring mishap) should go off without a hitch. However, by the time the demigods are placing the second charge, they have come to the attention of the vampires, and come under attack.

Bear in mind that any of the demigods who are actually down on the pillars during the attack are vulnerable as they're somewhat exposed, and have to keep hanging on to keep their balance. But the same goes for any vampires choosing to pursue them down there.

The bridge supports can offer Light Cover.



Master Vampire

Use the stats for the Advanced Master Vampire on page 144.

Feral Vampires (2 per Demigod)

Use the stats for the Advanced Feral Vampire on page 143.

At this point in the campaign you can start to have vampires appearing who have military uniforms and use

army weapons. By now, enough soldiers have been turned to make that likely, and Circa will try to send his better soldiers at the demigods, sensing they have some gods-inspired plan to stop him. Start with one or two in any given pack, but build up to whole packs of military vampires by the time to get to T-3 or T-2.

Operation Nanpu

The Nanpu Bridge and its flyover is a trickier proposition than the Waibaidu structure. The bridge itself can be brought down in the same way, but the flyover is an independent structure and has to be taken out separately.

This requires at least one of the demigods to climb out to the center of the flyover and up to the main support cable – it's the same sort of Climbing roll, but the fall to the river is farther and will cause 5d6 damage.

The real problem occurs right in the middle of placing that satchel charge. Any demigod on the flyover can attempt a Notice check – on a successful roll, he detects a slight tremor in the structure. He can run now, or keep working.

A moment later, the tremor is noticeable without a check, and it quickly becomes apparent that a Maglev train is coming through. Any character out on the flyover has exactly two Rounds to get clear, or he can suffer his choice of fates: take 4d8 electrical damage as the train comes through and all the attendant energy is siphoned through the cable conduits, or take 5d6 damage as the pressure field of the train blasts him off the structure and he plunges to the river below.

At this point, it may occur to the demigods that the team sent to shut down the Maglev trains hasn't succeeded with their task. The charges need setting and then they should head straight to the Transrapid building. Even if they call in to NanoCorp, Lt. Tao will confirm that contact with the Transrapid team has been lost. A message was received confirming the team's arrival, but the trains are obviously still running, and there has been no further acknowledgment. Tao asks if they can take care of it. This isn't just about the trains across the river - those won't get through if the charges went off successfully. Vampires are streaming past the military cordon on other Maglev lines, and that needs to be stopped.

Transrapid Headquarters

Ironically, the quickest way to the Transrapid Headquarters building is by Maglev - it's quick and easy, but on any train they'll have to fight feral vampires.

Feral Vampires (4 per Demigod)

Use the stats for the Standard Feral Vampire on page 143.

Alternatively, the group can use whatever transport they prefer, though walking isn't an option (would take too long).

Arriving on the Maglev platform at the Transrapid Headquarters, the demigods immediately see the signs of battle. The remains of vampires and soldiers confirm the fate of the first team.

In order for the demigods to continue, they'll have to bypass a security door that leads to the main control room. Any number of methods can be used: Hacking, Lockpicking, using a leftover satchel charge... but once through, they find themselves confronted by a small army of annoyed Transrapid Security Drones.

"Please present your beta clearance authorization." Uh-oh.

Transrapid Drones (4 per Demigod)

These small multipurpose flying drones are intended for security and maintenance.

Attributes: Agility d6, Smarts d8(M), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Repair d8, Shooting d8, Stealth d6

Pace 6 Parry 5 Toughness 8(4) Pulse 5

Special Abilities

- *Armored:* Charged plating provides 4 Armor
- *Construct:* +2 to recover from being Shaken. Doesn't suffer additional damage from called shots. Immune to poison and disease.
- *Electric Blast:* (**Range:** 5/10/20, **Damage:** 2d6+2)
- *Fearless:* Immune to Fear and Intimidation.
- *Flight:* Drones have a flying Pace of 6 and a climb of 6.
- *Retractable Blade Appendage:* (**Damage:** Str+d6, AP3)
- *Sensor Suite:* Ignores all penalties for darkness and concealment from ambient conditions
- *Size -2:* -2 Toughness and regular-sized creatures get -2 to hit them.

Once the demigods get past the drones, they've got a clear path to the control room. There, however, they find themselves confronted by two men who are apparently the Maglev operators.

The older one points a gun at them, saying, “You— Vampires! Get away!”

The demigods can attempt Persuasion checks to calm him down, but it might be better if someone makes a Notice roll, although this has a -2 penalty. If they succeed, they notice the younger man seems more like he’s actually frightened, even though he’s doing and saying nothing. With a Raise, they also notice the older man is only *acting* like he’s afraid.

Lon Su is actually a master vampire, one of Circa’s most trusted servants, and has been controlling the station from here. He killed all of the employees except Chu, who he needs to keep the place running. Lon plays it cool as long as he can, trying to bluff his way through and saying he’s already tried to shut down the trains. In the meantime, he also tries to get as much information out of the demigods as he can. Through him, Circa is listening and hoping to learn more about their plans.

Chu, terrified for his family, backs up Lon in all matters – pretending Lon is mortal, that they’ve been hacked and can’t shut down the trains, and that sort of thing. However, as soon as the demigods figure out something is wrong or that Lon Su is a vampire, Chu will beg for the demigods to save his family. If the demigods refuse, Chu will not help them shut down the trains.

If the demigods agree to help, he shuts down the trains, and tweaks things so that it will take an awful lot of work to get them up and running again. Otherwise, the demigods have to do it themselves by making a Repair roll at -4. This takes ten minutes, and only stops the trains – it doesn’t sabotage them like Chu can. If the roll is failed, it can be attempted again... but the clock is ticking.



Lon Su

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Climbing d6, Drive d6, Fighting d10, Guts d8, Intimidation d10+2, Notice d8, Persuasion d10, Shooting d6, Stealth d8, Taunt d10+2

Pace 8 Parry 9 Toughness 11(4) Pulse 35

Hindrances: Habit: Feeding (major)

Edges: Improved Block, Fleet-Footed, Improved Frenzy, Level Headed, No Mercy, Stalker 0: Mastery, Stalker 0: Mutation (Fly, Obscure), Strong Willed

Gear: Transrapid Jumpsuit, Light Grade Armor (Armor +4, torso only), Collapsible Blade (**Damage:** Str+d6, AP 3)

Special Abilities

- **Demigod Entity:** This ability grants the vampire all the perks enjoyed by Demigod rank characters, i.e. +2 on Soak rolls and checks to recover from being Shaken, +2 Karma for his own use, enhanced recovery rates, and so on.

Chu

As the lone survivor, Chu is operating the trains for Lon Su. He’s terrified the vampire will kill him and his family if he doesn’t operate the trains. Sadly, Lon actually does have Chu’s family in another part of the Transrapid compound and will feed them to feral vampires if Chu disobeys him at all.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Drive d6, Guts d4, Investigation d6, Knowledge (Maglev Operation) d8, Notice d8, Repair d8

Pace 6 Parry 2 Toughness 5 Pulse 10

Edges: McGyver

Gear: Transrapid Jumpsuit, PCD

In order to save Chu’s family, two things have to happen: the demigods can’t let Lon hit the switch that releases the feral vampires into the same room as the family, and then they have to fight their way through those same vampires. They’re Standard Feral Vampires, and there are 3 per demigod – it’s a relatively easy fight, but the whole process will take fifteen precious minutes.

As a bonus, if the demigods save Chu’s family they start the next session with an extra Karma and Chu will gladly help them do huge damage to the Maglev system. After that, if they help him back to the safety of NanoCorp with his family, he’s a useful engineer to have around in case that kind of thing becomes important. What are the characters going to do... leave him there?

How do they get back? Well, there’s an army jeep parked outside, which the first team used, complete with army radio. Chu could easily hotwire the ignition (assuming the characters feel a bit odd about raiding the pockets of the dead army guys for the keys - though it’ll take a Notice check at -4 to find them anyway amid the gore of their bodies).

TAC O Type 404

Use the stats on page 30. The hard point has been mounted with a Bolt Chaingun (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto).

4 Hours To Save Mankind

Almost as soon as the demigods try the jeep radio, they find themselves confronted with another problem: they've lost contact with NanoCorp. They may have an initial moment of panic, but if they stop to investigate the situation they'll realize that *all* communications run by cable or satellite relays seem to be down.

The only way the demigods can find out what's going on is to get back to NanoCorp. Once they arrive, they're met by Lt. Tao with more bad news: contact has been lost with Strategic Command, where the communications center - and the nerve center of the military operation - is located. If any of the demigods succeeds at a Notice check, they sense a deeper edge in the Lieutenant's voice.

If the demigods volunteer to do something about it, Tao looks relieved and they all get a bonus Karma. Otherwise, they can ask what's bugging Tao if they've realized something's amiss. In that case, Tao reluctantly admits he's worried because many of the families of officers were evacuated to Strategic Command Center for safety. Yes... he has family there, as does Captain Lam.

If the demigods don't speak up at this point and offer to help, the Lieutenant comes straight to the point and says Captain Lam wishes to know if they're willing to continue to assist. Oh... and their lack of humanitarian spirit will cost them a -2 Charisma penalty in any further dealings with Dragon Of The Bund.

Assuming they do get around to volunteering, Tao looks both relieved and thankful. He also gives them the location of Strategic Command - in the northeast of Shanghai, where the Fuxingdaoyun River meets the ocean. The plan that Captain Lam has is for the demigods to go to Strategic Command, reestablish the communications link, set up a remote relay to NanoCorp and then seal off the communications center as best as possible.

The unspoken 'order' is to check on the families of the officers.

The Communications Relay

Whether or not anyone suspects it, Circa has a couple of reasons for taking out Strategic Command's communication center. Aside from the obvious benefit of crippling the enemy's ability to communicate and coordinate, Circa is sure the demigods will come, and has laid a trap for them.

When the demigods arrive at the Strategic Command building, one of the first things that may strike them is the emptiness of the outer compound. There are no people, no vampires and - more oddly under the circumstances - no bodies. In fact, there's nothing at all to stop them from going to the primary broadcast relay.

It doesn't take a genius to figure out the electronics have largely been yanked apart... wires and components are scattered around the place, some of them still sparking. However, anyone with the Repair skill who makes a successful Notice check realizes the damage is largely superficial - nothing that can't be repaired with a little time and the proper tools. Assuming the demigods are willing to take the time, they can find the proper tools. Then it's just a matter of a successful Repair check.

As soon as the repairs are complete, all the monitors in the room spring to life, each one showing the same image: a large group of women and children cowering in a chamber, surrounded by a group of vampires... slaving and hungry-looking feral vampires being held in check by a handful of masters.

If the demigods make a successful Notice check, they hear the security locks engage on the doors to the communications room they currently occupy. Then a face appears in the monitors, blocking most of the background view - assuming the demigods have encountered vampires possessed by Circa before, they'll recognize the odd facial overlay.

"How good of you to show up as predicted. Behind me are the families of the soldiers who still choose to resist the inevitable. You have a simple choice: surrender yourselves to me, or watch them all be killed. As the would-be saviors of mankind, it's time to show your humanity [he spits the word] to save these people. Surrender to me now."

Clearing The Compound

Any of the demigods who make a successful Smarts check will realize the images they're looking at are probably being broadcast throughout Shanghai at the moment. If the demigods don't immediately agree, Circa says, "You doubt me?"

He steps aside and points to a woman, who's dragged screaming from the group. A master vampire gives a command, and several ferals fall on her, literally tearing her apart in a feeding frenzy. Mercifully, her screams stop after the first minute, although the screams and cries of the remaining hostages continue on.

The demigods hear Circa say, "I'm waiting."

If they continue to wait, another victim is torn apart for the whole city to see. If they agree to surrender, there's a pause and then the sound of the security locks being released. A moment later, several feral vampires enter the room – one for each demigod.

Feral Vampires (1 per Demigod)

Use the stats for the Advanced Feral Vampire on page 143.

The demigods now have a choice.

If they don't simply stand by and allow themselves to be bitten and infected with the nanovirus, Circa orders the slaughter of the hostages... and the demigods have three Rounds to clear the room before the doors slide shut once more and it's sealed again. If they don't leave as they see the doors sliding shut and they're still in the room, the locks can be overridden, but each attempt takes three Rounds – and all the while, women and children are being torn to pieces on the monitors around them.

From the moment the demigods choose to resist, you need to keep track of a countdown. There are 30 hostages in total (not counting the first woman). Each Round, another one dies. Every Round spent in combat, every Round spent unlocking doors, every Round spent trying to locate the hostages... every Round costs another life.

The demigods will need to think quickly if they want to save as many hostages as possible. There are any number of ways they can find the hostages: hacking the computer, using various Powers... player resourcefulness can be surprising. Go with the flow. If they've got a good idea, allow them to use it – just remember the clock is ticking, and every action takes *some* time. Don't give them any freebies.

That Bites

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What if the demigods allow themselves to be infected with the nanovirus? Well, there are ways for them to get cured over the course of the campaign, but the situation doesn't change much – after all, Circa reasons, they're on *his* side now... what do they care if the humans live or die? Just play the scenario as written, only now the demigods have contracted a virulent disease for their trouble. Circa isn't fair – nobody said he would be, and by now nobody should expect it.

For the record, the hostage room is a 5 Round run away from the communication relay room. The doors to that chamber are also locked. Inside are the remaining hostages, and a lot of vampires.

Here's the good news: Once the demigods have directly engaged the vampires with the hostages, on any Round that the surviving hostages plus the demigods outnumber the surviving vampires, no hostage dies



Master Vampires (1 per Demigod)

Use the stats for the Elite Master Vampire on page 143.

Feral Vampires (5 per Demigod)

Use the stats for the Advanced Feral Vampire on page 143.

Securing A Remote Link

Once everything else has been dealt with, all that remains is for the communications relay to be remotely linked to NanoCorp. Well... that, seal off the room and get any surviving hostages back to NanoCorp – but after the last bit, this should be a piece of cake, right?

Actually, if the demigods have managed to rescue any of the hostages, they'll be in good shape – as soon as he saw the scene on his computer screen, Captain Lam dispatched a Tactical Team with a couple of TAC O Type 80 armored personnel carriers to both assist and pick up the civilians (there are six Elite Grunts, three manning each vehicle – see page 40 for their stats). It's amazing how military resources can materialize when the lives of soldiers' families are at stake.



TAC O Type 80

Use the stats on page 30. These APCs are mounted with front and rear-facing Bolt Chainguns (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto).

Doctor Wu is on hand via the communications net to oversee establishing the remote link. He's largely concerned with being able to access all military files pertinent to his research – and says he can't afford to have communications go down again.

The communications equipment can be locked down with a Knowledge (Hacking) roll, but that won't stop anyone from coming in and undoing it. Ultimately, the best plan (if not the most elegant) is to make sure power is running to the communications relay from backup generators and then blow up enough of the building to prevent easy access. It ain't pretty, but it only has to hold the vampires off for a little while. Of course, if the demigods have a better idea....

If the demigods have any leftover satchel charges, they can do the last bit themselves. Otherwise the rescue team will have explosives. In this last case, the demigods will have to stay put until they arrive – which gives a bit of slack time during which a few scavenger vampires will appear.

Scavenger Vampires (2 per Demigod)

Use the stats for Standard Scavenger Vampires on page 143.

There is one last item of note: As the demigods are playing with the communications equipment, they catch a short burst signal – the signature identifies it as a T800 Missile Tank, and based on its location, it's in the wrong place. Lt. Tao fears that vampire soldiers with captured heavy military hardware are closing in on NanoCorp.

T-3

3 Hours To Save Mankind

It's good news / bad news time again.

The good news: Master vampires seem to be plenty rare, and master vampires with useful skill sets are even rarer. That means it's difficult for the enemy to throw massive amounts of specialized weapons against the defenders of Shanghai.

The bad news: Even a single T800 loaded with a compliment of missiles could make life in the NanoCorp building unpleasant, and feral vampires make great shock troops to defend that tank.

Fortunately, the demigods' effort at bringing down the main transport routes means the vampires have to take longer out-of-the-way routes to reach the NanoCorp building. That buys everyone a little time to come up with a plan. The demigods will have to be careful, though... while they can passively monitor communications without being detected, the same holds true for the other side: any communications with HQ are likely to be overheard.

Assuming the demigods take the military transport back to NanoCorp, they'll find the military cordon has collapsed right back to the edge of the Inner City, and has abandoned much of its heavy equipment on the way. The missile tank could get into range of NanoCorp without risking the cordon and any remaining anti-tank weaponry the army has.

Tanks For The Memories

Since there are various ways the demigods could handle this situation, you're going to have to be prepared to be flexible, but we'll try to give you as much help as we can. So... here's the deal.

It's largely up to the demigods to rush out to deal with the tank by themselves. Captain Lam will work with Lt. Noh from his mobile command vehicle on the steps of NanoCorp to coordinate the remaining defenders, and that's more than enough work for the pair of them. At this stage it looks like Captain Lam is the most senior officer still active in the defense of Shanghai.

The demigods will have to think very carefully about how they handle the situation since they're likely to be badly outnumbered. Taking the APCs will flag their presence to Circa and the crew won't be happy about leaving the

relative safety of the military front lines again. But it would mean they're largely safe from feral and scavenger vampires running around the city... until they meet the tank, that is.

While they may be outnumbered by the advancing vampires, if the demigods choose to tackle this situation without the APCs they can move quickly and stealthily, perhaps even setting a few booby traps along the way (remember those satchel charges?).

The real trick will be taking out the missile carrier. Realistically, all the demigods need to do is disable the thing before it gets within range of the NanoCorp building – but since it *is* a tank, that'll take some work on their part.

The military forces holding the cordon have anti-tank weapons, and even a couple of TAC A Type 004 VTOL gunships at their disposal (for stats, see *Crane On Mountaintop* on page 103)... but one hit from a 'Ying' missile will take out a single gunship. Yes, that's how the jet got shot down on by the river in an earlier scenario.

If the demigods choose to ambush the missile tank, they'll have to contend with the vampire ground forces. If they can Stealth their way past any perimeter troops, they only have the one defending group – otherwise, they'll likely find themselves facing waves of troops as the alarm is sounded.



Master Vampire Captain

Use the stats for an Elite Master Vampire on page 144. The Master Vampire Captain has another nasty surprise for the demigods... he's wearing a TAC Encounter Suit (see the Equipment section on page 30). He'd make a good persona for Circa to taunt the group further - just make sure he's not wearing a helmet so they can see his face as he spits vitriol at them (and that has the bonus of making head shots a possibility... the characters may need it to help them get through this battle!).

Master Vampires (1 per every 2 Demigods)

Use the stats for the Advanced Master Vampire on page 144.

Feral Vampires (3 per Demigod)

Use the stats for the Advanced Feral Vampire on page 143.

If it turns into a meat grinder, figure a new group arrives every minute (10 Rounds) until the demigods flee, die or take out the tank. Good luck. As for the tank itself...

TAC T800

The Type 800 missile tank is designed for the field deployment of 'Ying' missiles, which can be effective as either surface-to-surface or surface-to-air missiles. It's a bit smaller and lighter than its T999 cousin but still a deadly threat.

Acc/TS: 6/40

Toughness: 30(10)

Crew: 1+5

Notes: Heavy Armor, EMP Shielded, Equipped for all-terrain use.

Weapons: Turret-Mounted Missile Rack with 6 'Ying' Missiles (**Ranges:** 150/300/600, **Damage:** 5d8, AP 20, HW, Medium Burst Template), 2 Mounted Bolt Chainguns (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto)



If the demigods fall back to the cordon, it will functionally turn into a Mass Battle between the advancing vampires and the counter-attacking army trying to push to the tank. See the Savage Worlds rules for Mass Battles, and use the following setup:

Vampires: 10 Tokens, Knowledge (Battle) d4 (or d8 if General Wei survived T-10), and a +4 bonus on the first Round (for size advantage and artillery versus the NanoCorp defenses). If the demigods can take out the T800 (either through game play guile or by making at least 2 Raises on their skill roll), that bonus is reduced by 3.

Chinese Army: 8 Tokens, Knowledge (Battle) d8, and a +2 bonus for the first Round (this is for air support, and the Chinese lose that bonus in subsequent Rounds). Also, if Captain Lam is killed, the Knowledge (Battle) skill drops to d6 (for Lt. Tao). If he dies it's an unskilled check unless one of the demigods happens to be skilled.

Each Round, one missile is fired. The first two take out the army gunships, then each missile strikes NanoCorp. If the battle goes for 6 Rounds without the missile tank being destroyed, all the missiles have been unleashed and the NanoCorp building is reduced to rubble – it's safe to say the demigods have probably failed.

Every missile that strikes the NanoCorp building is costly to the demigods' efforts. Each hit against the building costs them one Ally (Doctor Noh, Lt. Tao, Captain Lam or Doctor Wu himself, although Doctor Wu is the last to go – which is why the last missile ends it for the demigods), and gives them a cumulative -1 penalty on any roll to secure resources or gain assistance from the Chinese military. Not because they don't *want* to help, but because they can't.

There is one ace in the hole for the defenders, though. While the feral vampires could be considered 'mindless drones' for purposes of morale, they are also potentially uncontrolled beasts. If the vampires take more than 5 Tokens in losses, there aren't enough masters to keep the ferals in check – the vampires flee the field in disarray, leaving the missile tank exposed for the demigods to hopefully finish off. Also, if the missile tank is destroyed in the combat, all subsequent morale checks for the vampires are made at a -4 penalty, as they no longer have the means to bring the NanoCorp building down.

2 Hours To Save Mankind

Once the threat of the missile tank has been dealt with, Captain Lam (or any other surviving commander) calls for the troops to fall back to the NanoCorp building to assist in its defense. Wherever the demigods are, they're now in the middle of a constant, desperate combat – yells... screams... explosions... the smell of blood and gore. It's nasty and visceral, tooth and nail (in the case of many vampires, and some of the defenders).

Of course, this means life will be rough for the demigods if they're still any distance from the NanoCorp building. In order to get back, or anywhere else in the city, they'll have to cut their way through the advancing vampires, meaning at least one fight against a squad of well-coordinated masters and ferals:

Master Vampires (1 per Demigod)

Use the stats for the Advanced Master Vampire on page 144.

Feral Vampires (5 per Demigod)

Use the stats for the Standard Feral Vampire on page 143.

This is one of the last opportunities for the characters to go to the local gods for assistance. As the final stages of the campaign come into view, they may want to take this chance to get more help. Make it clear they might not get another chance.

Once they've done, they should be called back to NanoCorp where things are getting desperate. On their way back, just before they get to the front lines, they find themselves moving down a totally deserted street... no (living) soldiers or civilians, no vampires... just an eerie calm.

That's because Circa has decided to take matters into his own hands as far as the demigods go. A burst of energy whips up around them, and they feel all tingly and lightheaded for a moment – then the scene changes...

The Adversary Of Change

The demigods find themselves standing amid a bunch of ruined buildings – the scene is similar to the black and white movie reels of London during the Blitz of World War II... down to the entire place being done up in greyscale.

Demigods who are more spiritually sensitive, or any demigod who makes a Smarts check with a -2 penalty, realizes they're in a pocket realm similar to the one their Telesmae create.

The exceptions to the monochrome motif are the demigods themselves, and a small group of children, dressed in worn clothes and playing Ring-Around-The-Rosy in a shaft of stark sunlight. On a successful Notice check, the demigods realize the children look like themselves at around age eight – in fact, there's one child for each demigod.

The children chant in singsong voices, each one taking his turn as he comes around the circle and looks directly at his demigod counterpart with red, feral eyes...

"... You can't stop me... Everything is changing... This word was meant for me and mine... Humans want no pain... And we'll make it so... There will be so few, they'll all be loved... Humans will feed me... Forever and ever... Join us and be more than you fear... You can be the killer... You can be the ruler... But you cannot stop what is to come..."

The demigods can stand around and watch this as long as they want, although they may realize time could still be flowing in the real world. In the end, there can be only one of two results: Either they decide to capitulate and join Circa (in which case, the game is over – the demigods lose), or they can resist.

At that point, their alter-egos attack using toy weapons out of a child's nightmare and reflecting each character's preference. For example, the demigod who favors guns might find himself attacked by acidic spit wads shot from a straw. Or the demigod who favors throwing weapons finds himself struck by flung paper airplanes with razor-sharp wings. Maybe the demigod who loves melee weapons is hit with a jump rope that cuts like monomolecular wire. Use your imagination in coming up with things – in the end the stats are all the same.

Doppel-Kinder (1 per Demigod)

Use the stats for an Elite Feral Vampire on page 143, except each is armed with 'toy' weapons that are either (**Damage:** Str+d6) or (**Ranges:** 3/6/12, **Damage:** 2d6), depending upon their nature.

There is an upside: When all the children are killed, the demigods (unknowingly) inflict a level of Fatigue on Circa, loosening his control of them.

The Adversary Of Madness

When the last child falls, the demigods feel a moment of vertigo as the scene around them melts and changes into a large hospital ward, all shades of sepia – except for the demigods, the hospital staff, and the bright crimson blood on the gaping wounds of those poor unfortunates lying on the beds.

Those ‘unfortunates’ are a list of demigod casualties, starting with the children they just killed. There are also the bloodied and mangled corpses of anyone else they’ve killed who they knew as human – including anyone who they killed because of nanovirus infection, or anyone they were forced to let die, or who they failed to save. The room is likely to be very full.

The nurses all look at the demigods with red, feral eyes filled with accusation, and in unison demand:

“What have you done? How can you call yourselves ‘saviors of mankind’ with so much blood on your hands? But we can help you... Come... Embrace us and we will kiss away your guilt and pain...”

