



WILDFIRE™
Igniting Imagination

THE STYGIAN CYCLE III:
THE HOUSE ALWAYS WINS

SERIOUSLY? FREE-TO-PLAY?

Imagination is powerful. To quote Albert Einstein, "Imagination is more important than knowledge. For knowledge is limited to all we now know and understand, while imagination embraces the entire world, and all there ever will be to know and understand." Well said.

We believe in the power of imagination and how it creates wonder and inspiration. Roleplaying games are one of the few things that can do what they do. Some might say they are the last frontier for wild imagination and creativity. We certainly believe so. That's why we make roleplaying games – to help make that possible.

Making roleplaying games the way we have hasn't helped us spark imagination the way we'd hoped. We want to try something different.

First, we're adopting the Creative Commons license, so that you can contribute to the game in a meaningful way. That way, we can support you in your awesome ideas and help you get them out to your fellow players.

Then, we're going to give away electronic copies of the core book for free. We've all bought games that didn't end up working out for us. That's why we're giving this to you for free – so that you can figure out if you like the game before you decide to spend money on it.

If you like The Void and you play it, we're going to put out a bunch of cool material at very reasonable prices. We're going to do it buffet-style, so you can pick and choose what works best for you and your group. Buying these supplements supports us making more cool material, along with the rest of your fellow players.

After all, life's too short to waste time and money on games you don't like.

– The Staff of WildFire



CREDITS

Created By

christopher DORN
robert GLASS
matthew GRAU
fraser MCKAY
mike VAILLANCOURT

Thanks To

- *The WildFire Crew* – Dr. Bob Arens, Steve Pitcher, Travis Wickline, Chris & Laurel Dorn
- <http://infrno.net> – the place to play (and playtest) roleplaying games on the internet.

Written By

robert GLASS

<http://fearthevoid.com>
Forums, Information, Downloads

IP/Line Developer

matthew GRAU

WildFire LLC
23321 SE 291st St.
Black Diamond, WA 98010
www.wildfirellc.com

Page Design

mike VAILLANCOURT

Cover Art

trevor CLAXTON

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Interior Illustration

mike VAILLANCOURT

Production

matthew GRAU

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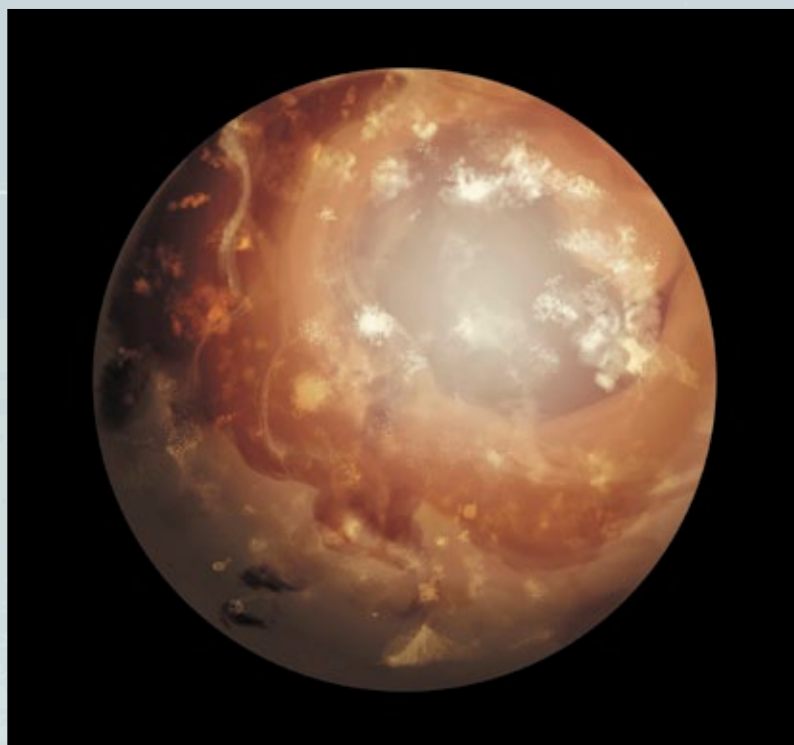


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Welcome to *The House Always Wins*, the third adventure in the epic story of *The Stygian Cycle*. This is a ready-to-run adventure that can be part of Organized Play.