There is one nurse for each demigod, each one extending her arms in invitation to embrace (have attractive male doctors for the female demigods). There are only two ways to deal with this: embrace the nurses/doctors and join Circa (do we need to mention ‘game over?’) or resist.

If the demigods resist in any way – whether by arguing, standing their ground, or flat out attacking the hospital staff, every patient in sight rises from his bed and attacks the offending character. Each demigod will *always* have two of them attacking him:

Tragic Victims (2 per Demigod at all times)

Use the stats for the Standard Feral Vampire on page 144.

The only way to get past them is to kill the nurses/doctors. With each nurse or doctor that falls, one of the demigods is no longer plagued by minions.





Hospital Staff (1 per Demigod)

Use the stats for the Elite Scavenger Vampire on page 143.

Again there is an upside, as the demigods will once more (unknowingly) inflict a level of Fatigue on Circa by killing all of the staff.

The Adversary Of Hunger

As the last member of the hospital staff falls, the demigods once more experience a moment of vertigo as the scene melts and changes – this time into a technicolor banquet hall. There is a table, laden with food and drink, with unconscious people (one per demigod) laying on giant platters, necks exposed. Around the table are seated a number of people – four people for every demigod. Any character making a Notice check sees they have red eyes and vampire teeth.

Circa is hoping the demigods will react out of habit. These people are exactly that: mere mortals, with ordinary abilities, given red contact lenses and fake party shop vampire teeth. The people on the table aren't unconscious, merely waiting... they're the true vampires.

The nature of this place is such that each normal person the demigods strike down will cause 1 Wound to the offending character. The fake vampires, for their part, will make no move other than to flinch and try futilely to ward off any blows.

If the demigods don't immediately attack, one of the them asks, "What will you do with us?" None of them will say anything more.

Should the demigods exercise enough restraint to simply wait, Circa will attack out of frustration – move on to the combat information below. Otherwise, once the first victims have been cut down, have the fake teeth spill out onto the floor next to his body and then a voice speaks from the edge of the hall...

"And there you have it. You are not so different from me, you see? We both hunger. Whether for blood or vengeance, it all comes to the same thing. Why continue to fight? Surrender to the inevitable... feed on these mere mortals, and join me in greatness!"

You got it... there are only two outcomes, with one ending the game for the demigods right away. If they resist, or otherwise attempt to fight it, Circa attacks through his vampire hosts (the true vampires on the table):



Maitre Demon (1 per Demigod)

Use the stats for the Elite Master Vampire on page 144.

There is one rub with this combat: the vampires can heal a Wound by killing any humans remaining around the table – although they have to spend an action to do so. This means the demigods not only need to fight the vampires, but also protect the humans... unless they really want to make things tougher on themselves.

Once the last demon falls to the demigods, Circa will again take another level of Fatigue, and his ability to hold the demigods in this place is broken. The demigods hear a scream of frustration and anguish as the world explodes around them.

When the demigods regain consciousness, they find themselves lying on the ground in Shanghai where they last remember being. Lt. Tao (or another appropriate surviving character) and several soldiers are checking their pulse and vitals in concern.

But now they've freed themselves from Circa's mental trap, the demigods are free to make their way back to the besieged NanoCorp building. The soldiers have an armored personnel carrier to take them back.



T-1

1 Hour To Save Mankind

The siege on the final five-block barrier has begun.

Unless the demigods think a little outside the box, and use some trick up their collective sleeve, they're likely to have to fight their way through a horde of vampires. But hey... they're demigods, right? Let them come up with an idea and run with it – whether it's as supernatural as divine Powers, or as mundane as crawling through underground access tunnels. Perhaps they use any remaining explosives to blow a hole in the basement wall of the Shanghai Sen building across the road from NanoCorp to get into the NanoCorp labs. They should know Shanghai Sen pretty well by now!

Once back, they learn the underground tunnels have been compromised. If they're crawling through those tunnels, they learn about it when they bump into the invading vampires – otherwise, security cameras pick up the invaders, and the demigods are alerted.

In the latter case, Lt. Tao (or whoever is left in charge of military operations) asks the team to clear the tunnels. Circa is sending his best forces, so this shouldn't be easy.

Vampire Captain



Use the stats for the Elite Master Vampire on page 144.

Vampire Soldiers (4 per Demigod)

Use the stats for the Elite Feral Vampire on page 143

Paging Doctor Wu

No sooner have the demigods finished clearing the vampires out of the tunnels when they get a call from up top (either via radio or intercom) – the vampires the demigods went after were apparently a feint. The main mass of vampires is breaking through the outer perimeter and closing on the NanoCorp building. *“At all costs, you must protect Doctor—”*

There is a chaotic tumble of battle sounds, and the line goes dead.

Hopefully the demigods are clever enough to figure out they need to get the doctor to safety... wherever that might be at this point in time.



Fortunately, the demigods are right in the area of the protected underground labs where Doctor Wu and his assistants are still working. Getting to him is simple. And thankfully, he's just finishing up what needs to be done for the vampire retrovirus. If only the demigods can release it into the atmosphere, eventually every vampire left alive will be sterilized and unable to infect anyone else.

But to do so, the doctor explains they must get to the roof of the building – an airborne release is the only way to guarantee a sufficient spread of the retrovirus. And the characters better have some air transport sorted out by now, or humanity's in trouble.

Getting to the roof isn't going to be simple. Sumiko, the NanoCorp building AI, has used the building security to defend the lobby, but to no avail. The elevators certainly aren't safe any more. Between the possibility of power being cut and the loss of structural integrity due to combat, the whole group could end up trapped in an elevator shaft until the end of the world... but since that's less than an hour away, maybe it wouldn't be too bad. Still, it might be better to use the stairs.

The demigods probably have Doctor Wu and his daughter with them, as well as Doctor Noh Chu and Sergeant Yuan. Any other non-military characters the demigods have in their care are there as well. Lt. Tao, Captain Lam and any

military defenders are busy holding back the horde for as long as they can. They know it's a suicide mission, but they know what's at stake - a chance to actually purge the world of this infestation and prevent the vampire apocalypse.

Just as the demigods and their charges make it to the stairwell, a group of ex-army master vampires bursts into the area, literally crawling out of the air ducts. The demigods can stop and fight, run really fast (difficult if they choose to take Doctor Wu's elderly housekeeper, for instance), or just try to seal the doors behind them by making a successful Strength check (which can be a group roll for everyone except the one working with the electronics) and a successful Repair check to fry the lock.

Ex-Army Vampires (2 per Demigod)

Use the stats for Advanced Master Vampires on page 144 and give them assault rifles.

If the demigods aren't panicked enough by this point, things are about to get worse.

Shanghai, We Have A Problem

Unfortunately, as the demigods reach the executive floors, a vampire hacker breaks into Sumiko's defense routines. She manages to send them one last message, warning them that she's lost control of the drones and turrets. Then military vampires (as above) break through and start rushing up the stairs behind them.

For some truly chaotic fun, treat the demigods to a three-way battle with them fighting the vampires, security drones, and dealing with turrets while trying to move towards the roof with civilians in tow.

Security Drones (2 per Demigod)

Use the same Spider Drones from T-11 on page 58.

At one point, as the demigods approach a major door up to the roof, there is also a pair pop-out turrets:

Pop-out Turrets (2)

Each has Toughness 15(8), Shooting d8, and a Bolt Cannon (**Ranges:** 12/24/48, **Damage:** 2d10+2, AP 10, Auto)

Not enough? If the ensuing combat goes on for more than four Rounds, feel free to add a group of Heavy Drones arriving on the scene:



Heavy Drones (1 per 2 Demigods)

These alarmingly quick-moving walls of firepower and destruction are capable of giving a nasty surprise to the hardest of corporate espionage teams.

Attributes: Agility d6, Smarts d8(M), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d10, Notice d10, Shooting d12, Stealth d6

Pace 8 Parry 7 Toughness 21(10) Pulse 20

Edges: Ambidextrous, Improved Block, Improved Dodge, Two-Fisted

Special Abilities

- **Armored:** Charged plating provides 10 Armor
- **Bolt Cannon:** Shoulder mounted (**Ranges:** 12/24/48, **Damage:** 2d10+2, AP 10, 3RB)
- **Bolt Chaingun:** (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP6, ROF 5, Semi Auto or Auto, 3RB)
- **Construct:** +2 to recover from being Shaken. Don't suffer additional damage from called shots. Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Retractable Blade Appendages:** (**Damage:** Str+d10, AP8)
- **Sensor Suite:** Ignores all penalties for Darkness and concealment from ambient conditions
- **Size +4:** Regular-sized creatures get +2 to hit them.



By now it should be clear the situation is hopeless. All the group can do is get to the roof as quickly as possible and fly off, releasing the retrovirus and deserting the city. They may have to leave some civilians behind, the elderly and injured for instance. Anything else could mean their own death and Circa would win.

In the middle of all the running, fighting, saving Doctor Wu the smartest demigod in the group realizes there's one last hope for containing the vampires horde and stopping other cities suffering the same fate...to nuke Shanghai using Sergeant Yuan's laptop. After all, the retrovirus will only sterilize the vampire horde. The eight million existing vampires will still ravage huge swathes of the planet. But now, for one moment only, they're all in one place - Shanghai. Before they disperse around the world, this is the chance. Will the characters take it, wiping out their beloved home?

End Game

With only minutes to spare, the demigods burst onto the roof of the NanoCorp building, returning to the place from which they started. Only this time most of the lights of Shanghai have given way to darkness, except where buildings are burning. Waiting on the helipad is their helicopter (if that's the way they dealt with their transport issue) or they'll need to call to Crane On Mountaintop for assistance, which arrives in the form of a mystical airship a few moments later, landing on the helipad.

As the demigods and their charges make their way across the rooftop, a Type 004 gunship (for stats, see *Crane On Mountaintop* on page 103) rises above the lip of the building, and opens fire with its gatling cannon. Allow everyone to make Agility checks - anyone who fails takes 2d10 damage (AP 4). Any demigod who succeeded may also choose to spend a point of Karma to dive in front of someone who failed, thus saving that person's life (but taking the damage himself). This may save Sergeant Yuan for instance, or Doctor Wu.

A soldier down below, one of the last men left standing outside NanoCorp (have it be Lt. Tao or Captain Lam if they're not both dead yet, bless them) spots the rogue gunship and fires a man-portable rocket launcher, hitting the gunship. There's an explosion, but just as it starts to plummet back to earth, a lone figure leaps from it and onto the rooftop.

This is Circa, in the flesh and materialized into the physical world... and boy is he angry. He now understands the plan and how close the characters are to thwarting him.

Win or lose, he has no intention of letting the characters live either.



Circa

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Climbing d12, Fighting d12, Guts d12, Notice d12, Shooting d12, Taunt d12

Pace 6 Parry 10 Toughness 12(4) Pulse 35

Hindrances: Habit: Feeding (major)

Edges: Acrobat, Improved Block, Improved Dodge, Improved Frenzy, Level Headed, No Mercy, Stutter, Tough As Hell

Gear: Claws (**Damage:** Str+d6+2, AP 4), Armor of Darkness (4 Armor, all locations).

Special Abilities

- Demigod Entity:** This ability grants Circa all the perks enjoyed by Demigod rank characters, i.e. +2 on Soak rolls and checks to recover from being Shaken, +2 Karma for his own use, enhanced recovery rates, and so on.
- Impending Godhood:** Circa's so close to becoming a god that he shrugs off death with seeming ease - any Wound that would kill him instead takes a point of Karma off him, his swirling dark form reshapes to heal all damage, and he gets back up. Running out of Karma would still mean his death, as would a truly poignant sacrifice by another demigod (the sacrifice of a beloved city to finish him in the fires of a nuclear explosion for instance).
- Nexus Master:** Don't forget that Circa can flex the nexus, just like any of the characters - he's a demigod, after all. More than that, the local nexus is the one he's been developing. Around Shanghai 2048 he can alter reality more impressively than most. A 2 point flex costs him just 1 Karma. If he wants to make it so the ash cloud is much thicker, caustic, and at the level of the NanoCorp building rooftop for instance, he can do it - that should make lift off in a helicopter tougher. Also, if a character tries to 'counter flex' (to pay Karma to revert reality to normal), they'll find that Circa's link to this nexus makes him much the stronger. It'll cost twice the Karma he spent to undo his flexing.
- Shifting Form:** Circa's swirling shape makes it difficult to target him with precise attacks. All attacks against him are at -2 and there can be no called shots against him.
- Spirit:** Circa's natural home is the spirit world, but before this encounter he'll have materialized into the physical world, where he'll stay until it's all over.

The Makings Of A God

信仰永能活力笑友

Becoming a god requires three things. First, the character has to have enough experience (we recommend a minimum of 180xp). Second, he needs to have proven himself worthy by conquering a challenge fit for a demigod (this campaign is a typical example). Finally, he has to stand for something.

Any god in a pantheon is the god of something: of the weather, of love, of nature, of combat, of *something*. In our experience, one of the most fulfilling decisions a player ever makes is deciding what his demigod will become the god of. It's a chance to look back on his adventures and see what he really stood for.

If the players are going to retire these characters, let them discuss which god they feel each character should become. Let them remember all the great moments that sum up each individual and make their decision from that. And it should always be their decision. When they're done, crack open a celebratory drink and toast the new pantheon and its new gods, thanking them for giving you so much entertainment.

They belong to you now, as GM, to make cameo appearances in the stories of other groups of characters. Treat them with the respect they've earned.

Circa appears as a swirling dark humanoid mass. Over the hours he has become more and more like a god of vampires, so when he lands his physical form largely coalesces into the shape of the tallest, meanest looking vampire the demigods have ever seen, a vampire of pure darkness except for two pristine white fangs and red, rage-filled eyes. His shape shifts slightly at all times, despite his near-complete vampire god transition. It's a sign that, even at this late stage, the characters still have a chance to stop him. But they won't be able to do that in personal combat (his impending godhood makes it very difficult, at least).

Circa will do whatever he can to prevent the characters getting airborne, cursing them all the time, taunting them with the fact that he's about to become the god of vampires, that his 8 million followers will rule the world forever, that he relishes the moment he will start to suck on the necks of the other gods, and any other bits of the plot the players haven't figured out yet.

Use the environment for all it's worth – this combat is taking place on the windy top of a very tall building with the cooling towers of the building's power plant and other cool props all around.

None of the secondary characters can really help in this fight, although if the helicopter (or Crane's Airship) can get into the air, either Doctor Wu or Doctor Noh can release the retrovirus. Once the retrovirus is released, Circa has lost. If he's still alive on the rooftop, he lets out a howl of anguished rage.

But it's a hollow victory with the knowledge that 8 million vampires will remain to ravage mankind. Unless Sergeant Yuan targets the city with a nuclear strike, that is.

If that happens, the characters can watch from altitude as the missile streaks across the city from its silo and explodes above the NanoCorp building. For one moment, whether they're looking or not, they have the impression of Circa on the rooftop, blinding light wiping away the stain of his swirling dark body.

And only then, with the final sacrifice of their dear home in the mortal realms, can the demigods say they've won a true and full victory for the whole universe, with the hot winds of the blast helping spread the retrovirus around the planet and vaporizing 8 million vampires in the same moment.

Epilogue

Assuming they succeed in securing the future of mankind (maybe the universe), a hatch to the baggage compartment at the back of their transport opens up and a familiar, ancient Chinese man pokes his head through, nodding with a smile at the demigods. Without saying a word, they know they're supposed to follow him. Through the tiny hatch there's a portal to the Maelstrom and there, standing looking at the Veil, the characters can see the bright nexus of Shanghai 2048. It dims, flickers, and fades to nothing. Circa's influence on history unravels as our reality reasserts itself and the vampire threat never materializes.

The group is taken to the Celestial Court, where the drilling soldiers in the castle courtyard turn to face the demigods and, upon command, salute them, acknowledging their great deeds. The group then finds itself in the Peacock Garden where the Celestial Emperor and all the other Chinese gods applaud each character and give them gifts of gratitude that they (meaning you) deem worthy.



While this is a perfect time to turn these mighty demigods into full gods and retire them to become a pantheon in their own right, go ahead and design another Demigod rank campaign for them if your gaming group feels they could take on more challenges. This time, though, perhaps they deserve a little rest before the next adventure....

Returning To 2048

信仰永能活力笑友

With so much great material about our cyberpunk world of near-future China, it would be a real pity if you couldn't find a way to bring characters back to enjoy new adventures from your imagination. But how do you do that when this group just nuked Shanghai, leaving smoking rubble?

There are various ways to approach this. The first option is to visit other Chinese cities where the same technology, governmental structure, and corporations all exist. Shanghai, the characters will find, is not so different to Hong Kong. Or Beijing, or....

Alternatively, think further afield. Any of the world's big cities is likely to be using similar technology and will have found ways to survive the ash cloud to a greater or lesser extent. If you're inspired to send the characters off to New York 2048, most of the material will only require a few tweaks to fit right in. Come up with some new corporations, some new challenges, and send the characters to interesting new environments. How's about a scenario set in a hydroponic algae farm where someone's lacing the food supply a mutation nanite. All the corporate employees eating the synthetic canteen food are starting to mutate into... whatever you want!

Finally, take the plunge and let the characters return to the smoking ruins to tidy up any loose ends. 8 million vampires - it's likely that a bunch of those escaped the main blast. Who's going to hunt them down in the radioactive remains of Shanghai? And if they survived, what about the charred and now-mutated (and really angry) local gods?

Lots of options.



Savage Tales

In the first set of six Savage Tales, the characters may visit each local god of Shanghai to gain something of value from the supernatural beings. Rat At Wharf can provide a supernaturally fast and camouflaged boat. Toad Under Bridge can store Karma for the team. Dragon Of The Bund can heal them. And so on.

Also, each of these powerful spirits can help the hunt for Circa in other ways, to ensure the mortal realm remain mortal. If any character has the Patron God Edge for the local god the team's visiting, make the encounter significantly easier for that person.

Once the demigods enter the temple of a local god, time on the main plot point timeline stops and no time passes for an hour while they're there. This is a little piece of 'time outside of time', a trick the local gods are playing on Circa (not that they know much about their mysterious adversary). For that time, those temples aren't in the Maelstrom and they're not in the mortal realms. Anyone who steps across the threshold and meets with a local god of Shanghai is... somewhere else.

These are the only places in the campaign where the characters get to step out of time. The characters can't stick around for weeks healing, though. Defying the nexus is dangerous, even for the local gods of the city, and they only dare risk an hour of 'non-time' per temple for fear of being torn to pieces by the violent power of the nexus.

The second set of six Savage Tales is a linked set of time travel quests through the history of Shanghai, hunting for six elemental Chimes. The demigods will go to other historical points in the city and try to get to the *Chimes of Discord* before Circa. Once again, the local gods will risk the power of the nexus to give the characters one hour per quest that's outside of time. They'll have the same temporal protection as in the temples, so the demigods will find they return at the same moment they left.

The third set of Savage Tales are the only ones that are set within the twelve hours, and time will tick down while the characters pursue those goals. These are scenarios where several of them can help the group out, by healing a bitten character, for instance. So if the team finds itself with a little time in hand, they may well choose to take on a few of those six Savage Tales. Each is designed to be a short interlude rather than taking up lots of game time, and one, The Stadium, may be extremely useful if they're confused about the nature of Circa as the campaign goes on. Of course, The Stadium is a trap and very dangerous, but the characters get nothing for nothing in this campaign.

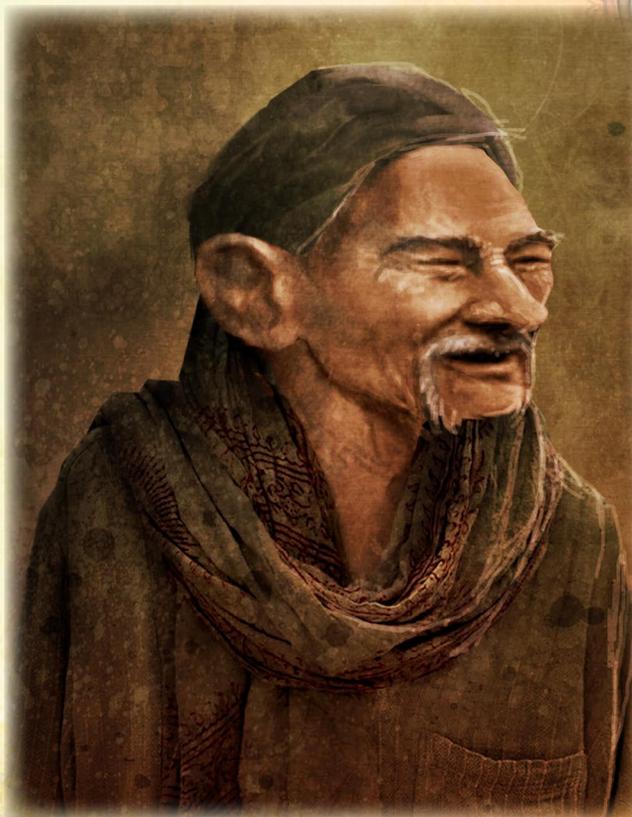
Rat At Wharf

Rat At Wharf is a charming, intelligent deity who protects his family. He prizes loyalty, offerings and smart thinking. His temple is in Midtown on a wharf. These are things that most any ancient master of Shanghai will know about him.

He has protected his temple and those within it with magic. Only those with normal human thoughts (that is, no feral or scavenger vampires) may enter his temple and the temple grounds. Also, most people simply pass by without seeing it. In fact, unless the demigods are specifically looking for Rat At Wharf, they won't find the temple.

While Rat will still speak to the team even if they don't have offerings, he'll be much more helpful if they have some sort of gift for him before they start with the negotiations. Food works the best, and pizza scores bonus points with Rat.

The waterfront temple doesn't look like much from the outside. However, once the team passes onto the temple grounds, the stink and trash of the wharf melts away to a cozy walled garden of lush trees and a well tended garden that's designed with many burrows for rats to live in. The chittering sounds of their talk and movements



The Western Han Mirrors

信仰永能活力笑友

The four mirrors of the Western Han are considered to have been crafted for the Imperial Court by highly skilled artisans, sometime in the first couple of centuries B.C. Considered national treasures, each mirror's slightly convex bronze face is smooth, bright and clear. When sunlight shines on the mirror's face, it passes through and projects a pattern onto any white wall behind. This image is otherwise not visible – on the mirror or otherwise. Tradition holds that the 'Transparent Treasured Mirrors' could drive out evil spirits, and they have even been held to be supernatural beings in their own right.

are a suitable backdrop to the temple. The temple itself is gray and silver with white accents. Beautiful motifs of rats playing, feasting, charming and talking with others adorn the walls.

Rat is an old man with pointed features wearing gray clothing of poor, ragged cloth. His clothes are clean, just in bad shape. He's charming and flirtatious towards the women, and boldly teasing towards the men. If given offerings, he will invite the demigods to sit with him in the temple. If there is no offer given, he will politely wait to hear what they want while watching the rats all around the temple move. If a demigod kills a rat... well, that would be bad in the extreme and end any visit to the temple immediately.

Rat's Task

Rat's request is all about loyalty: loyalty by the demigods to each other, and to Rat. Rat will tell the demigods that he needs them to go to the nearby Shanghai Museum and retrieve four special mirrors. They're warned, however, that they mustn't take any other item from the museum. If the demigods don't retrieve the mirrors, don't give them all to Rat, or if they take any other items of value, they fail the test.

If the demigods should ask about the mirrors – particularly why Rat wants them – he'll explain they can be used to ward off evil. And he feels they will make a mighty useful addition to his temple about now.

The museum isn't far, a little further along the waterfront, and the journey shouldn't be too tough. The demigods can

simply barge in and hope they meet no resistance, or they can use Knowledge (Hacking) and Stealth to avoid setting off alarms. While all the human security guards have long since abandoned their posts, security drones still patrol the building and grounds, with one patrol in the lobby at all times. They're similar to the military recon drones, but with a nasty electric blast to take down intruders. The city government values its museum and guards its treasures.

Additionally, if an alarm is set off, the persistent noise will attract any vampires roaming around nearby. For every minute (ten Rounds) that passes with an alarm sounding, two feral vampires arrive for every demigod present, attracted by the noise, then start to look around the museum. The demigods will probably want to either sneak around unnoticed or turn off the alarms because otherwise they could get trapped in the museum by a mass of vampires and drones.

There are alarms at the building's entrance, at the entrance to each exhibit area, and on the mirrors themselves. Additional security drones patrol between each of these areas. The four mirrors have been displayed at the back wall of each of the four main exhibit areas – something that's proudly talked about on a banner in the entrance lobby of the museum. While the characters could split up to get them quicker (especially if alarms have been set off), the patrolling drones will make life tough. Better to take a little longer and work together as a team... which is part of Rat's test.

Security Drones (1 per Demigod per patrol)

A small multipurpose flying drone intended for security patrols.

Attributes: Agility d6, Smarts d8(M), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8, Repair d8, Shooting d8, Stealth d6

Pace 6 Parry 5 Toughness 8(4) Pulse 5

Special Abilities

- **Size -2:** -2 Toughness and regular-sized creatures get -2 to hit them.
- **Flight:** Drones have a flying Pace of 6 and a climb of 6.
- **Armored:** Charged plating provides 4 armor
- **Electric Blast:** (**Ranges:** 5/10/20, **Damage:** 2d6+2)
- **Sensor Suite:** Ignores all penalties for Darkness and concealment by ambient conditions.
- **Construct:** +2 to recover from being Shaken. Don't suffer additional damage from called shots. Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.

Feral Vampires (2 per Demigod)

Use the stats for Standard Feral Vampire on page 143.