This adventure is for Level 1 Characters, which are those that have received 10 Advances or less. If your Characters are more advanced than that, you will need to adjust things to be appropriately challenging.

This adventure is self-contained, though it is designed to set Characters up for the next adventure in *The Stygian Cycle*. It involves the Characters visiting the colony Troy on Ganymede for restock and maintenance, only to become embroiled in what might prove to be a massive breach of secrecy.

Naturally, these adventures are intended for Gamemasters. However, as a player, you may find the way the setting of *The Void* is brought to life in these adventures useful for your visualization of your Character and game. You probably don't want to memorize the adventures if you plan to play them – it'll only ruin your enjoyment.

This adventure assumes that your group is composed of Wardens. If it isn't, the adventure can still work, but requires some adjustments before you run it.

The Stygian Cycle

The Void Organized Play adventures will take you through the most signifi-

cant events in the solar system, as designed.

This doesn't mean that you won't come up with awesome and significant adventures on your own, but these are the ones we designed to hit the high points based on what we've created.

Soundtrack

We've created a soundtrack for *The Void* on the popular *Spotify* platform. It is composed of dark ambient music, designed to provide an eerie background for your game. We will be updating over time, to expand the repertoire of music and moods. If you're interested, check our Facebook page for links – facebook.com/TheVoidCalls.

Ganymede

Most people travel to Troy and never leave the comfort and safety of the colony. However, sometimes there are reasons to go outside. Here's what one can expect.

Gravity

The gravity of Ganymede is .146G, which is considered Extremely Low, using the rules found on p. 136-137 of *The Void Core*. Inside, this is managed by energized plates to simulate gravity indoors, as well as gravity rings. Outside, getting around can be difficult without the help of heavy, four-wheeled ATV's or low-grav skimmers.

Environment

The environment of moon is -200° C/-300° F, which is considered Super-

Cold, using the rules found on p. 136 of *The Void Core*. This means an exposed person will die pretty quickly. Troy's environment suits combat this.

Atmosphere

The atmosphere of Ganymede is very thin, with oxygen and small amounts of atomic hydrogen. It is considered a Non-Toxic Exotic Atmosphere, using the rules found on p. 136 of *The Void Core*. Like the cold, this will kill an exposed person in short order. Again, this is managed by the local environment suits.

Surface

The surface of the moon is sharp rock and ice – mostly water ice, but some ammonia. There are impact craters, grooves, and ridges across most of Ganymede. It isn't easy to get around, and there are places that can only be reached by skimmer.

Plot Points

In this adventure, you'll have a chain of related evidence that will be the subject of investigation by the players, the bulk of which together will unravel the mystery for the Characters and put them on the path of resolution. Each piece of this chain can be learned through Plot Points.

Once in the appropriate place to earn Plot Points, the Characters must simply have the resources necessary to gain them and they do. They don't have to make a series of Tests, hoping to succeed at all of the Tests in order to glean the clues or information. To determine

Got Feedback?

We're all roleplayers here. When you're playing *The Void*, you're going to have feedback – whether it be questions, comments, or the awesome stuff you came up with while you're playing. We want to hear it. You've got two options. You can just fire off an e-mail to feedback@fearthevoid.com. Alternatively, you can jump into the pool on our forums and engage in conversation with both us and other players. Find them at <http://www.reddit.com/r/TheVoidRPG/>.

if the Characters have the necessary resources, simply total up the requisite dice pools from the Skills + Attributes necessary. If it is equal to or greater than the Plot Point score, they succeed. Easily gained information requires four or five Plot Points, information that requires some expertise requires six or seven Plot Points, and information that is difficult to glean requires nine or ten Plot Points.