Return To Rat

Once the mirrors are recovered, the demigods need to return to Rat's temple. They can do this by any means at their disposal, although the clock is ticking as long as they're away from the temple grounds. Bear in mind that any fight they get into at this point runs the risk of damaging or destroying the mirrors unless they have a fool-proof means of protecting them. And these ancient mirrors are fragile - you might want to mention that to the team.

In general, assume that if any demigod carrying a mirror ever takes a Wound, he must immediately roll a d6 - on a 6, the mirror is broken. The unlucky character can spend a Karma to negate this effect. This is in addition to any Karma spent in an attempt to Soak Wounds.

Encounters on the return trip are left up to you, but the demigods should be attacked at least once by a roving pack of vampires. We'd suggest two or three per demigod, plus a Wild Card master to lead them. See page 143 for various vampire stats. Also, give the master some sort of anti-vehicular weapon that can be used to disable any vehicle the demigods are using. The temple isn't far from the museum, but don't make it too easy on them.

For the most part, the mirrors are useless to the demigods unless they can find a way to duplicate sunlight... technically, any bright UV lamp would do. If they manage to create an image on a white surface while any vampires are in the area, a trio of Spirit Warriors will immediately rise from the image to fight the vampires.

Spirit Warriors (3 per Mirror)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d10, Notice d6, Stealth d10, Throwing d10

Pace 8 Parry 11 Toughness 8(1) Pulse 20

Edges: Acrobat, Combat Reflexes, Command, First Strike, Fleet Footed, Improved Block, Improved Dodge, Improved Frenzy, Improved Level Headed, Improved Nerves of Steel, Sweep, Two-Fisted.

Gear: Cloth Armor (+1 Armor), Chinese Sword (**Damage:** Str+d6)

Special Abilities:

- *Spirit:* May manifest in the physical world for the duration of one scene, once per day, when sunlight is shone through the transparent treasured mirrors.

Any Spirit Warriors that are 'killed' can be pulled from the mirror again - but only after a day has passed.

Rat's Reward

Depending on how the characters succeed, they can get up to two rewards.

For completing the task, the demigods gain access to a magical watercraft belonging to Rat. This allows them, once during the campaign, to call on Rat to use a magical water-born vessel that is both stealthier and faster than conventional boats. There are a couple of main plot points that would be a lot easier with Rat's Ship. It looks like a rickety old pirate junk but is a sturdy magical craft. There's no need for a pilot but it costs 20 Pulse to use the boat. This Pulse can be split among the group as it sees fit.

Rat's Ship

Toughness: 14(4)

Wounds: 4

Notes: Heavy Armor

Skills: Piloting d8, Stealth d12

Note that passengers can use any of their weapons (or Powers) while inside Rat's Boat, taking advantage of its armor. The hull simply allows them to pass through. Also, the demigods may ask the ship to shroud itself in magical river mist, giving the whole vessel concealment.

If the characters give Rat an offering of food (especially pizza) in addition to completing the task, the party also gains the following Edge: Connections (Rat At Wharf). This will allow the characters to call on Rat for another form of help at one point in the campaign - as long as they can convince him that their need is dire. Treat this just like the Connections Edge from Savage Worlds, although it won't last past the end of the campaign.

As with all of the *Deities of Shanghai Savage Tales*, time starts up again once the demigods leave Rat on the Wharf's temple grounds or after they've been inside for an hour.

Toad Under Bridge

Toad Under Bridge is a local Shanghai demon. The Chinese don't believe demons are inherently evil; some are, some aren't. This is a good quest to introduce this concept to the players. Toad Under Bridge is a demon known as a master of money, closely associated with the lunar cycle. He can be found at the Yuyuan Garden in Midtown.

While there will be more vampires around the area as the campaign progresses, they'll avoid the Yuyuan Garden, especially the lake in the middle. Toad Under Bridge lives in the temple to the west of the Zigzag bridge, on the mid-lake pavilion, and the place is supernaturally distasteful for vampires.

When the demigods enter the lake area of the garden, they will feel a sense of their destiny – a gut feeling of all the potential paths their Karma could, will and has led them on. As soon as the first demigod enters the lake or steps upon the Zigzag bridge, all of them shift into Toad Under Bridge's realm.

Immediately, the murky water clears and becomes fresh and clean. The colors of the plants in and around the lake become vibrant and lush. The temple to Toad Under Bridge becomes visible in the middle of the Zigzag bridge. Anyone who drinks from the surprisingly clear water or enters the water of the lake will feel a renewed sense of destiny and potential – they gain back half of their spent Karma for that session, rounding up... though this will only work once.

Toad Under Bridge is a huge, warty gray-green toad who seems to have more manual dexterity than one would usually see in his ilk – a fact attested to by the pipe in his hand. He sits up on his haunches, exposing his gray-white belly that glistens with a moist sheen. Maybe it's water; maybe it isn't. Toad is smoking something in the long thin pipe... a fungus that smells neither pleasant nor unpleasant – simply odd.

Toad's Task

Toad is more than willing to bargain with the demigods and to assist them... *if they'll do one small thing for him first. "I need you to free my children from their prison. Yu Huang, the Jade Emperor, trapped them 'until the end of the world came'. I think this qualifies as the end of the world, don't you?"* If they ask more questions, Toad will explain that he won a wager with one of Yu Huang's children, Mei – the forfeit being that she would bear his children.

However when the birthing of the children began, Yu Huang captured Toad's children and trapped them inside a puzzle box that itself has been sealed away. *"If the time is right, I am allowed to send whomever I wish to free them. If you free my children, I will give you something you can use later."* Toad says, puffing on his pipe.

A soft cough from behind the demigods alerts them to another presence. A man with long white hair and beard stands in flowing robes, leaning on a large sword that glows with mystic power. He gives a slight bow, and says, *"I notice you neglected to tell them the bad part, Toad."*

Toad makes an unamused grunt. *"Put the sword away, old timer – you won't be needing it today."*

The man smiles mischievously. *"You only say that because you aren't a pretty lady."* Then, to the demigods, *"I am Lu Tong-Pin, currently tasked by Yu Huang to keep an eye on this... miscreant. Toad is leaving out one stipulation that is most unsavory. If you should fail in your effort to free his children, you will join them in their imprisonment. While under normal circumstances that may not have been a bad thing, I'd guess by now they're a little hungry. Do you still wish to try?"*

The choice belongs to the characters – neither Toad nor Lu Tong-Pin will attempt to sway them one way or another. Should the demigods still wish to attempt Toad's task, Lu Tong-Pin bows in acquiescence and motions to Toad. *"Show them the way, then..."*

Toad inhales on his pipe and then exhales a large billow of smoke as he gestures with a webbed 'hand'. The smoke billows in the direction he indicated, forming itself into a pair of stone statues standing on the water. Each holds a sword in its hands, outstretched to touch the other's sword.

Lu Tong-Pin explains, *"Each barrier is blocked by a riddle. Should you fail to answer correctly, you must deal with the consequence. You have one chance to answer, so answer carefully and wisely."* Then he clears his throat. *"Though I am a jar, I can hold nothing inside. What am I?"*

Unless the demigods answer correctly, the statues spring to life and attack.



Men Shen (Pair Of Guardian Statues)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d6

Pace 5 Parry 7 Toughness 13(4) Pulse 10

Special Abilities

- **Armor +4:** The Men Shen are made of hardened stone.
- **Construct:** +2 to recover from being Shaken. Don't suffer additional damage from called shots. Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Size +1:** Each Men Shen stands over 8 feet high and weighs 4,000 pounds.
- **Stone Swords:** Each Men Shen wields a sword of stone (**Damage:** Str+d8).
- **Vitality:** Each of the Men Shen automatically Soaks the first wound it takes in any encounter. The damage gets through, but the Men Shen simply ignores it – it doesn't count as a Wound and the Men Shen isn't Shaken.

If the Men Shen are 'killed', they revert to their original form and positions. Should the demigods defeat the Men Shen or give the correct answer (the answer is 'a door'), a shimmer passes between the statues, then clears to form a portal between the statues into another area.

The next room contains an island, blocked by a wide, raging river, and what looks like a large puzzle box sits in the middle of the island. The night sky, stars glimmering clearly, stands above. Lu Tong-Pin follows the demigods into the room, and presents the next riddle: *"Like a river I flow. Like the night's sky, no one knows my limit. Yet the more you ponder on my name, the more of me passes you by. What am I?"*

Unless the demigods answer correctly (the answer is 'time'), the river surges up to consume them (this includes if they try to avoid the riddle by just swimming across). Anyone who tries to avoid the water by fleeing back through the door will find it's no longer open. Anyone trying to fly over the water (or otherwise avoid it) will find that it's almost a living thing – it 'grabs' at them with a Strength of d12, and will pull them in, if the Grapple can't be broken.

Characters in the water must make Swimming rolls. The river is about 15 inches across (90 feet), and is considered white water... this means the demigods have their Swimming Pace halved, and must make rolls every Round. Should the demigods manage to make it across the river or give the correct answer, the river shimmers and becomes a glass floor, reflecting the night's sky and allowing easy passage to the island.

Standing at the puzzle box, the demigods can see it's almost the size of a minivan and covered with intricate geometric carvings. The carvings form wooden panels that begin to move and slide in various ways as Lu Tong-Pin asks the final riddle: *"Though I am a window only one can look through, many look in and perhaps see the one. What am I?"*

Unless the demigods answer correctly, the panels collapse inward as if falling down a hole, and they are irresistibly pulled down as well – trapped along with Toad's children within the box. The bad news is that Lu Tong-Pin was right, and the little fellows are hungry: the demigods are attacked by a swarm of carnivorous demon tadpoles. They are ugly, rat-sized things with the sort of face only a parent could love – all bulging eyes and sharp teeth.

Demon Tadpole Swarm

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace 8 Parry 4 Toughness 7 Pulse 10

Special Abilities

- **Bite:** The demon tadpoles inflict scores of tiny bites every Round to their victims, hitting automatically and causing 2d4 damage to everyone in a Medium Burst Template (victims in completely sealed suits are immune).
- **Demon Spawn:** +2 to recover from being Shaken, Immune to poison and disease, and take half damage from non-magical attacks.
- **Split:** The swarm is clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2. Because the swarm is composed of scores of tadpoles, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict damage equal to his Strength each round.

Should the team answer incorrectly and stomp all the tadpoles to death, then the puzzle box has no more reason to exist. It will break open and dissolve to nothing, depositing the demigods back in Toad Under Bridge's temple. Understandably, Toad will be inconsolable at the slaughter of his children and banish the characters from the temple forever. They will be supernaturally repelled if they ever try to approach again. As they make their way back to the main campaign, they'll hear Lu Tong-Pin's laughter on the wind.

However, should the demigods give the correct answer ('an eye' or 'eyes' - it doesn't matter which they use in their answer), the panels all slide away, dissolving in a white light from which the happy tadpoles emerge. The little guys all flit through the now-open portal to see their overjoyed daddy, who releases them into the lake (probably to start feeding, although that's not a pleasant thought). The demigods are also free to return through the portal as well. Toad is willing to help against Circa. Now that his children are free, he'd like to see them grow and fulfill their potential. And that requires a vampire free world, really.

Toad's Reward

Toad Under Bridge is a mystical creature who surfs the ebb and flow of the universe. The team may at any time pay Karma to Toad Under Bridge who holds the Karma in reserve. Then, when asked, Toad will return Karma from the 'bank', charging a banker's fee of 5 Pulse for every Karma. This allows the team to bank unspent Karma at the end of a session and reclaim it later.

This is a shared group account, so any character can put Karma in or take it out. The account is closed when the characters leave Shanghai at the end of the campaign, with Toad keeping any Karma they don't reclaim at that point.

As an added bonus, if the demigods managed to free Toad's children by correctly answering all three riddles, rather than by any other means, Toad will allow them to call on him for aid once (and only once). In that case, he will send his children (the Demon Tadpole Swarm) to fight on the demigods' behalf. They will magically appear surrounding the characters and follow instructions for the rest of that combat. If destroyed, they are instead banished to the spirit world and swim back to their father, to heal in the clear waters under the Zigzag Bridge.

As with all of the *Deities of Shanghai Savage Tales*, time starts up again once the demigods leave the temple grounds, or after they've been inside for more than an hour.

Stalking Tiger

Stalking Tiger is the protector of the dead, he who patrols the Shanghai graveyards to prevent any desecration. His small temple is fairly new; it's located at a shrine built in dedication of Tiger near the 'big cats exhibit' of the Shanghai Circus. Like most fairgrounds, the Shanghai Circus is laid out in a series of winding paths designed to take the customer by every single exhibit, souvenir shop, and food stall. The theory is the longer the customer stays on the path, the more likely he is to buy something.

It would be safe to say the Circus has seen better days. The bright colors that once attracted people are now dull with age and ash, bringing a desolate feeling to the site, now deserted while the city is under curfew. The perpetual gloom just adds to the feeling. Only the howls and cries of the hungry vampiric animals tell the demigods they're not alone. Yes... many of the animals in the Shanghai Circus have been infected and turned, and each one of them is feral and hungry. The nanovirus was never meant to be able to infect anyone other than humans, but then the nanovirus was never meant to have contact with Circa - he has twisted it in ever-more chaotic ways, and that becomes clear in the Circus exhibits.

In contrast to its grim surroundings, the small temple to Stalking Tiger is bright and clean, decorated in a motif of tigers leaping, hunting and stalking prey. The temple - and the tiny grounds around it - is sacred, so every infected and turned animal instinctively avoids the wrought iron walls surrounding the garden, as well as the building itself.

Since any creature that couldn't flee or fly was either devoured or infected by the nanovirus, the demigods run the very real risk of bumping into some angry, starving vampiric animals. If they don't want that, they should make Stealth rolls to avoid being detected, and Notice rolls to detect potential ambushes. If they succeed on the Notice roll, they can make another Stealth roll (this time at -2) if they want to avoid a confrontation. If they fail any Stealth rolls, draw a card and check the result to see what's there:

Number Card	Small Animal (Cat, rat or dog - on a 10, you may make it a Swarm, if appropriate.)
Face Card	Large Animal (Lion, tiger or bear - oh my!)
Ace	Huge Animal (Rhino or hippopotamus... big, tough and <i>mean</i> .)
Joker	Master Vampire (Use the Advanced Master Vampire stats on page 144.)

Rather than list an almost endless supply of stats, we'd suggest you just take an appropriate animal from any list of Savage Worlds creatures, and give them the Stalker 0 Edge and Feral Stalker 0 Hindrance. One small note: The nanovirus around the Circus doesn't only affects mammalian biology. If you want a vampire crocodile, go for it!

Here are a few suggestions to get you started:

Feral Vampire Panda

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d6, Notice d10

Pace 6 Parry 5 Toughness 7 Pulse 10 Charisma +2

Hindrances: Feral Stalker 0, Habit: Feeding (Major)

Edges: Attractive (bears are cute, pandas are super cute. Admit it, you agree), Stalker 0

Special Abilities

- **Bite:** Pandas have nasty bites, doing Str+d6 Damage.
- **Claws:** Pandas can also scratch for Str+d4 Damage.
- **Size +1:** While not much 'taller' than a man, pandas are much bulkier, weighing in at a few hundred pounds.

Feral Vampire Tiger

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d10, Notice d8, Stealth d6

Pace 8 Parry 6 Toughness 8 Pulse 10

Hindrances: Feral Stalker 0, Habit: Feeding (major)

Edges: Improved Frenzy, Stalker 0

Special Abilities

- **Bite or Claw:** Tigers can claw or bite for Str+d6 Damage.
- **Size +2:** Tigers are very big cats.
- **Pounce:** Tigers can pounce on their prey leaping d4 inches to gain +4 to their attack and damage. The tiger's Parry is reduced by 2 until its next action when taking this maneuver.

Stalking Tiger's Request

Stalking Tiger is a regal figure, appearing to the demigods as a lithe Chinese man with tiger fur over his whole body, wearing red and gold silk to match. His demeanor is watchful, alert - he's always aware of what's going on around him, as well as in his temple and on the temple grounds.

Personal Panda

信仰永能活力笑友

If you want to make this bit more personal for the players, you might take a moment when you're setting up this adventure (or even the campaign) to ask them which animal their demigod most identifies with. Then, let that be the animal he must save. You can also personalize their 'quest' based on a demigod's given animal, as well as his strengths and weaknesses.

Being a noble and honorable sort of deity, Stalking Tiger is willing to speak with the characters and help them, if they can help him first. *"It's clear my home is on the verge of being desecrated by these... nano-creatures that are neither alive nor dead. They are miserable and pitiable, for they must steal from the living in order to continue their wretched existence."*

In short, Tiger wants two things: First, for the characters to kill as many of the vampiric creatures in the Shanghai Circus as possible - he feels they should be freed from this miserable and unnatural existence. Second, Tiger says that a number of uninfected animals have managed to survive by hiding within the Circus grounds, and they must be rescued, as they are innocent creatures. Coincidentally (and conveniently), there is one for each of the demigods.

Yeah... there are lots of vampiric animals for the characters to kill. And, yes: a bite from a vampiric animal will infect a hero, although claw wounds won't.

We suggest allowing the demigods to fight a couple of skirmishes against some of the more dangerous creatures - like the big cats and the large primates. Once they get their 'killing the vampire animals' plan down, just allow them to help narrate their destruction of the vampire animals, while focusing more on the 'rescue' portion of the adventure.

Of course, if having a vampire creatures attack adds an element to the rescue of another animal, by all means play it out. The idea is to keep things interesting. Remember, the Shanghai Circus is in equal measure a zoo and a fairground, with a mix of fairground booths and rides as well as animal enclosures.



Stalking Tiger's Reward

Once the demigods return to Tiger with both tasks done, he is amenable to helping them – even more so because his animal children have been freed from their vampiric half-life.

For the destruction of the vampire animals, Stalking Tiger grants each of the demigods a boost to their Spirit. This means that for the rest of the Shanghai Vampocalypse campaign, each character's Spirit die type is increased one (for example, a d8 becomes a d10), or has +1 added to it, in the case of d12 or higher. In addition to some obvious bonuses – like easier recovery for being Shaken – this will also help any martial artists or ancient masters enjoy a little extra damage potential as well.

For rescuing the animals, Stalking Tiger grants each of the demigods a Spirit Guardian, with each character's guardian taking the form of the animal he saved. The primary purpose of these guardians is to help keep the demigod from becoming infected with the nanovirus. Should a demigod be bitten in the course of the campaign, his guardian will take the fall, effectively giving each one of them a single 'Get Out Of Jail Free' card when it comes to being bitten and infected.

After receiving his Spirit Guardian, should a character be bitten, the following occurs as soon as it is dramatically appropriate: The wound burns and smokes as the infected blood is 'pushed' from it, followed by the Spirit Guardian. The guardian will give the demigod some kind of farewell sign before disappearing, and 1 Wound will be completely healed. Instead of a bite mark, the paw print of the Spirit Guardian is burned into the demigod's skin. This 'scar' is fully healed and quite distinct.

If the character was infected during the course of fulfilling Tiger's task, this will happen immediately upon his bestowing the gift – with the spirit disappearing into Stalking Tiger.

As with all of the Deities of Shanghai Savage Tales, time starts up again once the demigods leave the temple grounds (any area covered by mist in this case), or after they've been inside for more than an hour.

Temple Monkey

Temple Monkey is a trickster and an educator. Of the local Shanghai deities, he'd be the one who'd usually teach a lesson needing to be learned in the most frustrating way possible. One lesson he teaches is to look at the world in a different light. Another one is patience. Temple Monkey is willing to help if the supplicant is bluntly honest with Temple Monkey and himself on why he needs the help and what he needs help with.

Monkey's temple is located in the heart of the eight-block Temple District (and why not? He's always in the middle of things...). An unnatural mist permeates this area, and once the demigods enter the fog, they're on Temple Monkey's turf (and thus time stops passing). The mist is thick, muffling most sound and limiting vision. Without some sort of supernatural means to counter it, the characters can only see a short distance around them, and any Notice rolls are made at a -2 penalty.

It takes a successful Smarts roll to navigate the fog, although a map of the Temple District grants a +2 bonus to the roll. If the characters haven't been here before (or the feral vampires haven't all been dealt with), they may encounter a few feral vampires lurking in the mist.

There are potentially 2 vampires per demigod, less any that have already been dispatched. The characters will encounter all of them if they fail the Smarts roll, or 1 for each of them if they succeed without a Raise. If the characters get a Raise on the roll, they make it through to Temple Monkey without any mishap.

Feral Vampires (2 per Demigod)

Use the stats for Standard Feral Vampires on page 143. These guys have been lost in the mist for some time and are *very* hungry.

The demigods eventually emerge from the mist at Monkey's temple. The grounds are filled with lush trees and a hedge maze that's tended to by Temple Monkey devotees. Inside the temple itself is a series of images of Temple Monkey causing havoc in Heaven and Hell... and getting away with it in much the same way a jester gets away with teasing a king.

Temple Monkey himself is lounging on the floor, next to an altar honoring him, eating the smoke from the incense. Dressed in browns and gold, Temple Monkey looks more like a man with some monkey overtones. His hair is gold, his skin is brown, and he seems utterly unconcerned about what is going on outside the temple – although he clearly

is, what with all the supernatural mist out there protecting the temples and confusing any interlopers.

Temple Monkey's Task

Temple Monkey's task reflects his irreverent attitude. He's hungry. *"Temple Monkey wants mushrooms. From the maze. Each of you must bring one to Temple Monkey. Oh! And it must be nice! Not squishy or ugly. Mmmm!"* Temple Monkey proceeds to lose himself in fantasies of eating perfect mushrooms, and says nothing more to the characters unless they're handing him some perfect mushrooms.

A pretty little girl, who appears to be one of Temple Monkey's devotees, steps up and tugs on the sleeve of one of the demigods. *"I can show you where he gets the mushrooms."* The girl can lead the characters to the entrance of the hedge maze, but – although she wishes them good luck – she won't enter the maze herself.

The maze is a classic hedge maze of bushes grown to about ten foot tall – although it seems bigger on the inside than from outside. It is unsolvable by 'normal' means (mapping, the left-hand/right-hand rule, or the like). The maze is only solvable when the demigods think outside the box and 'cheat' to find its center. This can include (but certainly isn't limited to) climbing over the shrubs, cutting through the shrubs, or any other logical (or illogical) way the characters can come up with to defeat the maze. The one criteria is that you must be amused, entertained, or surprised by the method used.

Once they reach the center of the maze, the characters find a lovely patch of mushrooms with lots of fresh, ripe possibilities. However... as they go to pick a mushroom, a voice warns them to stop. *"We need those mushrooms."*

The demigods find themselves confronted by... themselves. Well, actually the antithesis of themselves. Standing before the characters is another group of characters that resembles themselves but appears to be the complete opposites of them. The lazy, messy demigod is confronted by a pristine, Type-A version of himself. The paladin-type runs into an evil and irreverent version of himself. The bold fighter is confronted by a cowardly, weasel-like reflection.

This confrontation can only be dealt with by each demigod 'fighting' his opposite in the way the anti-hero deems appropriate – weapons, words, poetry, best kiss... whatever. Make it interesting. Make it different. Challenge each character on who he is and what he believes. It may

take some thought, but this conflict should help the character reinforce who he is and why he's doing what he's doing. You know your players best – do what works for them. It's up to you to determine if the anti-hero must be defeated by his opposite number alone, or he needs the help of his fellows (for example, the loner will need help, or the one who always needs the group must do it alone).

Only when a character's antithesis has been defeated may he pick the perfect mushroom. However, once all of the demigods have their mushroom, the maze rearranges itself into a straight line back to Monkey's temple, where the characters may present their mushroom offering to Temple Monkey. He will promptly devour the offerings with great gusto.

Temple Monkey's Reward

After Temple Monkey finishes the mushrooms (enjoying them to the fullest), he gestures to the incense and says, *"Eat the smoke! Go on... is good for little gods!"* Any character who emulates how he saw Monkey eating smoke when they first arrived has his Pulse completely replenished – and feels pretty awesome. However, along with the Pulse and good feelings comes the innate warning to look beyond the norm and seek unconventional ways to win the day.

Additionally, Monkey tells the demigods they may return any time – as long as they bring food. "But... No pizza! That Rat food." He makes a disgusted face. They'd have to find their way back through the fog to do so. And make successful Persuasion rolls – even if they do bring food. Monkey can be a little capricious that way. Unless it's mushroom pizza. He'll find that hilarious! A second visit may give them additional help, at your discretion, but it's a good opportunity for characters to get introduced to the Chimes scenarios below if they sense that Temple Monkey wants to talk to them a second time.

As with all of the *Deities of Shanghai Savage Tales*, time starts up again once the demigods leave the temple grounds (any area covered by mist in this case), or after they've been inside for more than an hour.

Crane On Mountaintop

The Yellow Building is one of the tallest buildings in Shanghai and resides in the Inner City. Part shopping mall, part office complex, part high rise condos, it's the pinnacle of luxury and excess in Shanghai. The top of the building is a circular restaurant called *The Bird's Nest*. At one time the restaurant rotated, but no longer, as the ash gummed up the works. Crane On Mountaintop lives on the roof of The Bird's Nest, just beneath the cloud ceiling. Crane's help during the campaign will definitely make things easier, so he's a good one to impress.

Crane's Task

At the time they're doing it, the demigods may not realize it, but Crane's task is simply to get to his temple. That, in and of itself, isn't easy. Especially these days. To get to the temple, the demigods will need to get to the top of the 150-storey building. We mean the *top*. On the outside.

Scaling the building can be a little problematical – after all, it's nearly a half-mile of climbing, and that will eat up a lot of their precious time. If the demigods can teleport or fly, they might have a somewhat easier time of it... although a military gunship patrol may engage the UFOs (that would be the demigods, by the way).

Realistically speaking, the easiest way is on the inside. A high-speed elevator goes straight to the restaurant at the top. From there, the demigods can access the building's maintenance shafts and climb out to the building's exterior. Since the maintenance hatches are manual, they can't be 'hacked', but the characters can open them with a successful Repair roll. Then they only have to worry about that fall... but at least it's only *one* Climbing roll that way.

Owing to the current situation, the restaurant is abandoned and somewhat eerie, a panoramic view of Hell below. For that matter, most of the building's condos have been abandoned, their wealthy owners having long ago fled the city for safer environs. As a result, much of the building's interior is only on backup lighting, creating Dim lighting conditions in much of the building. This changes to Dark lighting conditions in the maintenance shafts, unless the demigods have a means to light their way.

The poor lighting in the shafts is actually the least of the demigods' problems. First of all, the shafts are narrow, only allowing for the characters to crawl along, one at a time. And once inside, the inhabitants can 'smell' them. Hungry feral vampires ascend from below in an attempt to feed. Since the vampires can only climb and crawl as fast as the demigods can (half their Pace), they may not be perceived as much of a threat. But there are also swarms of vampire rats in the shafts as well, and even at half Pace, they can likely out-scatter the characters. And in the level areas, the swarm can move at full speed.

If they don't think quickly, this could prove very dangerous for the demigods. They'll have to climb 15 feet (about a Round of climbing for a given character), traverse another 100 feet of tunnel (about another 6 Rounds), climb an additional 15 feet, and then open the outer access panel (which will take at least another Round). The rats can cover that entire distance in 3 Rounds, and the swarm will automatically hit, which means the characters run the very real risk of contracting the nanovirus.

Fortunately, the demigods have a two-Round head start, and will hear the rats coming, so they can plan or panic at their leisure. But if they slow down at all, they'll also run the risk of dealing with the 'human' vampires in the narrow confines of the tunnel. The team's rear guard could have a nasty time of it.

Feral Rat Swarm

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace 10 Parry 4 Toughness 7 Pulse 10

Edges: Stalker 0

Hindrances: Feral Stalker 0

Special Abilities:

- *Bite:* The feral vampire rats inflict scores of tiny bites every round to their victims, hitting automatically and causing 2d4 Damage to everyone in a Medium Burst Template (victims in completely sealed suits are immune).
- *Split:* The swarm is clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- *Swarm:* Parry +2. Because the swarm is composed of scores of rats, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict damage equal to his Strength each round.

Feral Vampires (1 per Demigod)

Use the Standard Feral Vampire stats on page 143.

There is a bit of good news: If the demigods can get outside, the rats and any other pursuing vampires are destined to plunge to their deaths 150 floors below. The characters just need to make sure they succeed at their Climbing rolls, or they may well join the ferals in free fall. That's 10d6 damage when they hit (unless the unlucky demigod has a means to slow or halt his descent – but remember that gunship patrol).

VTOL Gunship (TAC A Type 004)

TAC A is the airborne selection of military vehicles found in modern China. The Type 004 is a VTOL (vertical take-off and landing) craft designed as a gunship and for urban strikes and patrols.

Acc/TS: 40/100

Climb: 40

Toughness: 24(10)

Crew: 1+3

Notes: Heavy Armor, EMP Shielded

Weapons: Gatling Cannon (**Range:** 40/80/160, **Damage:** 2d10, AP 4, HW, ROF 4), Rocket Pod x2 (**Range:** 60/120/240, **Damage:** 4d8, AP 15, HW, Large Burst Template)

Crane's Reward

Once they get to the roof, the transition to Crane's temple will be apparent. Climbing an external service ladder, the demigods pass through a wispy, cool fog and emerge into a sunlit cloud grotto, decorated with flowers and delicate, airy woodwork.

Four beautiful women, wearing traditional-looking blue dresses with gold trim and embroidery, waft down on gentle breezes and work in concert to welcome the demigods with offers of food and drink. As one whirls away, another comes forward bearing a different kind of food or drink, or the offer of a seat (Crane is a generous host after the long journey to visit him).

Crane himself is a man also dressed in gold-accentuated blue clothing, although his hair is long and silvery. He's graceful and light when he moves, and frequently his four attendants will move with him as if in a choreographed dance. While polite, he does comment on the characters' general ability to get... well... dirty. *"But I suppose it's understandable. And it pales in significance to good offerings. You do have good offerings, have you not?"*



If the demigods aren't aware of it, Crane loves beautiful, artistic things. While it's remotely possible one or more of them has something appropriate to offer, Crane will accept a performance. He doesn't expect the demigods to sing or dance – a poem or stirring tale is quite enough.

Okay... cut the players some slack. They don't need to recite Shakespeare – any poem or story will do, be it a sonnet, a limerick, haiku, or even 'Roses are Red'. If a player just can't think of anything, he may spend a Karma to say he simply recited 'something'. Point out, though, that there's a bonus for actually playing along.

And if a player does something exceptional, feel free to award him with a bonus Karma.

Once the demigods have finished, Crane performs the Yanko (Ribbon Dance) with his retinue of women. After all, it's important to share the entertainment.

Then, as a boon for completing his test, Crane gives the demigods a single crane feather. Blow on the feather to summon Crane's Airship – a vehicle that is both stealthier and faster than any conventional aircraft. There are a couple of main plot points that would be a lot easier (time-wise) with Crane involved. Crane's Airship can serve the same purpose as anything from a blimp to a jet, although

the craft's stats remain the same. There's no need for a pilot, and any passengers on board can use their weapons or Powers – the walls of the craft simply allow them to pass through.

Crane's Airship

Toughness: 14(4)

Wounds: 4

Notes: Heavy Armor

Skills: Piloting d8, Stealth d12

If the demigods each recited a poem as an offering, they also gain the Edge: Connections (Crane on Mountaintop). This allows the characters to call on Crane for other forms of help – as long as they can convince him that their need is dire. Rolls for Connections are made with a +2 bonus if all of the players actually recited a poem (and didn't bail out by spending Karma). If, for some reason, any of the players didn't participate, the Connections rolls are made with a -2 penalty.

What sort of thing can Crane do as 'additional help'? The most likely is to give the demigods the power of flight for one minute (10 Rounds) but, as with the other local gods, let the characters ask for supernatural assistance that seems reasonable for that particular deity. In the case of Crane, things related to flight or elegant movement seem appropriate.

As with all of the *Deities of Shanghai Savage Tales*, time starts up again once the demigods leave the Yellow Building, or after they've been inside for more than an hour.

Dragon Of The Bund

Anyone from Shanghai's past, as well as anyone with scholarly knowledge of Chinese deities will know that Dragon Of The Bund is a water god of healing known to help those in need. As such, he's probably one of the first local deities the demigods should visit – although that might just depend on how difficult their entrance into Shanghai of 2048 actually was, and how beat up they may have been from any previous campaign.

Dragon can be found in the Bund, but unlike any of the other city deities, he is actually part of the landscape of Shanghai. That is to say: Dragon Of The Bund *is* the river as it flows along the Bund - any character looking in the spirit world will see the waters by the Bund shimmering with mystical energy and might have a sense that some huge spirit swims in the water, but the truth is that Dragon *is* the water. The land, the buildings, the section of Zhongshan Road running through here, and all of the adjacent lands... He sees and hears all within the Bund riverside district.

This has always been the most tourist-centric area of the city, and in better times, it was teeming with foreigners. In the last few years, as the global situation has fallen apart, the tourist trade has dropped to nothing.

The lands around Dragon's small temple, squashed between impressive colonial-era buildings, is filled with the sculpted remains of plants and trees, and as soon as the demigods step upon the temple grounds, they feel better. Time also stops passing on the 'outside'.

The temple itself is old and intricately decorated with carved jade statues. Those same statues are also Dragon's attendants. They are alive, and once the demigods are within Dragon's realm, they move about with the grace and fluidity of their flesh-and-blood counterparts. From the temple grounds the demigods can see Dragon rise up from the side of the Bund, in the spirit world at least, a giant dragon of pure flowing water, then manifest within his temple grounds, appearing as an older man with long moustache like a tall waterfall, dressed in rich jade-green and gold clothing.

Within the temple and on the temple grounds, life, light and beauty lives. Dragon is willing to entertain visitors, and even discuss whatever it is the demigods wish to discuss, but Dragon is unhappy. Even if he doesn't say so, a successful Notice roll by any of the characters will tell them that much.

Dragon's Task

Dragon's task *isn't* one, so to speak. He'll only make his desires known if asked, and won't demand the demigods cater to them in order to gain his favor. If they do, though, they'll gain his gratitude.

If (and hopefully when) the demigods get around to asking what's bothering Dragon, he will say that his favorite Hwamei bird, Mei-Mei, has gotten lost. Hwamei birds (the melodious laughing thrush of legend) are very stealthy and difficult to see in their natural habitat. "*The problem,*" explains Dragon, "*is that Mei-Mei seems to have gotten lost in my memory of the Bund. Hwamei birds usually feed on the ground among the loam, foraging for insects and fruit.*"

Like all of Dragon's retainers, Mei-Mei is carved from Jade and doesn't *need* to eat, but she likes to now and then. Under the current circumstances, since the Bund isn't really safe to enter, it seemed best to use Dragon's memory of the Bund for playing. But she hasn't returned in some time, and Dragon is pretty sure she's lost in a memory of what once was.

As we said, Dragon will neither ask nor force the characters to help, but he would be grateful if they did. This means traveling into Dragon's memory to do it.

The good news is while they're traveling Dragon's memory of the Bund of ages past, the demigods don't suffer from any of the penalties, aches or pains of their current injuries. Also, once in the Dragon's memory, the characters will see a bustling, rich world of what Shanghai used to be and could be again. Foreigners abounded, trade was fast and furious, laughter rang out into the air. It was beautiful. However, the people of Dragon's memory are memories: they can't see, hear, or interact in any meaningful way with the characters.

Finding and capturing Mei-Mei is likely to involve Notice and Tracking rolls, as the characters try to figure out where a jade bird might be likely to lurk. Successful rolls alert the characters to the fact that the cherry trees are full of well-ripened fruit... and sure enough, the characters can spot the little bird foraging for fallen cherries.

Like many birds, Mei-Mei is capricious and may be lured by shiny (magical) objects or by singing her name to her. A Raise on a Persuasion roll accomplishes either of these well enough – although a demigod with anything akin to the Beast Master Edge will enjoy a +2 bonus to this roll. Ultimately, finding her and gently capturing Mei-Mei isn't very hard.

But there's a slight problem at that point. Once the characters have the bird and are about to return to the real world, Mei-Mei insists they go to 'her young one' before they leave. Sure, she can guide them, but any characters who make a successful Notice roll become aware of a small boy watching the group. Yes... Not only can he see them, but he can interact with them as well.

That's because he's from the 'real' Shanghai... the Shanghai of 2048. Should the demigods talk to him, they learn his name is Jing-Wen, and he found himself here while seeking a place of refuge from the monsters.

Now the characters must decide what to do about Jing-Wen. He's an orphan from a horrible world who's found himself in Dragon Of The Bund's memory. In this place, he's safe but alone – he's as much a ghost to the memory people as the characters are. To leave him here is to condemn Jing-Wen to a life of loneliness. To bring him out of Dragon's memory could very well spell his death.

In truth, there's no right or wrong answer. Either way, Jing-Wen will be saved in some way or another. What you need to look for is the motive behind whatever decision the characters come to. If they leave him to help him – that's a good thing. As is bringing Jing-Wen out of Dragon's memory to give him a chance at a normal life. Leaving him behind because he'll "only get in the way", for example, is not so good.

What they don't know is this: if they bring him out, Dragon will adopt the boy and keep him safe in his temple for as long as needed. And if he stays, Dragon will visit him in his memories every day, to give him company. It's only a complete disregard for Jing-Wen that will negatively color Dragon's opinion of the demigods when they meet again.

Dragon's Reward

Once Mei-Mei is returned to Dragon, the characters find the benefits of being in his memory don't go away. The whole group is healed of all their Wounds and Fatigue. The memory of those wounds is still there, but there are no scars or lingering maladies (yes... this means the

nasty effects of an ugly Incapacitation can be removed). Additionally, any and all diseases (whether known or not) are cured, including the effects of the nanovirus. *This is one way to cure a character of vampirism.*

If the characters sincerely tried to help Jing-Wen (irrespective of their decision), Dragon gives the group one small dragon scale carved from jade. The scale may be eaten (by one character - no sharing!) to recreate the healing effects of the Bund temple. The scales, by the way, taste very much like cherries.

If the characters didn't try to help the boy (or were just selfish about their motives), they still keep the original healing as long as they weren't outright cruel, but get no scale to take away.

As with all of the *Deities of Shanghai Savage Tales*, time starts up again once the demigods leave the temple grounds, or after they've been inside for more than an hour.

The Chime Of Wood

There are various mystical relics scattered throughout history. Among them are the six *Chimes of Discord*, a set of items infused with a touch of divine power in ancient times. These relics are linked to Shanghai and they're one of the reasons Circa was drawn to the city to start his crazy plan for vampire domination of the universe. He sensed the power of the Chimes, and has been searching for them. They call to him, and will help him pursue his goal if he finds them. Nobody knows what happened to the Chimes by the year 2048, but each of the local gods has a secret - their power is linked, at least partly, to the Chimes.

They know where the Chimes were, at one vital moment in their history, and they can help send the characters back to that moment, to recover the Chimes before Circa ransacks history and gets a full set. One local god, one Chime. That's how this works.

If a Chime scenario takes the demigods longer than one hour in the historical period, they'll be ejected from that time and place and reappear in 2048, unable to return to get the Chime - assume Circa has been alerted to the demigods' foray into the past and gone there himself, getting that Chime for his own use. One hour is the longest the local gods can fight against the nexus. At the moment when the characters leave the historical period, time will start to flow in the 12 hour countdown again.

Chiming In

信仰永能活力笑友

If Circa gets any of the Chimes, he'll use them in the main campaign.

Example (Chime of Bronze): Have a report reach the characters from the front lines - all the soldiers at part of the barricade heard a strange gong sounding and went on an uncontrollable wild killing spree, slaughtering friend and foe alike; during the melee the vampires broke through and the whole front line has been forced to fall back.

There may also be one or two points where a Circa-possessed vampire uses one of the chimes on the demigods directly. Note, however, that each Chime may only be used once per week as it recharges its magic (effectively, one use in the campaign).

Whichever Chime quest the characters undertake first, make sure the local god explains the parameters and what's at stake. The demigods should know what they're getting themselves into. Temple Monkey would make an excellent instructor to teach the characters the basics of how these quests work, but it's up to you which order you play them in (if you play them at all).

Shanghai, 1074

Temple Monkey is linked to the Chime of Wood. In order to find the Chime, which makes all who hear it pliable and willing to listen to its user, the demigods need to see Temple Monkey. That means navigating the fog around the temple district (see page 100 for details of the fog, the temple, the little serving girl and Temple Monkey himself).

When the demigods ask Temple Monkey for his help, either because they've done other *Chimes of Discord* quests and have come here for the next one or because they felt him calling them, Temple Monkey regards them shrewdly, with a gleam in his eye. "Yes! Yes! Temple Monkey will help. If-" He pauses for dramatic effect. "You must each gather a honey orange! From the grove. Here. In Shanghai. You help Temple Monkey... and you help find the Chime of Wood too!"

Assuming the characters agree, he has his servant (the little girl) lead them to the hedge maze, along with instructions to go to the center, and each eat one of the white mushrooms. Once they reach the heart of the maze, the mushrooms are easy to find. But they taste awful, and

cause the demigods to grow dizzy immediately and pass out.

When they regain consciousness, they find themselves in Shanghai's past.

The demigods awaken in the middle of a hedge maze. This is a different maze than the one they were just in, so they'll have to find their way out of it - preferably without destroying it. Okay... they *can* destroy it, but they'll start off on the wrong foot with Shanghai's newly-promoted leader, Man Kong, who owns the maze. To exit without chopping down shrubs, the characters must succeed on a Smarts roll with a -2 penalty (unless they can fly - which will get them out easily, but will also draw potentially unwanted attention to themselves).

The mini-nexus that has drawn the demigods here is connected to this point in time because the Emperor has declared that Shanghai is no longer a simple village, but has been elevated to the status of a market town. A new magistrate has arrived to assist in the administration of the town, and Shanghai's increased importance to the Emperor has given the townsfolk cause for much celebration. There are parades going on and the entire town is out indulging in revelry.

Just outside the maze stands a grove of honey orange trees.

Honey Oranges

The grove also belongs to Man Kong, and when the demigods enter, they find they aren't alone. Man Kong's daughter, Lang Zhao is also here, and the characters will first become aware of her when she softly asks, "Is that you, Siu Kwang?" She will be surprised at the presence of strangers, and will immediately demand to know what they're doing in her father's orchard.

If any of the demigods can make a successful Notice roll, they can tell the girl doesn't seem to be so much upset with intruders in her father's grove as nervous about something else. The demigods can attempt Persuasion rolls to talk their way out of the situation, or use Persuasion or Intimidate to gain more information.

In the first case, a success will cause Lang Zhao to allow them each to take a honey orange... if they'll promise to leave quickly. In the latter case, a success will have her claiming to have slipped away without permission in order to pick fruit; on a Raise, she will admit to coming here to wait for her secret lover.

Before the demigods can do anything else, Man Kong, along with a large contingent of guards, comes into the grove. The guards surround the characters. *"The magistrate was right,"* Man Kong says. *"How dare you attempt to lure my daughter into infidelity!"*

The headman raises his arm as if to signal for his soldiers to attack, but Lang Zhao speaks up, saying, *"The magistrate? Siu Kwang?"* This causes Man Kong to pause.

At this point, it's possible that you have a group of characters who only think with their weapons. By all means... the demigods can take the opportunity to cut down Man Kong's soldiers. They might even succeed, but the odds are that they'll lose out on the Chime of Wood. By the time they're done fighting, even though they can learn of the Bamboo Grove from Man Kong, they find the Guardian has been killed, the Chime is gone, and the magistrate is missing. This is one Chime quest where an agent of Circa has actually got to the right time zone ahead of the characters.

But, if they want to fight...

Man Kong's Soldiers (10 per Demigod)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d4, Intimidation d6, Notice d6, Shooting d8

Pace 6 Parry 7(1)/6 Toughness 7(2) Pulse 10

Edges: Combat Reflexes

Gear: Imperial Armor (+2 Armor), Short Sword (**Damage:** Str+d6, 3 per Demigod) and Small Shield (+1 Parry), Spear (**Damage:** Str+d6, Parry +1, Reach 1, 2 Hands, 3 per Demigod), or Bow (**Range:** 12/24/48, **Damage:** 2d6, ROF 1, 4 per Demigod).

That being said, instead of fighting, the demigods can choose this moment to try to figure out what's going on. All it takes is a successful Persuasion roll.

Man Kong will admit that Siu Kwang, the magistrate sent by the Emperor to help administer the town, told him that his daughter had run off to the honey orange grove with some ruffians. Lang Zhao, with some embarrassment, will admit that she was supposed to be meeting Siu Kwang here – he's been wooing her with sweet words and promises ever since he first arrived. The demigods (unless they're being particularly dense) should realize they've been set up. Somehow. It's a plot hook linking to agents of Circa in various time zones that you can use if it suits you. Have fun with it.

If the demigods come clean and explain why they're in his garden (Temple Monkey and the Chime), Man Kong will order his guards to stand down. He tells the demigods, *"The Chime of Wood, if it indeed exists, is said to lie in the dense bamboo grove adjacent to this orchard. Siu Kwang gave orders for the grove to be destroyed to make room for town expansion. Those orders have been signed and sealed, so if you would seek the Chime and its guardian, you should go now and quickly."*

The Chime's Guardian

The Chime of Wood rests within a shrine that sits in the midst of the bamboo grove. It's also the home to the Chime's guardian, a spirit who is manifested in the physical world for the duration of this encounter. When the demigods arrive, there are two figures facing each other in the grove, although the smaller of the two – a man garbed all in black – will note the characters presence and curse. *"Mi tian gohn! Time to employ the 36th Stratagem."* He then vanishes in a black haze, leaving the demigods with the guardian.

The guardian is a nature spirit who is linked to the shrine and cannot leave it. It will challenge the demigods immediately... unless they're carrying any of the honey oranges. In fact, Bamboo Guardian Spirit will fight until either it or the characters have been dispatched, or it sees the honey oranges.

If at any point the guardian sees the honey oranges, it will immediately stop and say, *"Honey oranges? I love honey oranges! Hey... Did Temple Monkey send you? Only he knows that secret!"*

If the characters are clever enough to offer up any of the honey oranges, they immediately have a friend. *"So... Why did Temple Monkey send you?"* he asks, as he peels an orange and devours it. The characters can give him as many of their honey oranges as they wish, as well as explain their quest. Should they give their explanation, Bamboo Guardian Spirit says, *"Hmmm... I see. Well, it seems this grove is destined to be removed so you should take the Chime, if you will also take me back to Temple Monkey."*



Bamboo Guardian Spirit

Like a tall man covered entirely in ancient ceremonial bamboo armor, although at closer inspection it appears the armor is actually the spirit's skin.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d10+2, Guts d10, Notice d10, Stealth d10, Swimming d8, Throwing d6

Pace 6 Parry 9(2) Toughness 11(4) Pulse 30

Edges: Improved First Strike, Improved Sweep, Improved Trademark Weapon (Bamboo Staff), Opportunistic Push, Shang-fu Weapon Style

Gear: Bamboo Staff (**Damage:** Str+d6+2, Parry +2, Reach 1, 2 Hands, ignores non-magical armor), Bamboo Armor (+4 Armor)

Special Abilities

- **Hardy:** A second Shaken result does not cause a wound on Bamboo Guardian Spirit.
- **Heroic Entity:** Bamboo Guardian Spirit counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for its own use, and increased Healing and Pulse recovery.
- **Spirit:** Bamboo Guardian Spirit may physically manifest for 1 minute at the cost of 2 Pulse. Each additional minute costs a further 1 Pulse.

The Chime of Wood is a curved bamboo tube, slightly-scuffed and generally unremarkable. It's sounded by striking it with a small, slightly-scuffed bamboo mallet. The Chime grants the person who strikes it (Wild Cards only) the Edge Trait Perfection: Demigod (Persuasion), as well as +1 Charisma, for the rest of the scene.

The demigods will need to return to the center of the hedge maze they originally arrived at and eat more mushrooms to return to the present. When they do, Temple Monkey will be quite unhappy if they don't have any honey oranges left to give *him*. He sighs, and says, "Simple request... should not be hard for little gods. Temple Monkey must get his own, he guesses." But he's happy about the Chime, and – if Bamboo Guardian Spirit is present – at seeing his old friend. "Now go save world." he says, cheerily.

The Chime Of Bronze

To find the Chime of Bronze – a Chime driving those who hear it into destructive fury – the demigods will need to see Stalking Tiger. Stalking Tiger's temple is in the middle of the Shanghai Circus (see page 98 for more detail about that).

Stalking Tiger is a noble figure, chasing away demons and guarding the graves of those who have passed. He is willing to help the demigods retrieve the Chime of Bronze, and will tell the characters they must seek a woman named Ma Jiao – she was the last keeper of the Chime. "She was an honorable woman who maintained the cemetery and organized funeral processions in the city."

Shanghai, 1732

Stalking Tiger gestures at the far side of his temple, and a shimmering mist appears within an arched, wrought-iron gate. Tiger nods at the mist, and says, "That way lies your destination."

The demigods emerge from the mist into a Shanghai that's much older, but still large and bustling. They have apparently just exited a customs warehouse near the river, and the hustle and bustle of the waterfront surrounds them.

This mini-nexus has been created because the Provincial Customs Office has just been moved from Songjiang to Shanghai. This is important because it gives Shanghai exclusive control over all of the province's foreign trade, as well as access to the tariffs and taxes on all imports and exports. Many people in Shanghai are going to become wealthy while Songjiang's star has fallen.

There's construction, chaos and quite a lot of noise. There are tense arguments in the streets over plans and tense arguments behind closed doors between the old custom agents and the new ones. Change is everywhere. Fear of change is everywhere. However, through it all, Shanghai is running high on the honor it has received and the potential for new profits into the city.

But the demigods need to find Ma Jiao. This isn't difficult, and only requires a successful Streetwise roll. However, on a Raise, they will get the impression that all is not well with the woman....

The Woe Of Ma Jiao

The demigods arrive at the Ma family's funeral home to find the whole place in disarray. This isn't to say it looks ransacked or anything – the place is simply disorganized, dirty and unkempt. As funeral rites are extremely important in Chinese society, this is a catastrophe waiting to happen. If anyone came in and saw how the funeral home looked, the Widow Jiao would become the Beggar Jiao in short order.

Ma Jiao is in a panic. She wishes to clean the place up, but every time she tries it's as if the house wishes to remain in disorder. Jiao fears the ghost of her husband may be haunting her, but also fears going to a priest or mystic for assistance – this could cause her to lose face.

Sure enough, if any of the demigods attempts to clean up or put things back into place, it's as if they are fighting an uphill battle: items fall off shelves, ghostly 'winds' stir up leaves and dirt... the house just won't be cleaned. It should be apparent to the characters that something is amiss, but it's easier to figure out the problem if any of them have any kind of sight into the spirit world.