For example, the Characters wish to search the quarters of a missing computer technician in Salacia. The key information they need to learn there is that the place has been completely wiped clean (sterilized) and that the hard drive in the dwelling's computer hasn't just been erased, it has been replaced. This requires the Investigate and Computer Skills, but not particularly high levels of either. The GM determines that the Investigate portion rates a four, as does the Computer portion. If the players enter the scene, spend the time, and have a total pool of points from their Investigate + Awareness and Computer + Cleverness ratings that each equals or exceeds four, together they glean all the information there is to gain.

Sometimes players won't have the necessary resources at hand. In many cases, they'll know that they've come to an important juncture and be aware of the resources they are missing. They can simply go away, gather those resources, and return. If they cannot and it's important they gain the information, have them make Tests using the appropriate Skill at whatever Difficulty seems sensible. If they succeed, they get the information. If not, they'll miss

it – or just have them spend 2 Tension Points to Get a Clue.

Rules for Organized Play

The great advantage of Organized Play is that players (and GMs) have the flexibility to use their Characters in different groups. Perhaps they're playing an event at a local hobby store or at a convention, they're playing in two groups, or their group dissolves or moves on to another game and they want to keep playing.

Using the guidelines here, players can keep their treasured Characters going through *The Stygian Cycle* without restriction.

Level 1 Characters

This adventure is designed for Level 1 Characters, which means they have earned up to 10 Advances.

If players have been playing *The Void* outside of *The Stygian Cycle*, they may have enough Advances to be considered a higher Level. If this is the case, you'll need to bump up the difficulty and foes in this adventure in order to make it appropriately challenging.

Adventure Rewards

Characters completing this adventure should receive 3 Advances. You can give these out over sessions, or you can give them all out at the end.

Verification

Since players can travel between groups within the Organized Play of *The Stygian Cycle*, any kind of Character advancement needs to be tracked and verified by the GM. This is to make

sure that everyone stays honest from group to group.

The simplest method of verification is to note on the back of their Character Sheet the number of Advances awarded, any special gear the Character acquired, as well as the name of the adventure and date or dates played. Please include your name and write in your own handwriting – don't let the players do this themselves. If you're comfortable with it, you may also include your e-mail address.

Since mobile devices are commonplace, an even more formal way to verify advancement is to post the above details to the player's *Facebook* Wall. This creates a digital record that is less easily disputed, if it ever comes to that.

Character Death

If a Character dies, the player shouldn't be handicapped in terms of playing in *The Stygian Cycle*. As per the rules found on p. 225 of *The Void Core*, have the player create a new Character with the same number of Advances as the Character who has passed on.

However, have that player keep the deceased Character with the new one, so that all Advances have been tracked and verified for purposed of Organized Play.

Suspected Cheating

Cheating is poor sportsmanship, most especially in roleplaying games. Most people simply don't, since role-playing games are about the story.

If you encounter a player who you suspect has cheated, ask them to be

more detailed about how they received their Advancements or gear. If they can recount the events of their adventure and they make sense, you may choose to let them participate.

However, if a Character has extremely unusual advancements – most especially in terms of gear – or cannot satisfactorily recount where they received them, then you have several choices. You can let them play as is, and adapt the challenges for that Character to make them more difficult. You can also ask them if they will play without the suspect advancement for the duration of your game. Finally, you can simply not allow them into your game.

Unverified advancement can be suspect, but groups can often be too excited at the end of a session to properly record things.

In any event, make the judgment call that works best for your group.

Playing Outside the OP

Enthusiastic players may wish to play adventures that are not part of *The Stygian Cycle* in between Organized Play adventures. That's awesome and no one should be penalized for that.

However, if anyone wants to bring in such a Character, they should have all outside advancement verified by their GM, just as if they were playing within *The Stygian Cycle*.