Huli Jing (Fox Spirit)



Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d10, Guts d8, Notice d10, Stealth d10, Survival d8, Swimming d8, Throwing d6

Pace 6 Parry 9 Toughness 5 Pulse 20 Charisma +2

Edges: Attractive, Improved Block, Improved Dodge

Special Abilities

- **Slight:** The Huli Jing spirit is of small frame and is size -1.
- **Spirit:** The Huli Jing may physically manifest for 1 minute at the cost of 2 Pulse. Each additional minute costs a further 1 Pulse.
- **Telekinesis:** As the Power but the initial cost is only 1 Pulse. The Huli Jing uses Spirit to activate the Power but can only use telekinesis against physical objects when manifested in the physical world.
- **Without Physical Trace:** If it has manifested in physical form, the Huli Jing can mask its presence from physical eyes (go invisible) for 1 Pulse per minute – great for spying and getting to witness the results of its handiwork up close. Characters who can see the spirit world will still see its Pulse signature - it can't hide that side of its nature.

Chinese legend holds that, if an animal lives long enough, it becomes smart enough to learn to take a human form. The age of this Huli Jing can be attested to by the length of her luxurious tail... although she *can* shift form to look like a small, slender and beautiful Chinese woman – albeit of an unusual hair and eye color. The Huli Jing doesn't *mean* any real ill, she just feels that Ma Jiao needs to learn to unbend and run free. While introducing a little disorderly wildness into the widow's life, she doesn't realize she may be harming the old woman.

The demigods can deal with this however they want, but they *will* have to deal with it. Ma Jiao is totally unconcerned about their plight until her own is taken care of. The good news is that any demigod who has an affinity toward foxes gains a +2 in their dealings with the Huli Jing – assuming they want to be diplomatic.

Once the Huli Jing has been taken care of, Ma Jiao is perfectly willing to direct the demigods to the Chime of Bronze. *"Stalking Tiger's Chime. Yes, it's down in the basement – but be careful... I've never liked the look of the statue that holds it. My husband always told me it was some sort of guardian."*

The Chime's Guardian

Sure enough, the Chime is there, sitting behind several sacks of turnips and tea leaves. The Chime itself appears to be more of a gong: a dusty bronze disk being held in the hands of a large bronze statue.

If anyone attempts to touch the Chime, the statue drops it, stands up, and starts smacking around anyone in range. The guardian won't listen to reason. It has one purpose: protect the Chime of Bronze at all costs. Remember this is a relatively small basement, with few places to hide or get to range.



Bronze Guardian

Like a statue of Buddha – only this doesn't look like the usual fat, happy Buddha. No. This looks more like a fat, angry Buddha.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d12, Notice d6

Pace 6 Parry 8 Toughness 15(4) Pulse 20

Edges: No Mercy, Mighty Blow

Special Abilities

- *Armored:* The statue is made of reinforced bronze providing Armor +4.
- *Construct:* The guardian gets +2 to recover from being Shaken, is immune to extra damage from Called Shots, never suffers Wound Modifiers, and is immune to disease and poison.
- *Fearless:* The statue is relatively mindless, and immune to the effects of Fear and Intimidation.
- *Pounding Fists:* This statue can punch for **Damage:** Str+d10 with AP 2 against rigid armor.
- *Size +4:* The statue is really big, so regular-sized creatures get +2 to hit it.
- *Vitality (2):* The statue automatically Soaks the first two wounds it takes in any encounter. The damage gets through, but the statue simply ignores it – it doesn't count as a Wound and the statue isn't Shaken.

To get back to the present, the demigods must return to the customs house they arrived at, and pass through the door. They'll find themselves back in the temple with Stalking Tiger, who'll be pleased to learn that Ma Jiao was freed of the Huli Jing.

Stalking Tiger offers to look after the Chime but the demigods are welcome to take it. With each of the Chimes, give the characters the choice of leaving it with the local god or taking it with them.

If the Chime of Bronze is rung, every person (including vampires) who hears it will immediately have the urge to destroy anything and anyone around them. All characters hearing the Chime must succeed on a Spirit roll at -4, or go Berserk (as per the Edge). The effect will automatically end when the Chime ceases to sound, 30 seconds (5 Rounds) later. You can see why Circa would enjoy using this Chime - it's his kind of magic item!

Tiger bows to the demigods and says, "Go now. Fulfill your destinies. And thank you."

The Chime Of Fire

To find the Chime of Fire – a Chime that causes all the bearer's allies to fight in a vicious frenzy – the demigods will need to see Toad Under Bridge. For a description of Toad and his temple, see page 95.

Shanghai, 1553

Being the sort of bargaining demon that he is, Toad is more than happy to help the demigods get to where they need to retrieve the Chime of Fire... as long as they do him one little favor. What might that be? Well, Toad doesn't have anything in particular in mind just this second (although he may have an idea if the characters haven't seen Toad Under Bridge before this point in the campaign). "How 'bout if you just owe me one?" Toad smiles around the stem of his pipe.

Additionally, if the demigods have not completed Toad Under Bridge, this is the time for them to stop and do it: they have plenty of time and Toad Under Bridge won't help unless his children are free. If he has no other distractions, Toad makes it really easy for the characters by transporting them directly to the ocean off the coast of Shanghai.

He blows some smoke across the waters of his pond and gestures. The water begins to shimmer, and Toad tells the demigods, "Go jump in the lake." He belches out a croaking chortle, and adds, "I love being able to say that!"

Assuming the demigods comply, they immediately find the pond water to be cold, deep and salty. When they break the surface again, they find themselves in the harbor of a much older Shanghai.

Swimming ashore (and being helped to the wharfs by a number of startled and surprised fishermen), the demigods find that the town of Shanghai is blanketed with an air of tension. It would appear the town is getting ready for war – barriers face the sea along a partially-constructed city wall, while the citizens are boarding up windows and the like. Many seem to be purchasing large supplies of food, which they cart back to their homes.

This mini-nexus has been created because Shanghai is about to face a very great threat - pirates!

Given how preoccupied most people are, and a general mistrust of strangers at the moment, it takes a successful Persuasion roll to convince someone to pause long enough to talk about what's going on. After that, the characters must still make a successful Streetwise roll to get any information other than, "Wokou are coming!"

If the demigods succeed at that Streetwise roll, however, they learn that Shanghai – and the entire coastal region, for that matter – is preparing for an onslaught by wokou (Japanese pirates). A wokou fleet, led by the fearsome Yamashita Koike, has been seen heading in this direction. It is said that Yamashita can whip his crews into such an unnatural killing frenzy that neither ship nor city can stand before him.

If the characters look like they're capable (and we're betting this motley group of demigods looks pretty capable), the local citizens beg them to assist in the town's defense. The demigods don't have to, but doing so will actually aid their own cause, since Yamashita's flagship holds the Chime of Fire.

They can learn this two ways, depending on whether you fancy making something of Circa's agents scouring time searching for the Chimes. If so, an old wise woman approaches them. Essentially, she tells the demigods Yamashita controls his fleets with the thing they seek...

"But beware, for Circa seeks the Chimes as well." Then she simply vanishes. That should creep the characters out. Use that as a sub-plot in whatever way you choose.

Alternatively (and more simply), it might just occur to any demigod who makes a Smarts check that Yamashita's ability to whip his pirates into a frenzy sounds very much like the ability of the Chime. They should be able to figure out he has it on board his ship.

Depending on how the demigods wish to approach the task at hand, it can be done in several different ways. However, it pretty much boils down to either taking the fight to Yamashita by finding a way to his ship (most likely by swimming or commandeering a boat – although crafty players may find other options), or waiting for Yamashita to hit Shanghai.

Kuroda Taiki (Flagship)

Type: Ship

Acc/TS: 3/6

Toughness: 18(4)

Crew: 25+50

Notes: Heavy Armor (while not actually armored, these ships are big and sturdy enough they require heavy weapons to harm them)

Weapons: 38 Cannons (**Range:** 80/160/320, **Damage:** 3d6+1, AP 4, Heavy Weapon). These early cannons are at -2 to hit human-size targets.



If the characters wait on shore, there are cannons set up along the wall the characters can man to help defend the town. Eventually, the crew of the Kuroda Taiki comes ashore, while the Captain waits in his ship with the Chime. At this point, the characters can go out to the Kuroda Taiki in a rowboat and board the ship.

The Chime's Guardian

In order to challenge Yamashita, the demigods must make their way to the Kuroda Taiki, his flagship. Yamashita has the Chime of Fire on deck, and is using it to empower his crew. Once the characters defeat the Captain, any remaining crew will surrender and the remnants of the fleet will disperse.



Yamashita Koike

Yamashita is the guardian of the Chime of Fire, a rough but canny pirate.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Boating d10, Climbing d8, Fighting d12, Guts d8, Intimidate d8, Notice d10, Persuasion d8, Shooting d8, Swimming d6, Throwing d6

Pace 6 Parry 9(1) Toughness 6 Pulse 25

Hindrances: Arrogant

Edges: Command, Marksman, Hold The Line, Inspire, Steady Hands

Gear: Enhanced Cutlass (**Damage:** Str+d6, +1 Parry)

Special Abilities

- **Heroic Entity:** Yamashita counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.
- **Vitality:** Yamashita automatically Soaks the first Wound in any encounter. The damage gets through, but he simply ignores it – it doesn't count as a Wound and he isn't Shaken.

Wokou Crew (16 per demigod if no crew are ashore; 5 per demigod otherwise)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Swimming d6

Pace 6 Parry 5 Toughness 5 Pulse 15 Charisma –2

Hindrances: Greedy, Mean

Edges: No Mercy; Frenzy (if the Chime is in use)

Gear: Dirty Clothing, Short Sword (**Damage:** Str+d6)

The Chime of Fire appears more like a brazier and incense burner, glowing with an inner fire. However, there is a mallet attached to it by a chain which can be used to sound the artifact. If the Chime is rung, all of the bearer's allies gain the Frenzy Edge (or Improved Frenzy if they already have that Edge) until the end of the scene. Yamashita has most likely used this Chime before the demigods get to him, meaning it can't be used again during this campaign... but that shouldn't stop the characters getting it and stopping Circa having it for future use.

To return to present-day Shanghai, the demigods need only leap into the ocean with the Chime of Fire and think of getting back to where they need to be. This allows them to surface in the lake next to the Zigzag Bridge. Toad Under Bridge will smile around the stem of his pipe and thank the characters, "Good work. Now, haven't you got a universe to save or something?"

The Chime Of Glass

The Chime of Glass is a set of wind chimes that represents the element of air. It supposedly causes all who hear it to immediately become so enamored of themselves and their beliefs that they won't listen to anything else (except for the wielder of the Chime). To find it, the demigods will need to see Crane On Mountaintop (see page 102) at the top of Yellow Building.

Shanghai, 1928

If the demigods have visited Crane before, they won't be surprised by the entertainment and hospitality. Unlike some, Crane tries to present 'pleasure before business', and will certainly not allow his guests to be dishonored by lack of anything.

Only after food and entertainment will Crane be willing to hear the demigods out. But as soon as they mention the Chime of Glass, he will be intently interested. "Perhaps I can help you, and in helping you, perhaps you may help me." If the characters express a willingness to hear him out, Crane will continue, "The aura of the Chime of Glass was lost over a century ago, but I can send you to that time. If you would be willing to seek out a little girl, named Lena, and bring her back with you, I will do so." He won't elaborate unless the characters specifically ask, and then it will only be to tell them that the girl is extremely precious to him.

If the demigods agree to his terms, Crane's four assistants will scatter as he raises a hand and summons a pillar of cloud. Crane tells the characters their path lies within...

The demigods emerge from the cloud to find themselves emerging from an alley adjacent to a club. The most noticeable thing about this time and location is the number of foreigners – the streets are teeming with them. Most of them are refugees from the Bolshevik revolution in Russia, and the mixture of Chinese and Russian people creates a cacophony of dialects, as well as a kaleidoscope of fashion: Chinese, Russian and even American.

In case it isn't patently obvious to the demigods, the local nexus centers around this influx of Russian immigrants. At this time, Shanghai is a free port, meaning that a person doesn't need either a passport or a work visa to enter and stay in the city. On the other hand, there *are* some very strict employment laws, meaning that most of the foreigners seeking employment will either take on dirty jobs (like dressmakers, laborers, maids or soldiers), or *really* dirty jobs (which usually involve the underworld and organized crime).

Any demigod making a successful Streetwise check will figure out the club they're looking at is tied to the really dirty jobs. But since that looks like the most noticeable thing in the area – and is certainly a potentially good source for gathering information – the club is probably where they should start.

The Taxi Dancer's Daughter

The club is called 'You' – or 'Far' in Chinese – and is primarily packed with Shanghai Russians. The moment the demigods walk through the door, a number of women approach them, asking any men if they want to dance. A successful Common Knowledge roll will make it clear to the characters that these women are taxi dancers (no... not *Taximancers* – that's a whole other monster).

Taxi dancers, sometimes politely referred to as 'hostesses', dance and spend time with the patrons... and charge by the minute. Some of them freelance, but many answer to the owner of the establishment in which they work. It's clear this club is run with an iron fist.

The demigods can approach the situation in any way they want. Streetwise rolls are good for gathering information ("*Does anyone know anything about a 'Chime of Glass'?*"), but any demigod making a successful Notice roll sees one woman – a pretty brunette – putting a little girl with silvery-blond hair into one of the back rooms.

The only way any of the characters can talk to the woman, whose name is Vera, is to dance with her. Yep... pay by the minute. The good news is she *is* more or less who they're looking for, as she's the one with the girl they need to take back to Crane.

However, Vera is a frightened woman who has seen too much, and a deft, delicate hand needs to be taken with her. While she responds better to a female demigod (and the two women dancing together will garner many cat calls), she will talk to a man. The difference is that the man has to take a -2 penalty to his Persuasion rolls with Vera.

She can confirm that her daughter is indeed named Lena, but it's a little tougher to convince her that she should let Lena go with the demigods. She'll need to be convinced that her daughter will have a better life than the one she has now, and frankly, a bit of money wouldn't hurt. This Persuasion roll is made with an additional -2 penalty, but every \$100 they drop will reduce that penalty by 1. If the characters succeed, Vera takes them to speak with the man in charge: Mikhail Tretchikoff.

Any characters nosing around with Streetwise checks – especially if they're asking about 'Chimes of Glass' – will find themselves escorted to speak with Mikhail as well. The meeting will start a bit more tensely, though, with Mikhail nervous about these strangers asking strange questions.

The Chime's Guardian

As it turns out, Mikhail Tretchikoff is also the guardian of the Chime of Glass. He took on the duty when he beat the previous guardian. Mikhail is not a man to mess with, and while the demigods as a team could wipe the floor with him and his men, Mikhail would rather they prove their worth to him to become the new guardians. And the girl, Lena? "*Bah! She would be good for business in several years, but in meantime, she is liability. If you win, take her too.*"

Mikhail will propose a series of tests for the demigods to prove their worth: they'll need to defeat Mikhail's best in wrestling, knife throwing, drinking, and mahjong. This last will be with Mikhail himself. The experts are good at what they do, but the characters may have supernatural abilities they can use to help them win each contest:



Hu (Mikhail's hand-to-hand expert)

Hu is a big, muscular man who prefers grappling. Any damage done in this challenge is Fatigue.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d12, Guts d8, Intimidation d10, Notice d6

Pace 6 Parry 9 Toughness 8 Pulse 20

Edges: Block, Brawny, Combat Reflexes, Frenzy, Sweep, Two-Fisted

Gear: Normal Clothing



Chow (Mikhail's dagger expert)

Chow is a slender man with darting eyes. Each side gets three throws, best score wins. For each throw, a success hits the target for 10 points, a Raise hits close to center for 20 points, and two Raises makes for a bull's eye and 50 points. In the case of a tie, there will be additional scoring throws until one side has a winning score.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6, Stealth d10, Throwing d12

Pace 6 Parry 7 Toughness 8(1) Pulse 20

Edges: Acrobat, First Strike, Dodge, Level Headed, Marksman, Two-Fisted.

Gear: Cloth Armor (+1 Armor), Throwing Knives (**Range:** 3/6/12, **Damage:** Str+d4)



Lo (Mikhail's... um... *drinking* expert?)

Lo is a big man with a big gut, renowned for his ability to drink opponents under the table. The idea here is to drink as much as possible without passing out. Each side takes a drink and must make a successful Vigor roll, or take a level of Fatigue. The first one to reach Incapacitated passes out and loses. The *really* bad news is that Mikhail is serving what is best defined as 'strong spirits', meaning the Vigor rolls suffer a -2 penalty.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d12

Skills: Fighting d10, Guts d10, Notice d6

Pace 6 Parry 7 Toughness 8 Pulse 20

Edges: Brawny

Gear: Normal Clothing

Special Abilities

- *Drink Like A Fish:* Lo gets a +2 bonus to his Vigor rolls to resist intoxication.



Mikhail Tretchikoff

With his closely cropped black beard and expertly styled hair, Tretchikoff could be Russian aristocracy. Instead, he counts as minor nobility within the Shanghai underworld, and that suits him fine.

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d12, Gambling d12, Guts d10, Intimidation d10, Notice d6, Shooting d10

Pace 8 Parry 9 Toughness 7 Pulse 30

Edges: Block, Combat Reflexes, Command, Dodge, Frenzy, Improved Level Headed, Improved Nerves Of Steel, Sweep, Two-Fisted

Gear: Knife (**Damage:** Str+d4), Pistol (**Range:** 12/24/48, **Damage:** 2d6+1)

Special Abilities

- *Heroic Entity:* Mikhail counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.

Mahjong is an extremely popular gambling game in China, and although it's normally played with four players, Mikhail is playing a cutthroat version that only requires two. You should run this as a variation of a race: every Round, each side makes an opposed Gambling roll. The winning side gains a token (2 if he beat his opponent with a Raise). The first side to get 10 tokens wins the game.

If the demigods can't best Mikhail's contests, they'll be down to either flat out fighting him, or cutting their losses. In that case, unless the characters lost everything they competed in, Mikhail will still let them take the girl, Lena.

If the demigods prove themselves worthy of guardianship of the Chime of Glass, Mikhail turns it over to them. It's a series of tubes of frosted glass that hangs from a glass stand and sounds when a person blows on them. The glass is as strong as steel. When the wind chimes make their hauntingly seductive sound, no person that hears it may use or benefit from any Leadership Edges, save the one who bears the Chime, unless they immediately spend a Karma. This effect lasts until the end of the scene.

In order to return, the demigods simply need to re-enter the alley they emerged from – the pillar of cloud is still present. Passing through, they emerge back in Crane On Mountaintop's temple. He'll be pleased as long as the demigods have brought back Lena, and they will learn (one way or another) that she would have been killed in an explosion four days later had they not rescued her.

As she's Crane's child ("Don't ask me about her mother" he'll say with a shudder), he's very keen to protect her - ironically, Shanghai 2048 is safer for her than 1928).

Like all the Chimes and their corresponding local deity, Crane will offer to keep the Chime with him for safekeeping, but won't object if the characters wish to take it and use it.

The Chime Of Stone

Legend says the sound of the Chime of Stone is the sound of Hell itself and it can panic even veteran warriors. In order to find it, the demigods need to see Rat At Wharf (see page 93).

Even if the demigods have met Rat before, offerings still help. He's really twitching for a bit of pizza, and if offerings were given before, Rat is happy to listen. On the other hand, if they killed a rat while visiting the temple before, Rat At Wharf will need a lot of convincing and offerings if they wish his help.

Beyond Shanghai

The Chime of Stone is in Diyu - the Chinese Hell - and the characters will need to go there to find it. "You must make your way to the Chamber of Fire. It would be wise to not get lost along the way..." he explains while he leads them to a pole jutting up from a hole in the ground. The Chime's guardian is also holding onto something else - a golden flute. "The flute's music is rare and delicate. I would dearly like to have it back." Rat wants the flute in return for sending the characters where they need to go.

The demigods need only slide down the pole a short distance, but they must then follow a tunnel that slopes steadily down, following the path of a narrow underground 'river' of some sort of dark, brackish liquid.

Diyu Really Want To Hurt Me?

If the demigods decide to go crawling through other tunnels, there are eighteen Chambers, where souls are 'cleansed' of their bad karma before being reincarnated. There are fun places like the Chamber of Blood, or the Mountain of Knives Chamber. In other words, if the characters wander off, feel free to give them Hell.

Eventually, they see light ahead, and the tunnel opens up into a huge cavern with walls covered in writing, and ten other tunnels leading out. A successful Notice roll tells the characters that the words on the walls are all names, and a successful Common Knowledge roll allows them to know these are the names of all mortals - a grand list of those who need to balance their karmic debts before their next life.

If they make a Raise on the Common Knowledge roll, the characters also remember a legend of how Rat came to hell and, after trouncing the gate's guardians for their rudeness, scratched out his own name, thus giving himself immortality.

There are two guardians within the chamber, one with the head of an ox and the other with the head of a horse. Both look at the demigods and then each other. "Um... Rat didn't send you did he?" asks Horse-Face.

Whatever answer the demigods give, Ox-Head will explain the rules: going in is easy, but none ("Mostly none," clarifies Horse-Face) are allowed to leave unless they have a token proving they've paid off their karmic debt. The pair are perfectly happy to give directions to the Chamber of Fire. "It's in the Second Court," Ox-Head gestures toward the second tunnel from the left, "just past the Cauldron Chamber. You can't miss it."

Sure enough, just down the second tunnel is a huge cavern filled with cauldrons. The screams and cries of people being boiled alive fill the air. A large man, sporting a dashing pair of horns and a black tuxedo, greets the characters with a smile. "Ni Hao... Welcome to The Cauldrons. Will you be fried in oil, or would you prefer the healthier alternative of being steamed over boiling water?"

The demigods can fight the yaoguai if they wish - use the stats below - but it's simpler if they just ask directions or state that they're looking for the Chamber of Fire. "Ah, yes! Excellent choice... broiling does bring out the meat's juices. Just follow the exit out the back." He gestures toward another dark tunnel.

The Chime's Guardian

Beyond the Cauldron Chamber lies the Chamber of Fire. The room is hot, and filled with people being burned and incinerated in various ways. In the midst of things, however, is an odd sight: another yaoguai Hell-guardian, dressed in Bermuda shorts and Hawaiian shirt. He sits on a low jade stool, playing a golden flute. On closer inspection, the jade stool turns out to be a stone drum - the Chime.

If the demigods don't immediately attack him, the guardian is actually rather pleasant, and even a little chatty. However, he flat out refuses to hand over the Chime or flute. *"Absolutely not! Playing the flute and drum are the only things that counter the heat and tedium for me."* and if the characters ask about the flute in particular he'll reply with a shrug, *"Rat came down here one time. Neither of us wanted to give up anything, but he got his name scrubbed off the list of mortals and I got his flute. We both won... and we both lost,"*

Unless the demigods have something they can give the guardian to replace the Chime and the flute (it'll have to be something good to be a fair exchange), they're going to have to fight him for the Chime.



Guardian Yaoguai

Attributes: Agility d12, Smarts d10, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d12, Guts d8, Notice d6

Pace 6 Parry 10 Toughness 8 Pulse 25

Edges: Acrobat, Improved Block, Improved Frenzy, Improved Nerves Of Steel

Gear: Dueling Blade "Slayer" (**Damage:** Str+d6+2)

Special Abilities:

- **Demigod Entity:** This ability grants the Guardian Yaoguai all the perks enjoyed by Demigod rank characters, i.e. +2 on Soak rolls and checks to recover from being Shaken, +2 Karma for his own use, enhanced recovery rates, and so on.
- **Hardy:** Yaoguai don't gain a Wound from being Shaken multiple times.
- **Immunity (Fire):** Yaoguai are immune to the effects of Heat and Flame.
- **Size +1:** Yaoguai are slightly bigger and bulkier than a human.
- **Vitality 2:** The Guardian Yaoguai automatically Soaks the first two wounds it takes in any encounter. The damage gets through, but the statue simply ignores it – it doesn't count as a Wound and the Guardian isn't Shaken.

As his first action, the yaoguai will attempt to sound the Chime. Should he do so, the demigods (and any Wild Card NPCs) must succeed on a Guts roll or become Panicked – as per Fear in the Savage Worlds rules. Extras are automatically Panicked. The person beating the jade drum is immune to its effects.

Should the characters win, they can search the yaoguai (if they think of it), and recover enough tokens for each of them to prove they've successfully paid their karmic debt. This allows them to freely pass by Ox-Head and Horse-Face at the entrance to Diyu (who are quite impressed with the characters' speedy purging). Otherwise, the demigods will have to somehow defeat the pair.



Ox-Head And Horse-Face

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d12, Guts d10, Intimidate d12, Notice d6, Persuasion d6, Throwing d6

Pace 6 Parry 7(-1) Toughness 11(2) Pulse 25

Gear: Guardian Ceremonial Armor (+2 Armor, torso, arms and legs), Trident (**Damage:** Str+d8, Parry -1, AP1, Reach 1)

Edges: Flight Of The Ascendant, Improved Frenzy, No Mercy, Surge

Special Abilities

- **Heroic Entity:** This ability grants Ox-Head and Horse-Face all the perks enjoyed by Heroic rank characters, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for their own use, and increased Healing and Pulse recovery.
- **Size +2:** The pair stand head and shoulders above most.

By the way... yes. If the demigods defeat Ox-Head and Horse-Face (and if they think of it), they can follow in Rat's footsteps and erase their names from the wall, ensuring they are functionally 'immortal'.

When the demigods climb out of Hell, Rat At Wharf is waiting for them. If they have the golden flute, he will be pleased, and tuck it into his vest (*"For safe keeping"*). Rat will hang on to the Chime of Stone for them if they want. If the yaoguai used the drum, it can't be used again for the duration of the campaign... and it's heavy. However, if they want to take it, they're welcome to.

The Chime Of Water

In order to find the Chime of Water, a Chime that makes people strong and tough, the team will need to see Dragon Of The Bund – see page 104 for more detail on Dragon's temple.

Shanghai, 1941

Since he's a god of healing and helping, Dragon's attitude toward the demigods is largely based on how they've treated people in the campaign. He knows that healing sometimes hurts and some sacrifices must be made in these extraordinary times. Only if the demigods have been unnecessarily cruel or unsympathetic toward the uninfected citizens of Shanghai does Dragon really disapprove.

Ultimately, Dragon is most likely to help the demigods, though he wants something in return... of course. He asks the characters to free a woman by the name of Bai Jiaoning, who is being held prisoner. *"In fact,"* he says, *"it's in your interests to rescue her – she's the one who knows the last location of the Chime you're after."*

Dragon tells the demigods to give the woman a package of loquat (Japanese plum) seeds, and instruct her to plant a loquat grove on her lands. He's certain that, in return for their help, Jiaoning will be more than willing to aid them on their quest.

Dragon tells the demigods to follow him, sending them out through a back door – it isn't hard for them to realize they're once more stepping through a portal to another time. The demigods exit onto the streets of Shanghai from a noodle house located in the Bund. The skyscrapers are gone, replaced with a mix of impressive colonial structures and local architecture. The area has a winding riverside road running through it (the Bund - much less impressive in 1941 than 2048), but it's unusually quiet and subdued.

It will quickly become apparent why, when a number of soldiers from the Imperial Japanese Army march through, obviously on patrol. The Japanese have been in control of the city for a number of years but they're about to launch a pre-emptive strike on the USA and a partial curfew's in place, keeping the chaotic hubbub of the Bund to a more subdued level.

While the locals won't be hostile toward the demigods (unlike the invaders, who will start shooting at any troublemakers), neither will they be willing to be overly helpful – especially if the characters start asking about Bai Jiaoning.

If the players do decide to pick a fight with the soldiers, use the stats below. Since there are only 2 per demigod at this point, it should be a quick and easy fight, but will result in a constant stream of soldiers taking shots at the demigods for the remainder of their stay.

On the other hand, if they just persist with the locals, a successful Persuasion roll will learn that Jiaoning is being held by Japanese soldiers (something they may have already figured out), but at least they'll also learn that the woman is being held at the Japanese commander's residence. If they make a Raise on the Persuasion roll, they also learn that Jiaoning was arrested because she was trying to stop soldiers tearing down part of Shanghai's defensive wall.

While there are those who might be willing to help, no one has tried for fear of provoking the Japanese.

The Trials Of Bai Jiaoning

The demigods can handle the situation however they'd like... although they might like to hurry. Bai Jiaoning is being interrogated at the nearby commander's headquarters because Colonel Shimuda has heard on the grapevine that some ancient and valuable Chinese treasures are hidden in the wall. The Colonel would just like to know precisely where.

If they can get into the basement where Colonel Shimuda is interrogating Bai Jiaoning, the characters will only have to dispatch 1 soldier apiece (plus the Colonel). However, if they don't do it extremely fast, the alarm will be sounded and they'll have to deal with many more (at least five more per demigod).



Colonel Shimuda

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Boating d6, Fighting d8, Guts d8, Knowledge (Battle) d10, Notice d6, Shooting d10, Swimming d6

Pace 6 Parry 6 Toughness 7 Pulse 25

Hindrances: Greedy, Loyal

Edges: Ambidextrous, Command, Fervor, Hold The Line!, Inspire, Nature Leader, Master And Commander, Patron God (War): Resilient In Battle, Two-Fisted

Gear: Colonel's Uniform, Japanese Officer's Sword (**Damage:** Str+d6), Dagger (**Damage:** Str+d4), Pistol (**Range:** 12/24/48, **Damage:** 2d6+1)

Special Abilities

- **Heroic Entity:** Colonel Shimuda is a Heroic rank character, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.

Japanese Soldiers

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Boating d6, Fighting d6, Guts d6, Notice d4, Shooting d8, Swimming d4

Pace 6 Parry 5 Toughness 6 Pulse 10

Hindrances: Loyal

Edges: Steady Hands

Gear: Uniform, Rifle (**Range:** 20/40/80, **Damage:** 2d8)

Jiaoning Bai

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Guts d6, Knowledge (Myth And Legend) d8, Notice d8, Persuasion d6, Stealth d4, Streetwise d6

Pace 6 Parry 3 Toughness 4 Pulse 15 Charisma +2

Hindrances: Small

Edges: Attractive

Should the demigods manage to escape with Jiaoning, she'll be more than happy to tell them about the Chime of Water. Water can be soft and flowing, gentle and restorative. But it can also be a mighty, hard force - as anyone who's been slammed by a wall of water from one of the local cyclones will attest. The Chime channels this aspect of water.

Not only can she show them exactly where it is, she tells them there's a mighty guardian protecting it. "The Chime", she says, "was buried within the old city walls to grant them strength in protecting against the wokou. The Water Guardian was buried along with the Chime to grant it its own protection."

If the characters give Jiaoning the seeds and tell her of Dragon's request, she will gladly comply, planting the loquat grove as soon as they leave.

The Chime's Guardian

Shanghai's ancient defensive wall is 30 foot high and three miles round, originally protecting Shanghai from both land and sea. The Chime is hidden within the wall at the most westerly point.

Even as the demigods approach, Japanese military engineers are tearing down that section. Suddenly, the wall erupts from its base, and a huge creature of solid water rises from the ground, flinging aside both men and rocks and bellowing with a sound much like a great waterfall. The Water Guardian is huge: as tall as three men and broad shouldered too.

After the first few soldiers are struck by the creature, the remainder flee. A demigod who has any Leadership Edges may (if they think of it) attempt a Persuasion roll to have some of the soldiers back the characters up in fighting the guardian. A successful roll grants them 1 soldier per demigod, plus 1 additional soldier per demigod for each Raise on the roll. Use the stats above for any soldiers who join the combat.



Water Guardian

Attributes: Agility d8, Smarts d4, Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d10

Pace 6 Parry 7 Toughness 25(8) Pulse 20

Edges: Improved Frenzy, Mighty Blow

Special Abilities

- **Armor +8:** The guardian is made of magical water, flexible as a river, hard as diamond.
- **Water Elemental:** The guardian is immune to extra damage from Called Shots, never suffers Wound Modifiers, and is immune to disease and poison. Fearless: The guardian isn't affected by Fear or Intimidation.
- **Pounding Fists:** The guardian can strike for Damage: Str+d8, AP 2 against rigid armor.
- **Size +7:** The guardian is big. Really big. Regular-sized creatures are +2 to hit it
- **Vitality 2:** The guardian automatically Soaks the first two wounds it takes in any encounter. The damage gets through, but the guardian simply ignores it - it doesn't count as a Wound and the guardian isn't Shaken.

Once the Water Guardian has been destroyed, the demigods can easily recover the Chime. It grants the allies of its bearer the Brawny Edge (or Toughness +1 if they already have the Brawny Edge) and increases their Strength by one die type for the rest of the scene.

To return to the present, the demigods must go back to the noodle shop and go through the door they emerged from. Dragon Of The Bund will be congratulatory, and knows if the loquat grove was planted. If it has, he heals the party of one Wound and one Fatigue (each). Why does Dragon want a loquat grove in midtown Shanghai? It might be that the trees bear magic fruit and can have an impact on the current campaign. Or not. You decide if you want to add more layers to your story.

The Stadium

This is the first of the *Savage Shanghai* set of Savage Tales. It may be a vital moment in the characters' time in Shanghai, but it's up to you when (or if) you feel it's right to play the scenario. It's a glimpse into the twisted mind of the villain, Circa, and as such it's a way for you to give the players some clarity about who they're facing. This is the longest of the six *Savage Shanghai* scenarios, and it's the only one that doesn't help the characters develop resources to combat Circa. In fact, we're rather hoping the players get used to each session being a chance to improve their situation; when they find out this scenario's a trap, it might come as a surprise to the players as well as their characters.

You'll have been introducing Circa to the characters over the course of the plot point scenarios by having him possess the bodies of various vampires in his three personalities: Hunger, Madness and Change. But that may have confused people and at some point it's worth clarifying Circa's true nature before he faces them directly. It'll make the payoff all the more satisfying for everybody.

Circa has chosen the city's sports stadium as his base for a chunk of the campaign. You can have the stadium anywhere in the city but it should be about a half mile outside the military cordon when you start this scenario. The army can see the floodlights are on, but nobody really knows what's happening there.

The later you leave this Savage Tale, the closer the stadium will be to the Inner City, and the more impressive you should make it. If it's right on the edge of the Inner City, have it be a stunning new structure built to host inter-competition athletics and soccer games, with art galleries and exhibition spaces attached - perhaps not even totally finished yet. If it's further away, somewhere in Midtown, it can be older and not such a centerpiece for the city's cultural life. The not-for-public areas might be a little shabby, with some graffiti on the stark concrete walls and not all the lights working.

Why would the characters visit the stadium? There are a couple of reasons:

If lovelorn Ken abducts Wu Ling in the T-9 scenario (see page 62), this is the place he'll take her. Sumiko, the NanoCorp building AI, will be keeping a quiet check on all the communications channels trying to find some mention of the Doctor's daughter and will tell him (whenever it's suitable for your story) that she has located a signal from Ling's PCD as it enters the stadium grounds. The Doctor will beg the characters to bring her back safely.



Lt. Tao may volunteer the group to help scout the area for the military. As the cordon collapses and it becomes clear that soldiers are getting bitten, turned, and are fighting alongside the enemy... well, he figures every bit of help is needed to stem the tide. The stadium is important to the vampires. The army can't spare men to push behind enemy lines. The characters have proven they're capable of doing it. Lt. Tao makes the decision and there doesn't seem to be anything else more urgent at that moment, so the group gets to do a little sightseeing.

The Road To Hell

The characters have military clearance to cross the cordon thanks to Lt. Tao, despite their (almost guaranteed) unconventional appearance, so the front line troops will point them down the road from where they're set up, past their previous front like (now teeming with feral vampires), and to the floodlit stadium beyond. The front line is a very active place - have waves of vampires pouring down the street every few minutes, some in army uniforms, with troops firing from any cover they can use to gun them down. Tanks are firing too, but some master vampires have weapons so it's not all gunfire from one side. By the time a wave gets repulsed, the front line has inevitably fallen back another hundred yards, there are screaming soldiers being dragged out of the way and towards the overworked medics, and everybody looks just that bit more fatigued. They've been doing this rolling retreat for a hours by now, watching more of their number getting killed every time.

The best time to go is just after a wave of vampires is repulsed, then to use all available stealth and speed to get up the street, through office blocks, down alleys and any other way the demigods can to get to the stadium. The sights they see should be harrowing. The sheer numbers of vampires should be intimidating. But don't make it so tough that they have to turn back - there's something we want them to see up ahead. Use standard vampires, in a mix of feral, scavenger and the occasional master if needed (see page 143 for stats).

Stadium Insanity

This being a mission about sneaking (and that should be obvious to anyone as soon as the number of enemies becomes apparent), the characters will need to find a quiet way into the stadium. Fortunately, while the main gates are a constant, coordinated bustle of vampire activity (and it's definitely being organized by master vampires), the various service entrances aren't really guarded in any way.

Spirit World Scene

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If any of the characters can see into the spirit world, this is the first time they'll get a chance to note that each of the forms of Circa is linked by a snaking tendril of dark fog, making it clear that they're all one entity. The fog may be temporarily severed by someone running through it in the spirit world, for instance, but reforms almost instantly.

The private areas of the complex are eerily quiet for the most part, but with the sound of an announcer's voice and crowds, just as if a sporting event were going on.

The team can make its way up towards the very top of the stadium, and then out through the executive area with minimum resistance. As they open the thick glass doors to get out, though, they'll be presented with the sort of haunting image that stays with a person to their dying day. Be sure to point out the wall of insane malice that hits every sense - the rising crescendo of ten thousand vampiric voices baying for blood, the smell of blood and death, the air thick with it, feeling like the characters are filling their lungs with raw evil with every breath.

The stands of the stadium are teeming with vampires (and filling all the time). Many are slaving and barely controlled by the master vampires, but a disproportionately large number are masters. And the spectacle they're watching? A soccer game. With a human head for a ball. Every time a head goes out of play, a vampire on the sidelines slices the head off another captive soldier or Shanghai citizen, and the game continues with the new, gruesome 'ball'.

The scene is sheer lunacy and makes no sense at all in context of the vampire assault on the city, but that's Circa for you. And he's there. If you're wondering who's running the video screens and doing the commentary/announcements... that's Circa. The video feed is directly to the spirit world where his spirit form is occasionally seen, an ever-changing trio of dark, malicious humanoid forms. Then it cuts to footage of the game, and the characters can see the two teams are made of master vampires, with three morphing into the three shapes of Circa at any time, always changing between different players as Circa changes possession every time the ball moves from one player to another.

Sitting in the stands by the executive area, slightly isolated from most of the crowd, is Ken and a terrified looking Wu Ling (if that's the story arc being followed here). If it's not Ken and Ling it's a burly security guard vampire with Ken's stats (see page 64 above).

The characters may try to take out Ken (or the guard) silently, but unless they kill him in one sudden hit he'll turn to face them and his form will shift as the Circa of Change takes him over. *"I've been expecting you."* he spits, and tears Ling's throat out with his bare hands (if she's there). There's a sudden, chilling silence in the whole stadium as thousands of vampires turn to crane their necks up at the executive area and the demigods. Then Circa changes to the Circa of Madness and says the same thing. Then to the Circa of Hunger and says the same thing.

Even if the characters do kill the opponent instantly, all the giant video screens will switch to an image of the executive area where one of the stadium cameras is filming the characters and then the Circas will appear on the screen to say the same phrase.

Either way, the result is similar. The characters have been found out, and with a roar to shake the very foundations of the stadium, all the vampires start to clamber up the stands towards them.

Run And Hide

The demigods will want to get the heck out of there. And fast. They can charge through the same areas they came up, but they'll hear hundreds of growls and sets of feet on each level as doors are pushed open and the horde starts hunting. Stealth at speed is the key to getting out, and back to the safety of the military front lines; they'll be chased all the way. When the army sees the flood of vampires charging after the group, they'll lay down the best suppressing fire possible to give the demigods a chance, but then the whole front line will be hit by a wall of fangs and claws. The characters may survive, but the assault of the rampaging vampires will nearly break the army lines and force the military cordon to fall back a long way before it stabilizes the situation, at least temporarily.

Time to give them the next crisis in the campaign and make them leave the fighting to the army, somewhat guilty perhaps at the carnage they've wrought.

As for Wu Ling... she's dead, and they'll need to tell her father some time. Of course, this is roleplay and nothing's set in stone. Particularly inventive characters might have found a way to get her out alive. Right?

NanoDestroyer

Let's face it, a character is going to get bitten in the course of this campaign. It's inevitable. It's also likely the player of that character isn't going to want to change races and have his beloved character become a bloodsucking, Pulse-eating feral creature of the night.

It's also possible the demigods aren't going to visit Shanghai's local deities, or that they won't get Dragon Of The Bund's scale as a cure. That leaves us with Shanghai 2048's nanotechnology.

On the whole, 2048 technology can't cure vampirism. However, hooking Doctor Wu's know-how up to an experimental machine at Shanghai Sen might just work. It's the sort of thing that would occur to the Doctor's able sidekick, Noh Chu, if she sees one of the characters (who are being so helpful, after all) get infected.

A Million To One Shot

This is never going to be a mass-market cure. The parameters required for the machine were only discovered in the previous couple of hours - the research is that fresh! And the machine is definitely still experimental. Noh Chu worked on it as part of a pan-corporate project a couple of years back. There are no guarantees that it won't kill the patient instead of curing the nanovirus. Still, if the group decides to go ahead and try to get the character cured, they need to break into the Shanghai Sen building across the road from NanoCorp (just as they did in the T-10 plot point scenario on page 59 above), get into their high security R&D labs in the basement (with much the same obstacles as NanoCorp has but with a less friendly AI called Samurai), and then feed the right parameters into the machine while the patient sits inside.

That should do it. Might do it. Possibly.

One thing's for certain - the device will definitely deactivate all nanites within the character. If he's using any B.E. implants, they'll be wiped afterwards and need fixing (by visiting the realm again after the campaign is over, which is a chance to run further adventures if you haven't retired the characters as gods by then).

The nanotherapy process was designed to enter the body and systematically destroy every nanite it found until there were no more nanites left. Then, the NanoDestroyer nanites themselves would self destruct in a manner non-lethal to the host. For the demigods, who didn't grow up in nanotechnology rich environment, this should be the ideal cure. However, it isn't a guaranteed cure.

R&D

For the break-in, use this scenario as a chance to show the characters just how tough the security at a major Shanghai corporation can get. If there are any elements of the NanoCorp building security you didn't use in the T-11 plot point scenario, this is your chance to get them into the campaign. Samurai is paranoid about keeping the Shanghai Sen labs secure, especially since the characters are likely to have already broken into the building once (in the T-10 scenario).

The nanotherapy machine isn't hard to find, once the characters manage to get past Samurai and into the Shanghai Sen basement labs. In fact, it will be obvious by the torture chair look of the device - complete with chest, arm, leg and head restraints. The machine works automatically but will need someone to set it with the right parameters (as supplied by Doctor Noh and uploaded to the team's PCD). It's an easy thing to figure out; as long as no one botches a roll or shorts out the machine while in use, it should work. Most likely, the procedure will be carried out while the team is under fire. Don't let Samurai give up his pursuit of the characters just because they make it into the basement!

The nanotherapy machine will have problems if the character who's strapped to it isn't human. A centaur character coming directly from Mount Olympus, a fury from the fantasy realm of Relic... if you've chosen to allow this type of character into Shanghai, they'll struggle to get cured. But it's not impossible.

The base chance of a cure is 50/50. Drop the chance by 10% if the character has already turned into a vampire. Drop it by another 10 or 20% if he's not human (depending on how different his DNA is). Then let him spend Karma to add to his chances, with each point of Karma adding 10%.

If the device fails, it may still have a beneficial effect. A character who's gone feral or turned into a scavenger vampire might become a master vampire if his roll was close to succeeding. A master vampire might stay a master vampire but be immune to Circa's influence.

However, weird results are also likely, as you'd expect with experimental nanotech. If the procedure succeeds but the roll is within 30% of being a failure, it's time for you to get inventive with a temporary nanotech side effect. The character may glow in the dark for the next couple of hours (and not with light that can hurt vampires). He might have a temporary bloodlust, an insatiable desire

to kill all vampires for the next hour. Pick your favorite comic-book side effect that happens when a superhero falls into an experimental machine and apply it for an hour or two.

And even if the treatment is a huge success, the character should always have a sign of his nanotech alteration - give him a souvenir of his time in Shanghai, changing his eye color for instance or giving him a zigzag pattern of skin markings over his whole body. He should have a memento he can use as a sign of his total badassness for the rest of the campaign and beyond.

Once you've got the cure/transformation done, it's just a simple case of getting back out of the basement, out of the building, and back across the road to NanoCorp.

Helicopter Help

When the campaign begins, there's no helicopter on the helicopter pad at the top of NanoCorp. The characters can go talk with Crane On Mountaintop about getting supernatural help in the air, but that's a one-use deal. If the demigods use Crane's help before the end of the campaign, they're going to want another way to fly off the roof of NanoCorp to escape the city and deliver the airborne retrovirus.

At some point in the campaign, when the characters are feeling at a loose end, have some smart NPC ask how Doctor Wu is going to disperse his retrovirus using the NanoAir device from plot point scenario T-10. The idea of needing a helicopter will come up - especially as a last ditch escape plan.

There are lots of places the helicopter could be: behind city hall in the Inner City, on the top of a penthouse of some rich guy, as part of a mobster's stash in Midtown, at the airport in the Outer City or at the Acquisitions Base. Tailor the exact details of where the helicopter is based on the role-play situation. Make it as dramatically appropriate as possible when the need of the helicopter comes up. There's nothing like having to go back to the Acquisitions Base again when you were just there (if you play this session just after the T-8 plot point scenario).

Remember, the demigods need to take along someone who can fly the helicopter. If one of them can do it, great. If not, they will need to escort a (terrified but hiding it) soldier, Private Aolie Bei, who gets ordered to help out. This soldier is trained but very mortal and is with them because he's been ordered to be there.

Aolie Bei

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d4, Drive d6, Fighting d6, Guts d6, Intimidation d8, Notice d6, Persuasion d4, Pilot d8, Shooting d8, Stealth d6, Swimming d6, Throwing d4

Pace 6 Parry 5 Toughness 10(4) Pulse 15

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), Flight Suit (+4 armor, all locations), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto)

Edges: Combat Reflexes

A Pilot In Distress

When the demigods get to where they're going to retrieve the helicopter, they'll discover a situation in progress. A group of people (city hall, military, mobsters, civilians) have trapped a man and his family in a building and are threatening him with all sorts of badness unless he comes out and flies them away in the helicopter. Use assorted stats from the NPC lists at the end on this book (see page 130) as necessary.

Cho Wang is the only pilot around for miles and he owns the helicopter in question, leasing it out to whoever owns the building. If you decided it should be a military helicopter then he's Sgt. Cho Wang, military pilot. None of the people in the crowd wants to be left behind in this land of blood and death.

Cho Wang

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Drive d6, Notice d6, Persuasion d6, Pilot d8, Stealth d6, Swimming d6

Pace 6 Parry 2 Toughness 10(4) Pulse 15

Gear: Clothes, PCD, Helicopter

Somehow, the team is going to have to get past the unruly mob to the pilot and convince him to both fly the helicopter to the NanoCorp building and possibly stay on for the escape. With Private Aolie the characters have another potential pilot (if the worst happens to Cho Wang) but the team still needs Cho's help....

Obviously, the crowd isn't going to just let the demigods take the helicopter. They're already angry, scared and armed. They'll fight for the chance to flee Shanghai. The only reason they haven't beaten down the door and dragged the Cho out is the fact that he's rigged the helicopter with a bomb that will go off with a dead-man switch he has in his hand. Kill him and nobody gets the helicopter.

There are several ways to disperse the crowd – persuasion (military, city hall), intimidation (rich guy) and wholesale slaughter (mobsters). The demigods, of course, can try any number of techniques until one works.

The Price Of Flying

Once the crowd is dispersed, the demigods still need to convince Cho to do what they want him to do. After some discussion, he'll say that the only way he'll help is if the demigods promise:

a) to allow his family to join him in the relative safety of NanoCorp

and

b) to promise to look after his family, *no matter what*.

This is the only way he will give up the helicopter.

Once the team agrees to this, Cho will open the door to reveal himself, his wife Su and his son, Chang. It will take a bit for him to come out and he does keep the dead-man switch with him. It isn't until they get out to the helicopter and after Cho disarms the bomb that you can let the last bit of badness come through.

If the demigods have brought along a military pilot, go ahead and have one of the still loitering angry mob start shooting at them to hit Cho who immediately shields his family with his body. Let him die a poignant death, reminding the team of their promise to protect Su and Chang. If it happens that the demigods killed everyone in the crowd, let it be a scavenger vampire attack that gets him.

Once the demigods get back to the NanoCorp building with the Cho family (with or without Wang), they will have to integrate the family into the NanoCorp structure. Obvious, military personnel will be upset at the extra civilians running around. And by the time you've got the family into trouble in the frantic later stages of the campaign, the players may curse their characters' oath of protection too.

Force Field Four

As more and more vampires break through the military cordon, killing soldiers and compromising the "safe zone" (such as it is), Lt. Tao and Doctor Noh put their heads together and come up with an idea. Noh once worked on an experimental nanotechnology device for Shanghai Sen

involving a force field that stunned nanites (putting them into a null state) and dazing people with nanites inside them while the nanites rebooted. The NFF (Nano Force Field) was designed as a home defense grid for those who didn't trust nanotechnology, but ironically research was shelved because market research showed that almost everyone trusted nanotech.

Lt. Tao and Doctor Noh believe the experimental prototype device could be used as a last defense of NanoCorp but the military can't afford to send people to retrieve the device. It'll be up to the characters to recover the four generators needed for the NFF, then they'll need to call the NanoCorp labs for instructions in both placement and activation.

Deep Storage

The generators are in a giant storage area converted from a former underground parking garage. You can have this depot anywhere in the city within reason, as long as it's outside the military cordon. On the surface there may be skirmishes going on between army personnel and vampires or it might be eerily quiet, like a war zone just after the battle has moved on.

Getting in is no problem - it seems like security was breached already with dozens of vampire corpses around the entrance and two sentry guns lying silent, barrels smoking, hundreds of bullet casings on the ground around them. All their ammunition has been used up, two sets of security doors have been torn off their hinges, and three security guards lie in the main entrance, drained of all blood.

Once the characters go down the ramp to the first storage level, the real problems begin. The place has thousands of storage containers. It's a maze of odd bits of equipment, semi-functioning devices and random odds and ends from old furniture to rolls of industrial carpet. Getting lost in the ten sub-levels is a real possibility. Finding the generators without anyone to ask could be tough unless someone can hack a computer and search for their location. And then there are the vampires who broke in....

Have roving teams of scavenger vampires and at least one master with a posse of ferals, searching through the containers and under dust sheets just to see what's there. See page 143 for various vampire stats. The demigods bump into the master vampire as he's checking out a huge jet engine.

Military Applications

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If the demigods are struggling a bit with the challenge of eight million vampires, this Savage Tale is also a good way to put a couple of bits of experimental weaponry in their hands. Have them come across a corner of one of the levels with extra security fencing (electrified) and a sign that reads, "Weapons Research Storage". That should get the characters interested. Looking through the fencing they can see weapon crates and a rack of fun-looking guns on the back wall. Who could resist?