Troy – a place of bright lights, excitement, and fun, and a destination for families, couples, and anyone else who seeks a break from the rigors and stresses of everyday life. It's the vacation spot of the Outer System. It should be a great place for a team of Wardens to relax before the next mission. Unfortunately, others have different plans.

Cults dedicated to the worship of dark gods have been growing in both power and influence. Each cult, of the many, has their own philosophy. Some see themselves as the saviors of humanity. Others believe that humanity is merely an accident and work to help the true masters of the solar system once again take their rightful place. Of all the cults, Primoris Nox is the most difficult to pin down. Its goals seem to vary, depending on which cultist you ask. Now, a faction of Primoris Nox sees something in the arrival of Wardens on Ganymede.

Sandra Day is the CEO of Ganymede Entertainment Ventures, and also a high-ranking member of Primoris Nox in Troy. The arrival of the Wardens presents her with a unique opportunity – to reveal the truth. Soon, disturbingly accurate reports of recent Warden incidents begin appearing in public venues. It's up to the Wardens to track down the source of these leaks and put an end to them, all while keeping the truth hidden away from the public eye.

Adventure Synopsis

The House Always Wins has three distinct Acts, as the Characters race

against the clock through the nail-biting events in Troy.

Act I

In this first Act, the Characters arrive on Ganymede for a much deserved rest. Things seem as they would expect. Bright lights, a bit of gambling, and taking in some great shows – everything one would expect when visiting Troy. They are even invited to dine with the CEO of the company, Sandra Day, as a way to show her thanks for the work the Wardens do on behalf of humankind. Then, the first transmission appears across the thousands of screens within the dome. What started as a relaxing vacation becomes a major information breach that must be sealed.

Act II

With secret information out in the open in the GEV dome, the Wardens must track down and apprehend Sandra Day in an attempt to limit the damage she has already caused. Unfortunately, they discover there is a much greater threat.

Act III

With everything going to hell, the team will need to make a decision. Day has awakened a lashing horror and, from all appearances, a massive one. The team has nothing on them that can deal with such a threat. While they may be able to kill a tentacle here and there, that's hardly enough. More importantly, the team should now understand what's at stake. Their job is to cover up things like this, but that could mean the sacrifice of thousands.

ACT 1:

A MUCH NEEDED REST

Goals: To introduce the Ganymedan colony of Troy as the main setting, to allow the Characters to relax for a moment, and to introduce a massive breach in Warden secrecy.

Setting: The Ganymede Entertainment Ventures dome, the View restaurant

Cast: Sandra Day, CEO of GEV, Chloe Kading, GEV hostess, random people at points of interest

The adventure presumes that the Characters have left Venus after the events in *Venusian Sunset*. They have been called to the Umbrella in orbit around Saturn, but have stopped off at Ganymede for restocking, as well as a little rest and relaxation.

However, the Characters can come to Ganymede from anywhere. Just tailor it to their last location and have reason for them to stop off.

Given the nature of Troy, the Characters will not be allowed to carry weapons openly in the dome. Weapons can be checked by security in a weapons locker, or left on the ship.

Scene 1: Arrival

With their ship safely docked for resupply at Calypso Station in Ganymede orbit, the Characters finally have

some downtime. The Ganymede Entertainment Dome is known for great vacation destinations.

Read the following to your players:

The GEV shuttle was a bit unique in your experience. Rather than the drab utilitarian interior most shuttles share, this one was brightly lit, with flex panels showing upcoming events, locations to visit, and just about anything else an arriving tourist might want to know. Many exciting things are ready and available, from family shows with daring acrobatics and musical numbers, to exploratory safaris across the surface of Ganymede, to entertainment of a more... personal nature.

As the airlock cycles, your senses are assaulted by the audio-visual melange of Ganymede Entertainment Venture's dome. The atmospheric dome curves high above you, but rather than the traditional view of what lay beyond, the entire interior surface is a giant flex panel. High above floats the blue sky of Earth, complete with the distant sun and fluffy white clouds. Breaking up this serene scene of humanity's home world, windows advertising gambling, entertainment, and adventure make a slow circuit around the dome. All it takes is a single glance skyward to be lured to something new.