Feel free to put whatever variant weapons you like there, but two of the crates should hold extra special goodies... an EMP device and a NanoScrambler (see page 25 in the Equipment section for more on these). Both weapons are still being tested, but both could be mighty useful in the campaign. The NanoScrambler in particular will cut swathes through the vampires because the virus that started all this is nanite based. The device can fire three times before it needs to recharge for 30 minutes. Each use will immediately incapacitate any non-Wild Card vampire it hits and any others within a Large Burst Template of it. Such a device could clear an area of vampires enough to let the team through.

And did we mention that all these devices are stored with power running to them, always ready to be hauled out and used as needed? The power coils to the jet engine almost certainly have a control panel that an enterprising character might spot, with a big red 'activate' button on it. Perfect for that moment when a vampire or two needs to be sucked through a turbine.

The storage depot could be a colossal time spend if the characters aren't careful about the passing minutes. They could find plenty of wild experimental toys, but mostly they should realize they need to get the generators and get out of there. All the 'stuff' is just a mountain of cool bits to chase and be chased around, to hide behind and be ambushed from, to kill vampires with in interesting ways.

Set Up & Activation

Once the demigods find the generators, they'll discover their next problem - each one is about the size of a grown man and weighs twice as much. The team will need to

figure out a way to move all four generators from the building and to the necessary location. If they look around they might be lucky enough to find a couple of rolling carts and one experimental hover pad (that doesn't really work as designed but might help with moving the heavy machinery if a character can succeed in a Repair check).

Maneuvering the hover pad uses the Pilot Skill. It can be moved by any character simply by pushing it. However stopping it requires a little thought - it will continue to move for one Round after the pushing stops for a distance equal to half the distance it moved in the previous round. So a character pushing it 6 foot in one Round and letting go will be able to stand and watch as it continues to slide a further 3 foot before coming to a stop. Should the platform come under attack it has Toughness 10(2).

Once the demigods call Noh, she'll tell them where they need to set up each NFF generator in the five block area surrounding the NanoCorp building. As each generator is put in place, a complete set of instructions must be programmed into it. Noh will come out of NanoCorp to do the programming (it's too complex to walk the characters through on their PCD). Assuming the fighting hasn't reached this area just yet, all should go smoothly. Apart from Circa's counter-attack.

Did we say that the setup should be easy? We might have lied. While the team is setting up the generators, there's a good chance that Circa will attack. He has trained Special Forces master vampires watching the NanoCorp building and reporting back. They'll attack with the sole intent of kidnapping Doctor Noh. If they can't kidnap her, they will attempt to kill or infect her. Circa knows that she's Doctor Wu's lab assistant and wants her neutralized or available to him as a bargaining chip.

Power Up!

Once the generators are started, the NFF may be raised and lowered as needed (taking one minute to raise or lower each time). Remember, anyone with nanotechnology within them will be stunned if they enter the area of affect (the five blocks around NanoCorp), taking 4 levels of Fatigue (enough to incapacitate a normal person) but the victim is allowed a Vigor check at -2 against this. On a success and for each Raise one less Fatigue level is received. This will stun most vampires (which is great) and most elite military personnel (which is less great) since both have nanites that enhance their physical abilities.

The NFF generators will be the first target for Circa's vampire army when they get to this part of town. Initially



it might look like the force field will hold them all back, but just when you need to make the situation dangerous again, some vampire will tear one of the generators apart with his bare hands and the pressure will be back on.

Special Forces Vampires (1 per Demigod)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d6, Drive d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Persuasion d4, Shooting d10, Stealth d6, Swimming d6, Taunt d6, Throwing d6

Pace 6 Parry 6 Toughness 13(6) Pulse 15

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Heavy Grade Armor (+6 armor, all locations)

Edges: Combat Reflexes, No Mercy, Improved Dodge, No Mercy, Rock And Roll!, Stalker 0, Steady Hands

Hindrances: Habit: Feeding (major)

Hospital Visit

This *Savage Shanghai* scenario is an opportunity for the characters to get some free healing. Given how little chance there is for healing in the 12 hours of the campaign (Dragon Of The Bund can help, but that's about it), they should be delighted.

We're assuming the characters have already been to the chaos of the hospital once, at T-10, to get the NanoAir dispersal device for Doctor Wu. Soon afterwards, though, the front lines shift and the military cordon falls back. The hospital is abandoned in a panic and left to the vampires. At any point after that, the characters may find themselves badly wounded and wonder how they're going to keep going against the odds to the end of the campaign.

Either one of the demigods (through a successful Smarts check) or Sumiko, the NanoCorp AI, might happen to check on the progress of the battle and see that the hospital is now behind enemy lines. Also, at the point you choose to offer this *Savage Tale*, scouts indicate that most of the fighting's in another sector... all's quiet around the medical facility.

It's an opportunity. If the group takes Doctor Noh, who happens to be a medically trained researcher as well as a nano-scientist, they could use the hospital equipment to get back to full strength.

Visiting Hours

The characters can get through the military cordon and into enemy territory reasonably easily - there's not much of a vampire offensive happening in this part of the city right now. The power has been cut to this area so the group will need flashlights or other ways to see in the murky evening light (or in the dark if this is later in the campaign).

As they approach the hospital, they'll begin to see evidence of how fast the place was abandoned and overrun. An ambulance is stopped at the side of the road, its doors open, the paramedics torn to shreds on the ground just outside. In the back, wounded soldiers have been butchered and the equipment trashed by feral vampires. This was one ambulance that didn't get away fast enough.

The military barrier outside the hospital is still standing, but all security personnel are dead or gone. At the entrance to the main building, a dozen gurneys with a dozen butchered patients are testimony to the ones who got left behind. There are more victims in some of the corridors and wards - no one was shown mercy.

The silence is spooky, the sound of battle far off in the distance. Have the team find one soldier who's still alive, barely, whimpering on a make-shift stretcher. Doctor Noh will rush to try and help him before the characters can stop her. He'll jump up in a frenzy when she gets near and attack. He's a badly wounded soldier who has turned into a feral vampire (use the stats for a Standard Feral Vampire on page 143 but because he's wounded, any damage he takes will automatically kill him). This incident will shake the doctor to the core and she'll be much warier from then on.

The Power Of Healing

The characters need to get into the basement maintenance areas and turn the hospital generators on, then find the emergency equipment they need. As they head into the basement, it becomes clear the hospital isn't totally devoid of life - scavenger vampires roam the halls and the basement levels. Use a mix of vampires from page 143 including, for the first time perhaps, an Elite Scavenger Vampire. They use cunning and ambushes, particularly before the characters can get the power back on.

Once there's light in the corridors, scavenger activity seems less of an issue, and the characters get to have their healing (the doctor can heal everybody using the big machines in the hospital without needing a roll, except for lost limbs and other permanent injuries).

It's just a lull in the vampire activity though. An elite scavenger, controlled by Circa's hunger aspect, has been bringing all the other scavengers to him and just as the last character is healed the demigods will hear the sound of dozens of vampires starting to move through the hospital, methodically searching for them.

It's time to get out of there, and fast. Standing and fighting is a bad idea. Let the characters glimpse Circa's face on the elite vampire. Chillingly, they suspect he'll just keep calling more and more vampires to his side until the characters are overwhelmed. It's best they get back to the safety of NanoCorp.

Should they ever return, all the useful hospital equipment will be utterly destroyed.

StarSeeders

For our last *Savage Shanghai* scenario, we have something a little bit different for the characters. This is one of those *Savage Tales* that can take as long as you want and eat up almost no time in the 12 hour countdown... because it's set within a virtual reality game. The scenario also takes the team out of Shanghai 2048 and puts them some place new - the hugely popular game world of StarSeeders, a VR game designed by Match Dragon Enterprises.

Here's the deal: one of the best and brightest from Match Dragon Enterprises has decided that it's better to reign in hell than to die like a punk. Tong Airui, a nano-programmer and hacker, has made a deal with the devil (Circa) for reigning superiority like he never had in this mortal realm. He gets to be the master of StarSeeders and can live in the game for as long as he likes.

In exchange, he agrees to hack and disrupt the computer systems and communication centers of NanoCorp. He's good at what he does and manages to break in, locking several of Sumiko's systems before she can isolate his code. He immediately feeds the information back to Circa, so the bad guy knows what the characters' plan is. Worse, the infected systems are vital to Doctor Wu's work.

Unless he has full access to the net, the Doctor won't be able to complete his work in a timely manner. Sumiko asks the characters to do something about it. Being ancient masters (unless you're not playing with that character idea) they're likely to be out of their depth in this scenario and need some help.

Tong Airui

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Investigation d8, Knowledge (StarSeeders) d12+2, Knowledge (Nano-programming) d12+2, Notice d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 15 Charisma -4

Gear: PCD

Edges: Scholar (StarSeeders, Nano-programming)

Hindrances: Ugly, Mean, Ego - Taunt attempts and Smarts Tricks against Tong get +4

If Wu Ling has already been saved (*Main Plot Point T-9*), she's the one to step up and offer to mentor the characters while they're in the VR world. If not, a random NPC will do. Either way, they get a veteran player as their guide, who will stay in contract while they're inside and try to isolate Tong's signal using Sumiko's remaining systems.

Unfortunately, the rules of the game are changing. Tong is a god in the VR world of StarSeeders. His account is linked into the super-user account back at Match Dragon Enterprises and he is messing with things from within the game.

The demigods will need to go into the game and stop him. Wu Ling (or whoever) will stay outside the game and try to cut Tong off from the outside.

The Game

StarSeeders is a VR space game. Since the demigods don't have the necessary implants for VR, they will need to use the VR chairs in the NanoCorp recreation area. Wu Ling will go to the server room and manage her part from there while keeping in touch with the team via VOVR (Video Over Virtual Reality, which will appear as a small hologram of her in the corner of the characters' vision whenever she's talking to them).

Once in the game, the demigods will take on the avatars of whatever they choose but since they're not familiar with the game, the game tutorial will help them pick whatever archetype is closest to themselves. However, the demigods are not limited to this. They may choose any archetype. What they can do is based on their mental agility and ability to adapt in the computer generated space environment.

StarSeeders is a game of galactic exploration, alien archaeology, and space pirates. The good guys work for the corporations, finding dig sites, interfacing with new space-faring races and making alliances while fighting against evil space pirates. Guess which one Tong is playing? Yep, he's the mightiest of all the space pirates and he has the demigods in his sights.

To play StarSeeders the characters are going to need to generate their characters' character. This is as simple as making a starting (0xp) Savage Worlds character but with a couple of little differences. The StarSeeders avatar is not a Wild Card. Whenever an avatar dies it can 'respawn' on the next Round anywhere within 12 inches of the place of death but the process costs the controlling character 1 Pulse. And the controlling character can use any Pulse-fuelled ability he has (Edges or Powers) on his StarSeeders avatar.

StarSeeders all start with the same equipment. A laser pistol (**Ranges:** 6/12/24, **Damage:** 2d6+1), a blast vest (+1 armor, protects torso) and the player's choice of a boarding sword (**Damage:** Str +d6) or a boarding cutlass (**Damage:** Str +d4, +1 Parry). Yep, it sucks starting at the bottom.

Meanwhile Tong's avatar has had a few upgrades:



Mighty Pirate Tong

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Boating d8, Driving d4, Fighting d10, Guts d6, Investigation d8, Knowledge (StarSeeders) d12+2, Knowledge (Nano-programming) d12+2, Notice d4, Persuasion d6, Piloting d8, Shooting d8, Swimming d8

Pace 6 Parry 7 Toughness 8(2) Pulse 15 Charisma +4

Gear: PCD, Phaser Blaster (**Ranges:** 12/24/48, **Damage:** 2d8+1, AP2), Pirate Assault Suit (+2 armor, protects all locations) and a Black Katana (**Damage:** Str +d8+2, AP 2)

Edges: Improved Dodge, Quick, Scholar (StarSeeders, Nano-programming)

Hindrances: Attractive, Charismatic, Ego - Taunt attempts and Smarts Tricks against Tong get +4

And of course he has access to:

Hordes Of Pirates

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Boating d6, Fighting d6, Shooting d4

Pace 6 Parry 5 Toughness 5(1) Pulse 15

Gear: A Laser Pistol (**Ranges:** 6/12/24, **Damage:** 2d6+1), a Blast Vest (+1 armor, protects torso) and a Boarding Sword (**Damage:** Str +d6)

If there are any demigods experienced in space flight, space combat and/or space in general, they immediately get a bonus to all of their VR roles because they can adapt to the space environment more on instinct.

Fighting Mighty Pirate Tong

The VR fight with Tong is mostly for the team to gang up on the Mighty Pirate Tong and knock his hit points down to nothing. This doesn't hurt the human but it can be frustrating. Also, Tong's biggest weakness is his ego. If the demigods pick up on this and can taunt him, it will distract him from the game and make him play badly.

Tong will cheat, creating new bits of the environment as it suits him - crumbling archaeology sites will be solid when he's running through but treacherously crumbly when the characters follow a few seconds later. He'll then run through a cave entrance and appear in a space station cargo hold, hiding behind cargo with a fresh horde of pirates, firing from behind cover at the characters when they appear. That sort of thing.

Of course, all this is just a distraction while Wu Ling traces his connection point and resolves it into a physical location. This doesn't stop her from occasionally giving advice to the demigods if they need some help in the game. She's really good at this game (would you expect any less from Doctor Wu's daughter?).

The Big Blue Room

As soon as Ling has a physical location for Tong (which will be the Match Dragon Enterprises HQ in the Inner City), she will cut off his access to the NanoCorp building and lock him out as best she can. But really, she's no match for *That Which Has No Life* (bonus points for getting the reference). Eventually, he will hack back in again. The only thing the team can do is go find the real world Tong and teach him a lesson or two.

Match Dragon Enterprises is a secured building but, as with any building in the Inner City, it has its weak points. There are corporate security personnel and a few emergency technical staff on duty, but they can be handled easily enough, especially when they find out all the demigods want is Tong. This corporate raid should be solved socially rather than all guns blazing.

When the demigods get to Tong, they find he's a dirty little man with a big ego and no life outside of the game. He's stubborn, unrepentant and spends some time spouting off about how Circa is going to eat them all.

The only way to deal with Tong is to arrest him and bring him back to NanoCorp and/or destroy his personal StarSeeders server. Destroying all of the hardware in his office would be good, too. The man is a nasty, ugly example of humanity. No one at Match Dragon Enterprises will help him and none will be sorry to see him go. In fact, there may be a small cheer from the other technical staff as he's hauled away.

As a bonus, if the characters need any programmers, IT support, or hackers in the rest of the campaign, they've got friends at Match Dragon Enterprises now. They won't be willing to go behind enemy lines or even leave their offices, but they'll help in any way they can while they also work to keep the civilian population of Shanghai hooked into the game and away from the horrors of the real world outside their window.

Additional Non-Player Characters

Shanghai is a major metropolitan city despite the state the world is in. There are millions of people living in the city and the demigods can come into contact with any one of them for many reasons. Below are a series of ready-made NPCs (over and above those already mentioned previously in the book) to populate your *Shanghai Vampocalypse* campaign.

Most of the people in this section of the book are normal mortal humans with their own wants and needs. Each one can be an adversary or an ally to the group, depending how they meet, with the exception of the vampires. The vampires are always adversaries. Also, don't forget that any of these humans can (and most likely will) become a vampire during the 12 hours of the campaign.

The NPCs are broken out by category of job and/or social class. As with the rest of this book (and according to regular Chinese naming convention) NPC names are 'Lastname, Firstname' and we refer to them by their last names in the write ups. We don't say how old any of these NPCs are, so you can choose how they fit in.

Think of this section as our way of adding millions of people to Shanghai. The main players are in the scenarios, but this is our way of giving you a big cast of extras you can throw in at a moment's notice, with each one having a few sentences of background about them so they can become a sub-plot in their own right.

City Hall & Government

The city government still has people out and about. Some are in the City Hall building. Some will be around town. These are good people to have bureaucratic run-ins with.

Ao, Zhiou

Male.

Ao is your Joe Average. He has never stood out in a crowd of any sort. He has never been the top or bottom of his class despite his desire for stardom. Average looks, average skills, average willpower. The only thing Ao has that isn't average is his ability to dream of what kind of superstar he should be. He enjoys *StarSeeders*, a VRPG, is single and gets hives when he's particularly stressed out. He's good to his parents but resents having to send them money to make ends meet.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Guts d4, Investigation d6, Knowledge (StarSeeders) d6, Persuasion d4, Stealth d6, Streetwise, d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Er, Gongtan

Female.

Er is the kind of woman who embodies the phrase 'good enough for government work'. She always does just enough work not to get in trouble. She has never been a go-getter and she never will because, as she sees it, government work is where it's at. She's a mistress of her domain - documentation for public utilities - and doesn't have the will or desire to go beyond that. She's the single point of failure in her department and everyone knows it. She's single but dating another government employee with the prospect of marriage and becoming a traditional housewife.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Guts d4, Investigation d6, Knowledge (Bureaucracy) d6, Notice d6, Persuasion d6, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Gao, Huanren

Male.

Gao is a man with a heart of gold and the best intentions in the world. He really does want to see Shanghai succeed and is one of the few government employees who's aware of the Military-Government-NanoCorp connection because of his accounting software. He's a programmer who designed the financial recordkeeping for Shanghai's government spending. He's called in to interpret the data annually - usually right before budget cuts. He's married and has two sons, and has a fondness for loud colored ties (but sticks to the sedate ones when they ask him to go to government funding meetings).

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d4, Investigation d6, Knowledge (Programming) d8, Persuasion d6+2, Streetwise d6+2, Swimming d4

Pace 6 Parry 4 Toughness 5 Pulse 10 Charisma +2

Gear: Clothes, PCD

Edges: Charismatic, Connections (Government)

Hong, Furui

Male.

Hong is the kind of government worker who always asks, "What's in it for me?" This means that if someone wants to forge a record, get some documents passed on faster (or slower) or any other number of things, Hong is their man... as long as they're willing to pay in cash, food, drink or some other luxury item. Hong is a love-them-and-leave-them kind of man and is married to a woman who has her own distracting selfish behavior (gambling) that allows Hong to meander as he wishes.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d4, Investigation d6, Persuasion d6, Shooting d4, Streetwise d6, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Edges: Connections (Black Market)

Peng, Ningtan

Female.

Peng is the government worker you hate and love to hate because of her strict adherence to guidelines. She is the quintessential nitpicker. Every form must be filled out properly before it's filed in the appropriate place. She has a phenomenal memory for government regulations, rules and customs. She knows who is supposed to take care of which thing, when, and who reports to who. This walking encyclopedia of government knowledge can be your best friend or worse enemy depending on where you fall in the regulations.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Guts d4, Investigation d6, Knowledge (Government) d12, Notice d8, Persuasion d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Edges: Eidetic Memory (+2 on attempts to recall information)

College Students

During the quest to save Wu Ling from her dorm, the characters will encounter a number of students with a number of different skills. Some of these students are below. Remember, if the team allows these students to be killed by vampires they can show up as future antagonists.

Bei, Daoning

Male.

Bei is the information age's best deliverer and consumer of internet traffic. When not studying information architecture, Bei is the host of an extremely popular blog. He has written tons of opinion pieces on everything pop-culture related. As a side venture, he has a web comic based on the *StarSeeders* VRPG and those who play the game. He frequently reviews games, books, TV series and movies before they hit the mass market. Those products he favors get a bump in sales. There are fan clubs devoted to Bei. He is a cult of personality unto himself.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Driving d4, Guts d4, Investigation d6, Knowledge (StarSeeders) d8, Knowledge (Pop Culture) d8, Persuasion d8+4, Streetwise d8+4, Swimming d4

Pace 6 Parry 2 Toughness 4 Pulse 10 Charisma +4

Gear: Clothes, PCD

Edges: Attractive, Charismatic, Connections (Entertainment Industry)



Han, Tiatiao

Male.

Han is the kind of kid who's too smart for his own good. His intelligence makes him bored and his boredom will get him in trouble if he ever gets caught. Han is a competent hacker and a world class mischief maker. He hacks into corporate and government facilities for the fun of it and exposes some of the most embarrassing classified memos he can find - usually about how good the institution's security is. Fortunately for the world, he is majoring in computer security and plans to auction off his skills to the highest corporate bidder when he graduates. If he survives.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Guts d4, Investigation d6, Knowledge (Hacking) d12, Persuasion d4, Streetwise d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD, Hack Pack

Edges: Connections (Hackers)

Kong, Pinhui

Female.

Kong is the kind of freshman college student who has her entire career mapped out. She knows what classes she needs to take in order to get the Computer Information Management degree she wants. She is a whiz at marketing and baffling those around her with spurious logic when she doesn't know the answer. When asked to do something outside her skill set, Kong overwhelms people with information and questions until they've forgotten their original request. Then she reminds them of the request with her personal twist on it before walking away.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Guts d4, Investigation d6, Knowledge (Information Management) d8, Persuasion d8, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Relative Difficulties

信仰永能活力笑友

Chinese society put a premium on the value of a close bond within a family. You can use this to your advantage to create sub-plots using these NPCs. Any time you want, have one of these people be the son or daughter or favorite uncle of someone else the characters know. Or a favorite of one of the local gods. They may be able to help if the characters are in trouble, but let's be honest - the NPC is more likely to be the one needing help.

Teng, Huitan

Female.

Far more comfortable with machines than humans, Teng is an excellent electrical engineer. She is double-majoring in Electrical Engineering and Robotics. She is also a merry prankster. She frequently sets little traps for her dorm mates that startle them and automatically take a picture of the victim being startled. Teng also plays *StarSeeders* and has created a couple of items from the game as both props and working toys. Teng also has no sense of fashion. Her classmates are lucky if she remembers to comb her hair in the morning. Not dirty. Just messy.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d4, Investigation d6, Knowledge (StarSeeders) d6, Notice d4, Repair d6, Stealth d6, Swimming d4

Pace 6 Parry 4 Toughness 5 Pulse 10

Gear: Clothes, PCD

Edges: Connections (Hardware Suppliers)

Zhou, Ruibao

Male.

Zhou is at Shanghai University on a sports scholarship. He is a founding member of the Shanghai University Pandas soccer team. He plays defensive right wing and is proud of it. He's an excellent athlete and a core member of the team. He's studying digital graphic arts, his 'secret' love. Eventually, he would like to become an animator. Not the best student, nor the worst, he's really earnest about becoming an animator.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d4, Investigation d6, Knowledge (Animation) d6, Persuasion d4+2, Swimming d4

Pace 8 Parry 4 Toughness 5 Pulse 10 Charisma +2

Gear: Clothes, PCD

Edges: Attractive, Connections (Students), Fleet Footed

Corporate Personnel

There may be a number of corporations that the characters will have to break into. All of these corporate buildings will have people in them, those looking after the facilities during the city's lockdown either because that's their job or they drew the short straw. Some of them are useful contacts. Some of them... not so much. These NPCs also make good people if you need a random householder hiding in his corporate apartment when the vampires arrive and the characters are passing through.

Bai, Bangxia

Male.

Think of the worst boss you have ever had. Yeah, that one. The one who plays favorites, who will always take the side of his favored employee over all others no matter what's logical or sensible. This man has his millstones as well. If you have been labeled a millstone, you are in a world of trouble. Bai is the kind of boss who will tell you one thing and then a week later tell you the opposite and chastise you for doing things the first way. He is unorganized, uninformed, hard to work with but somehow manages to look good to his boss - usually stealing credit for any job that someone else did well.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Guts d6, Intimidation d6, Persuasion d8, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Edges: Connections (Employees)

Ran, Putan

Male.

Think of the best boss you have ever had. Yeah, the one you miss and still send Christmas cards to. Ran is that guy. He is kind, smart and has a good grasp on how to run a team as well as persuade team members they can (and should) do the work asked of them. He is down in the trenches with the team when they have to stay late. He is organized, informed and is easy to work with. If he doesn't have the answer, he will know who has it and how to get in touch with that person.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Guts d6, Investigation d6, Persuasion d8, Streetwise d6, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Edges: Command, Natural Leader

Shen, Kuorui

Male.

Think of that co-worker who means well but comes off a little creepy or socially inept. Shen is a steady worker and knows his place in the scheme of things pretty well. It's only when he tries to stretch himself into a job he's not used to that he falls flat. However, get him in his job and he will be your best buddy. Think of a Great Dane puppy - kind of cute, feet too big for his body, and all over the place. Sorry for the slobber. It's a medical condition.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Investigation d6, Knowledge (Corporate) d6, Knowledge (Computers) d6, Persuasion d6, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Hindrances: Clueless

Wang, Kunrou

Female.

A member of the HR department, Wang prides herself on understanding people - which she does well, when she is not falling prey to silly superstitions about colors, numbers, star signs and the like. When not focused on her HR job, Wang is gullible and easily manipulated. However, attempt to intimidate her and the claws come out, especially where the corporation is concerned. And particularly if someone intimates that the corporation is at fault for something. Wang will defend the corporation to the last. The Corporation is Mother. The Corporation is Father.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Guts d6, Investigation d6, Knowledge (Corporation and Employees) d8, Notice d6, Persuasion d8, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Zhai, Mengkuo

Male.

You know that near mythical architecture guru of a corporation that all the higher-ups either love or hate and the mid-level people worship? That's Zhai. His knowledge of the corporation is surpassed only by his love of it, his job and the people he works with. Unfortunately, he isn't always that easy to understand. Especially when he gets into the esoteric parts of his job. That's all right. He always remembers your name and that you like black tea instead of green. He also always asks the most interesting questions about a problem at hand.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Guts d6, Investigation d8, Knowledge (Abstract Thinking Techniques) d10+2, Knowledge (Computers) d10+2, Persuasion d8, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 15

Gear: Clothes, PCD

Edges: Scholar (Abstract Thinking Techniques, Computers)

Devotees Of The Gods

All deities have devotees. None of the devotees below have a particular belief they're assigned to. Put them in any temple as it suits you!

An, Zhaonu

Female.

This is the kind of devotee who will sacrifice herself in the name of her deity. In fact, she kind of expects it and looks for it. Not specifically a martyr, but a person who feels there's no greater honor than dying in the service to the one they worship. Quiet, thoughtful and not prone to take risks, An is the type who will unexpectedly throw herself in front of a bullet to protect her god (who doesn't need it) or someone else doing her god's work. She will undoubtedly have a small soliloquy on her deathbed.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d8, Healing d6, Knowledge (Herbs, poultices and drugs) d6, Persuasion d6, Swimming d4

Pace 6 Parry 4 Toughness 5 Pulse 10

Gear: Clothes, PCD

Hindrances: Death Wish

Bi, Rongbing

Male.

This is the devotee who always comes off as a little crazy and a little creepy. Everything that comes out of his mouth seems designed to make the listener uncomfortable in some way. Bi may not mean to do this. Then again, he may be trying to upset the listener intentionally in order to get a rise from them. Occasionally making outlandish extreme statements are part of who he is. Those who react become his targets. And he *is* charismatic - that's part of what makes him frustrating. Everything he does is to honor his god or convince the listener to help the god in some way.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Guts d4, Intimidate d6, Investigation d6+2, Persuasion d6+2, Taunt d6+2, Streetwise d4+2, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Edges: Charismatic, Iron Will

Bei, Ningkang

Male.

Some devotees are just there. Not in an apathetic manner but merely as a member of the religion. They don't want to recruit you. Nor do they want you to give something for their god. However, should you ask, they are a font of information about the history, customs, courtesies and anything else you could want to know about the religion in question. Bei is polite and courteous. However, he does not take well to insults to his faith. Such will have him calmly but firmly turning his back on you or shutting the door in your face.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Guts d6, Investigation d6, Knowledge (Religion) d8, Persuasion d6, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Mao, Tianhan

Female.

Mao is the epitome of the caregiver. She would, if need be, give you her last bite of food and shoes from her feet so that you won't go hungry or barefoot. She has the patience of a saint and the ability to shake off insults like water off a duck's back. The consummate hostess, she can introduce you to just about anyone you need to know. The only way to truly make her angry is to actively hurt someone in front of her and even then all she'll do is put herself in harm's way to protect the one who's being hurt.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Guts d4, Healing d6, Investigation d4, Knowledge (Religion) d6, Persuasion d6, Swimming d6

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD



Tang, Airui

Male.

Think dogmatic - to an extreme. Tang believes his religion is the only true religion to follow and all others are 'less' in some degree or another. Frequently, he believes other devotees of his religion are not dogmatic enough. To deal with a man like Tang, you have to show at least a small bit of deference to him and his faith. Those who don't are not worth speaking with. Those who do may be spoken to. True believers are worthy of assistance. He doesn't mean to be annoying; he's merely definite in what he believes.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d4, Intimidation d6, Investigation d6, Persuasion d6, Swimming d4

Pace 6 Parry 4 Toughness 6 Pulse 10

Gear: Clothes, PCD

Edges: Brawny

Military Personnel

Shanghai has many military personal during the campaign. Some as security. Some as administration. Some as extra hangers-on. Also, there will be military personnel at bases and the missile silos. The people below could be at any one of these locations for any number of reasons - or just to add a little humanity to the endless procession of uniforms moving around the city and getting slaughtered.

Dai, Tanbao

Female. Sergeant.

Never satisfied with what she has, Dai is always looking for the next thing to elevate her life. Coming from a poor background, she is ashamed of her past and does not speak of it... but the specter of it haunts her life. The military was her savior and she is devoted to it more than anything else. She's willing to sacrifice anything she has in her service to her country but secretly fears she's not good enough for the position she holds: Acquisition Specialist. She knows, almost by heart, where everything is or is supposed to be in the military.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d8, Intimidate d8, Notice d8, Persuasion d4, Shooting d8, Swimming d6, Throwing d6

Pace 6 Parry 5 Toughness 9(4) Pulse 15

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Light Grade Armor (+4 armor, protects torso, arms and legs).

Edges: Command, Steady Hands

Fang, Touning

Male. Captain.

Good heart, strong mind, fit body. That's Captain Fang. From an early age he knew he wanted to be part of the army and set his sights on Military Intelligence. He focused all of his considerable will towards this goal and succeeded with flying colors. Fang is 'in the know' when it comes to secret military R&D projects; in fact, he's a pretty reasonable engineer too, when he puts his mind to tinkering with new and experimental things. He's happily married with a son. At work, Fang is known for being good at keeping people from learning secrets he doesn't want them to know, and plain speaking when it's time to divulge privileged information.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Drive d6, Fighting d8, Guts d6, Investigation d6, Knowledge (Cryptography) d8, Notice d8, Repair d8, Shooting d6, Swimming d6, Taunt d6, Throwing d6

Pace 6 Parry 7(1) Toughness 11(6) Pulse 15

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Heavy Grade Armor (+6 armor, all locations)

Edges: MacGyver, Steady Hands

He, Shankuo

Male. Private.

He thought the military was going to be his rescue from this world of pain. Little did he know that it would cause him so much of it. Washed out of the nuclear technician program because of a past indiscretion, he became a regular grunt, working the most menial jobs in the military until he worked his way up to become a mess hall worker. He's now a low level chef for the military who hates his job but has nowhere else to turn to. Right now, he bides his time until something better comes along.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Drive d4, Fighting d6, Guts d6, Intimidate d6, Knowledge (Cooking), Notice d4, Shooting d6, Swimming d6, Throwing d6

Pace 6 Parry 6(1) Toughness 11(6) Pulse 10

Gear: Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Heavy Grade Armor (+6 armor, all locations)

Edges: Steady Hands

Huang, Banghong

Male. Senior Sergeant.

One of the indispensable men and women who maintain the administration of the military. Huang is the kind of veteran NCO who will give a new officer just enough rope to hang himself if the officer treats his Sergeants poorly. Otherwise, Huang is the man with all the knowledge of how his particular office works. He knows all of the quirks of the system, where all of the skeletons are buried and how to make his commanding officer look like a star or an ass. Like most non-comms, he prefers to make his officer look like a star.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d4, Drive d6, Fighting d6, Guts d4, Investigation d6, Knowledge (Military Administration) d8+2, Knowledge (Military Personnel) d8+2, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6, Swimming d6, Throwing d4

Pace 6 Parry 6(1) Toughness 9(4) Pulse 15

Gear: Collapsible Baton (**Damage:** Str+d6, +1 Parry, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Scholar (Military Administration, Military Personnel), Jack Of All Trades

Shi, Yankong

Male. Lieutenant.

Some military members have a certain moral ambiguity that makes them perfect for the black ops side of the force. They can kill without a qualm, infiltrate the enemy and force a traitor to confess their sins. Shi is such a man and he does his job very well. While he doesn't take a psychotic's glee in what he needs to do, neither does he find it distasteful. Shi is the personification of a pragmatic soldier. Solid, dependable, deadly. He's single by necessity though he does have a girlfriend to keep up an appropriate cover for his neighbors.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6+2, Drive d6, Fighting d8, Guts d6, Intimidate d6+2, Lockpicking d6+2, Notice d6+2, Shooting d8, Stealth d8+2, Swimming d6, Taunt d6+2, Throwing d6

Pace 6 Parry 6 Toughness 12(6) Pulse 20

Gear: Collapsible Blade (**Damage:** Str+d6, AP 3), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Heavy Grade Armor (+6 armor, all locations)

Edges: Alertness, Combat Reflexes, Iron Will, No Mercy, Rock And Roll!, Steady Hands, Thief



Peasants

The peasantry (people who work the land, such as it is, to scrape a living from farming) fill the Outer City - most of them have nowhere else to go. Despite this, they're a hearty bunch who can be inventive when needed to help them survive. They've survived the ash cloud and a lack of food this long; they may just manage to survive the vampire onslaught. A few of them, at least. If the characters don't nuke them by the end of the campaign.

Ran, Bairen

Male.

Born poor and never made it out of the fields, Ran is a man who feels overwhelmed by his simple life. He's lazy and shallow, preferring to allow others to do things for him rather than do them for himself. His only saving grace is the fact that his parents died young and left him with the bit of family land. It allowed him to marry - which he did so he'd have someone to take care of him. A constant complainer, Ran feels the world owes him something but he's too lazy to improve his lot.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Driving d4, Persuasion d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Hindrances: Clueless

Rui, Zhengli

Male.

Despite his poor upbringing and surroundings, Rui is determined to help himself and his country. He works on one of the soy farms, eking out a living that allows himself to barely survive beyond the necessities. Always hungry, Rui is attempting to crossbreed soy plants and mushrooms to grow a hardier, more stable plant that he and his country can survive on. He has not yet succeeded but that will not keep him from trying. He is engaged to the girl of his dreams and the wedding is supposed to be this coming weekend. Bad timing for eight million vampires to appear.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Guts d4, Investigation d6, Knowledge (Botany) d8, Notice d6, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Sha, Kanghan

Male.

This man personifies the idea of a tempest in a teacup. He wants to be a big man but cannot understand why no one will listen to his constant 'suggestions' to improve everyone's lot in life. Sha frequently pretends to be an expert on whatever subject people are talking about. He has mastered the 'voice of authority' and it works on those who don't know him. However, for his family and neighbors, they know he's nothing more than a blowhard who wants what he can't have. Most of the time they indulge his prattling just enough for him to feel satisfied at his own self importance and then leave.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Driving d4, Fighting d6, Guts d6, Intimidation d6, Persuasion d4, Swimming d4

Pace 6 Parry 5 Toughness 5 Pulse 10

Gear: Clothes, PCD

Tong, Junnu

Female.

To listen to Tong speak, she should already be dead hundreds of times over. If it's not one ache or pain, it's another...or an allergy...or a mythical condition. She's a hypochondriac with an addiction to herbal treatments (she can't afford anything better) and the attention of her neighbors. Constantly needing help for one thing or another, Tong is the kind of woman who could power cities with her cries of anguish. She is married to a man who pretends to be deaf - at least deaf to her complaints.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Driving d4, Gambling d6, Guts d4, Healing d4, Investigation d6, Knowledge (Medical Conditions) d8, Notice d4, Persuasion d6, Repair d4, Swimming d4

Pace 5 Parry 2 Toughness 5 Pulse 10

Gear: Clothes, PCD

Edges: Connections (Doctors)

Hindrances: Elderly

Xei, Rongfei

Female.

Socially inept, even for the peasant class, Xei is lucky she's a beautiful woman. Otherwise, she would not have anything going for her except her ability to sew clothing. If there's a wrong thing to be said at a delicate moment, Xei is the woman to say it without guile or malice. Frankly, the woman is slightly touched in the head and her neighbors are aware of this. Heart-warmingly, she's currently being wooed for marriage by a neighbor who can see past her social awkwardness to the goodhearted woman within.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Knowledge (Sewing) d6, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 10 Charisma +2

Gear: Clothes, PCD

Edges: Attractive

Hindrances: Clueless

Scientists

The main corporations in Shanghai are filled with scientists of all stripes. Those in NanoCorp with the ability to help Doctor Wu have been assigned to him. The rest are just regular citizens, another neck to be bitten unless their specialization comes in handy to your story.

Er, Aoling

Male.

Theoretical computations are this scientist's specialty. Give him a tool and tell him what sort of application you want it to work with and Er will come up with something. It may not be feasible but there will be a genius of an idea in there. Unfortunately for Er, he tends to excel in the fantastic but not the mundane. A consummate bachelor, this scientist is married to his work and doesn't understand it when other scientists need personal days off. However, Er is also his own harshest critic - especially if he finds an error in his calculations.



Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Investigation d10, Knowledge (Theoretical Computations) d12+2, Knowledge (Computers) d10+2, Repair d6, Shooting d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 15

Gear: Clothes, PCD, Notepad, Pen

Edges: Connections (Scientific Community), Scholar (Theoretical Computations, Computers)

Ling, Shuhan

Female.

A woman scientist is not unusual in mid-21st century China but there's still some prejudice to fight through. Ling fights this prejudice by coming up with the strangest, most useful things she can. Whether it's a new application for an old program or it's a new program to do something that needs doing, Ling is the kind of woman who can think outside the box on a moment's notice and solve the big picture problem. She can also get into the details if needed. She's married to another scientist and has a daughter who also loves phrases like 'thinking outside the box' and 'solving the big picture problem'. She thinks they're funny.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Investigation d8, Knowledge (Program Optimization) d12, Persuasion d6, Repair d6, Shooting d4, Swimming d6

Pace 6 Parry 2 Toughness 5 Pulse 15

Gear: Clothes, PCD, Notepad, Pen

Edges: Connections (Scientific Community)

Mao, Jianfa

Male.

Solid and dependable, Mao is the soul of responsibility. More than once people have either appealed to (or used) his willingness to help others to get ahead themselves. He has a long fuse with a slow burn but should his temper be tripped, Mao is a force to be reckoned with. There are a few things of his you don't mess with: his wife, his work and his loyalty to his project. Willing to work the long hours, Mao is a scientist with a number of patents and awards to his name.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d6

Skills: Driving d6, Investigation d12, Knowledge (Artificial Intelligence) d10+2, Knowledge (Computers) d10+2, Notice d4, Repair d6, Shooting d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 15

Gear: Clothes, PCD, Notepad, Pen

Edges: Scholar (Artificial Intelligence, Computers)

Hindrances: Loyal

Shi, Mingrong

Female.

Experimental science is this woman's mainstay. She doesn't want to find mundane uses for already discovered achievements. She's determined to put her mark on the world with her work in celestium engineering. A former colleague to Doctor Wu, Shi is somewhat familiar with his work on the nanovirus. She still works for NanoCorp on another project, but as a freelancer from a nearby set of offices. A woman with a strong personality who is not always easy to get along with, but when she's in the groove of a project, she's your best worker.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Investigation d8, Knowledge (Nanoviral Engineering) d10+2, Knowledge (Celestium Engineering) d10+2, Notice d6, Repair d6, Shooting d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 15

Gear: Clothes, PCD, Notepad, Pen

Edges: Scholar (Nanoviral Engineering, Celestium Engineering)

Zhang, Yining

Male.

"*For Science!*" is Zhang's battle cry. He's a theoretical physicist in string theory, convinced that there are other worlds and in these other worlds, the years of hell under the ash cloud haven't happened. His theories are groundbreaking and are nearly heroic in his thought process. He is, of course, correct and is close to ascending as a Hero. He is being watched by the Celestial Court and the Pure Mages, perhaps even groomed for a Heroic life. Should he survive the coming apocalypse, it's certain that he'll eventually use his pioneering studies to discover a door that travels between worlds.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Investigation d10, Knowledge (String Theory) d12+2, Knowledge (Theoretical Physics) d10+2, Notice d6, Persuasion d6+2, Repair d6, Shooting d4, Swimming d4

Pace 6 Parry 2 Toughness 5 Pulse 20 Charisma +2

Gear: Clothes, PCD, Notepad, Pen

Edges: Charismatic, Scholar (String Theory, Theoretical Physics)

The Shanghai Underworld

You never know when the mafia will be useful. Many mafia members are also productive members of society. It's possible the demigods may meet one and never know it. It's equally possible they may be pointed at a mafia member because they're the ones with the goods. And when a sea of vampires arrives at the outskirts of your city, it's amazing how cooperative everyone can become, even those who were previously very secretive about their activities.

All of these people have access to civilian styled light grade armor, but that doesn't mean they'll be wearing it unless they feel there's a real danger, like vampires breaking through to their part of the city - then they'll get out the arms and armor.

Lin, Anwen

Male.

You know that guy who always knows 'a guy who knows a guy'? That's Lin. He's the social hub of the underworld and black market rackets. He's not high ranking, but he is one of those guys the bosses keep in their entourage because not only does he 'know a guy', he knows how to get in touch with that guy in the quickest manner possible. He always knows where the parties are, who is bringing in what, where, and how, and plenty of other useful information.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d6, Investigation d6, Knowledge (Computers) d8, Notice d8, Persuasion d8+2, Shooting d4, Streetwise d10+2, Swimming d4

Pace 6 Parry 4 Toughness 5 Pulse 15 Charisma +2

Gear: Clothes, PCD, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Civilian Styled Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Charismatic, Connections (Many And Varied)

Shen, Jimeng

Male.

Ever the kind of man who sees danger and betrayal on all sides, Shen is particularly careful in all his dealings with his boss and peers. As one of the 'food gatherers' for the mob, Shen keeps excellent records and takes care not to hit the same place too often. He's a master at forging records, signatures and trade manifests. His only family is his sister Renshou who has joined him in the life of a mobster. He's overly protective and trusts no one with his young, beautiful sister.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Guts d6, Knowledge (Trade Routes & Schedules) d8, Lockpicking d6, Notice d8+2, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Survival, d6, Swimming d4, Tracking d6

Pace 6 Parry 5 Toughness 9(4) Pulse 15

Gear: Clothes, PCD, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Civilian Styled Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Alertness

Shen, Renshou

Female.

Young and pretty, the only thing stopping Shen from becoming just another hooker or moll in the underworld is her big brother, Jimeng. Because of him, she's a courier and a sort of secretary for the mobster both she and her brother work for (see Xun, Rongshi below). She's smart and ambitious with a desire to follow in her brother's footsteps. So far, the mobster life has been good to her and has kept her family fed. She doesn't do it because she wants to break the law. She does it because it's all she knows.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Guts d4, Knowledge (Shanghai Shortcuts) d8, Notice d6, Persuasion d6+4, Shooting d4, Stealth d6, Streetwise d6+4, Swimming d4

Pace 6 Parry 5 Toughness 9(4) Pulse 10 Charisma +4

Gear: Clothes, PCD, Collapsible Blade (**Damage:** Str+d6, AP 3), Civilian Styled Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Attractive, Charismatic

Song, Kangnu

Female.

This former whore and table dancer is now a madam in her own right. Her front business is a legal strip club. Her mob business deals with slave trade, prostitution and human cattle (securing people for cannibal clubs). She's an insecure woman who needs to feel important and smart. Those who challenge her in any way end up on the wrong end of her mob business. She has no lovers and no husband. She's unwilling to trust most of her staff and is working herself towards an early grave.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d4, Knowledge (Shanghai Shortcuts) d8, Notice d10, Persuasion d6, Shooting d6, Stealth d8, Streetwise d6, Swimming d4

Pace 6 Parry 4 Toughness 9(4) Pulse 10

Gear: Clothes, PCD, Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Civilian Styled Light Grade Armor (+4 armor, protects torso, arms and legs)



Xun, Rongshi

Male.

One of the undisputed bosses of Shanghai's mafia, he's a man's man and smart. This guy knows his business and knows how to keep his hands clean. The few in authority who know Xun would rather work with him than against him. Those who work against Xun tend to disappear. Xun has honed the underworld in Shanghai to a sharp point. He, of course, is the bane of the police's existence by running numerous crime trades. A natural survivor, he thrives in extreme circumstances (such as the ones facing the city during the campaign), and is a Heroic rank character in his own right.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d8, Guts d8, Intimidation d8+2, Investigation d6, Persuasion d8+2, Shooting, d8+1, Streetwise d8+2, Swimming d6, Taunt d8+2

Pace 6 Parry 6 Toughness 9(4) Pulse 30 Charisma +2

Gear: Clothes, PCD, Nanotech Enhanced Type 19
(Ranges: 15/30/60, Damage: 2d6+2, AP 3, Semi-Auto), Civilian Styled Light Grade Armor (+4 armor, protects torso, arms and legs)

Edges: Charismatic, Connections (Many), Command, Inspire, Iron Will, Iron Inside, Pulse Armor, Reader

Special Abilities

- **Heroic Entity:** The character counts as Heroic rank, and receives all the benefits that come with it, including +1 to Soak rolls and to recover from being Shaken, an extra Karma for his own use, and increased Healing and Pulse recovery.

Vampires

There are three types of vampires in *Shanghai Vampocalypse*. Each has its own benefits and drawbacks as adversaries. As always, Circa is supernaturally connected to every vampire out there. He can see through their eyes, he can emotionally manipulate them and he can possess their bodies. See the section on vampires (page 45) for more about the new Edges and how a human becomes a feral, scavenger or master vampire.

Feral Vampire: Standard

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d4, Notice d4, Stealth d4

Pace 6 Parry 5 Toughness 5 Pulse 10

Gear: Scavenged club (**Damage:** Str+d6)

Edges: Stalker 0

Hindrances: Feral Stalker 0, Habit: Feeding (major) plus any he had before being turned.

Feral Vampire: Advanced

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d4, Stealth d4

Pace 6 Parry 6 Toughness 6 Pulse 10

Gear: Scavenged club (**Damage:** Str+d6)

Edges: Stalker 0

Hindrances: Feral Stalker 0, Habit: Feeding (major) plus any he had before being turned.



Feral Vampire: Elite

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d12, Guts d6, Notice d6, Stealth d6

Pace 8 Parry 7 Toughness 6 Pulse 15

Gear: Scavenged club (**Damage:** Str+d6)

Edges: Fleet Footed, Stalker 0

Hindrances: Feral Stalker 0, Habit: Feeding (major) plus any he had before being turned

Scavenger Vampire: Standard

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d4, Notice d6, Stealth d6, Tracking d4

Pace 6 Parry 6 Toughness 5 Pulse 10

Gear: Scavenged club (**Damage:** Str+d6), PCD

Edges: Stalker 0

Hindrances: Scavenger Stalker 0, Habit: Feeding (major) plus any he had before being turned.

Scavenger Vampire: Advanced

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d10, Guts d4, Notice d6, Stealth d8, Tracking d4

Pace 6 Parry 7 Toughness 6 Pulse 10

Gear: Scavenged club (**Damage:** Str+d6), PCD

Edges: Stalker 0

Hindrances: Scavenger Stalker 0, Habit: Feeding (major) plus any he had before being turned.

Scavenger Vampire: Elite

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d12, Guts d4, Notice d8, Stealth d10, Tracking d4

Pace 6 Parry 8 Toughness 6 Pulse 15

Gear: Scavenged club (**Damage:** Str+d6), PCD

Edges: Stalker 0

Hindrances: Scavenger Stalker 0, Habit: Feeding (major) plus any he had before being turned.

Master Vampire: Standard

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Intimidation d8, Persuasion d4, Shooting d4, Stealth d6, Taunt d6

Pace 6 Parry 5 Toughness 5 Pulse 15

Gear: Scavenged club (**Damage:** Str+d6), PCD

Edges: No Mercy, Stalker 0

Hindrances: Habit: Feeding (major) plus any he had before being turned.



Master Vampire: Advanced

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Guts d8, Intimidation d10+2, Notice d8, Persuasion d6, Shooting d6, Stealth d6, Taunt d8+2

Pace 6 Parry 6 Toughness 10(4) Pulse 25

Gear: Stolen/donated items including: Collapsible Blade (**Damage:** Str+d6, AP 3), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), Light Grade Armor (+4 armor, protects torso, arms and legs), PCD

Edges: Improved Frenzy, No Mercy, Stalker 0: Improved, Stalker 0: Mutation (Pick One Power), Strong Willed

Hindrances: Habit: Feeding (major) plus any he had before being turned.

Special Abilities

- *Heroic Entity:* This ability grants the vampire all the perks enjoyed by Heroic rank characters, i.e. +1 on Soak rolls and checks to recover from being Shaken, +1 Karma for its own use, enhanced recovery rates, and so on.



Master Vampire: Elite

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d10+2, Notice d8, Persuasion d10, Shooting d6, Stealth d8, Taunt d10+2

Pace 6 Parry 7 Toughness 12(6) Pulse 35

Gear: Stolen/donated items including: Collapsible Blade (**Damage:** Str+d6, AP 3), Type 19 (**Ranges:** 15/30/60, **Damage:** 2d6+2, AP 3, Semi-Auto), QBZ-37 (**Ranges:** 30/60/120, **Damage:** 2d8+2, AP 6, Auto ROF 3), Heavy Grade Armor (+6 armor, all locations), PCD

Edges: Improved Frenzy, Level Headed, No Mercy, Stalker 0: Mastery, Stalker 0: Mutation (Pick Two Or More Powers), Strong Willed, Plus 2 Or More Of Choice

Hindrances: Habit: Feeding (major) plus any he had before being turned.

Special Abilities

- *Demigod Entity:* This ability grants the vampire all the perks enjoyed by Demigod rank characters, i.e. +2 on Soak rolls and checks to recover from being Shaken, +2 Karma for its own use, enhanced recovery rates, and so on.



It's 2048 and the world as we know it no longer exists. In its place is an ash-covered land of starving, hopeless people. Nations fight for resources. In Shanghai, one celestium engineer created what should be China's greatest achievement: a way to end the hunger of her people while making a super soldier in the image of an ancient monster. It was the perfect plan. Then something went wrong.

If one vampire is a monster, eight million are an apocalypse.

Inside this book you'll find all you need for this Demigod rank campaign set in Savage Suzerain* including new Edges for ancient masters fighting in a cybertech world, mystical martial arts options, the core vampocalypse storyline, and 18 Savage Tales too! The material inside is challenging and we recommend it for mature audiences only.

* Savage Suzerain book required to get the most from this product.