As your group enters the dome, a lovely woman – petite, with short

red hair and an immaculate suit – approaches. She wears a GEV company pin on her lapel, which shows her name her name, Chloe Kading. She wears a sincere smile and says, “Welcome to the GEV Resort – the premier vacation destination both on Ganymede and in the outer system,” she pauses and almost blushes, “I know it sounds like a sales slogan, but rules are rules, you know. My name is Chloe and I am to be your personal hostess for the duration of your stay. Mrs. Day, the CEO of our wonderful enterprise, has invited you to dinner tonight, if you would be interested.”

Chloe is exactly who she appears to be – a hostess for the facility. She specializes in seeing to the needs of the VIPs who choose to avail themselves of the GEV dome’s luxury. The young woman is gregarious and willing to answer any questions about the facility. If asked, Chloe does not know why Sandra Day wishes to have dinner with the Characters, but does say that Day makes a habit of interacting with the more important guests that grace her grounds.

Despite this being a spontaneous trip, the Characters discover that they have already been assigned a suite of rooms. The accommodations are pretty lavish, and each Character has their own private bedroom, connected to a large central common area. When they arrive, the table has been arranged with a delightful display of fruits, cheeses, and breads.

The rest of the day can be spent actually relaxing. Pretty much anything

you could expect to find at a fancy vacation resort can be found here. Spend a few minutes letting the Characters relax in any manner they wish. This can even include a few Tests to determine their luck at the gambling tables. Chloe, in some almost mystical way, is always at hand when needed, but never intrusive. When the time for dinner arrives, Chloe is there to escort the Characters.

Scene 2:

Dinner with Sandra Day

As their first day of vacation draws to a close, Chloe appears and lets the Characters know that it’s time, if they are willing, to join Sandra Day for dinner. She leads them to one of the many restaurants that can found within the dome.

Read the following to your players:

The sign over the door reads “The View.” It is at the top of one of the hotels that are sprinkled liberally through the dome. The outer walls are transparent, allowing for an unobstructed 360-degree view of the resort. Inside, it’s obviously a place that prides itself on fine dining. Tables are evenly spaced throughout, providing everyone a modicum of privacy, even in such a public venue.

Chloe leads you to an upper level, where a woman, maybe late-thirties, sits at a private table. She sports long jet-black hair, with a petite body and almost elven features, and an immaculate and expensive white suit. She flashes a smile as she spots your approach, and stands.

The dinner will proceed along fairly predictable patterns. You can make up a lot of this as you go. Some questions the players ask may include:

Why the VIP treatment?

Day knows that Wardens put their lives on the line to protect the people of the solar system, and do so without much acknowledgement. When she learned that Wardens were going to be staying at her property for a few days, she thought it an opportune time to show her personal thanks for their service.

How did she know they were coming?

One of Day's many contacts told her that a Warden ship had requested a standard resupply and maintenance berth. It only took a little digging to learn the name of the vessel and the identities of the crew. From there, Day kept an eye out for any sign that the Characters would take some time for R&R, and made sure one of her shuttles was ready to pick them up.

Things Get Awkward

Eventually, dinner conversation will take a turn for the worse. Once dinner is finished, Day will begin asking pointed questions about incidents the Characters have investigated. Specifically, she will ask about the city they found under the surface of Mars – see the events of the adventure *Barsoom*. If any of your players have not played this adventure, they will at least have heard about the discovery.

Day will go on to ask about the rumors of alien spider-like creatures eating the hulls of spacecraft, environmental changes occurring on Callisto,

and other things she should not know about. Feel free to work in specific events from your previous adventures. The point is to make the Characters uncomfortable, and to foreshadow the things to come.

The dinner ends with Day saying that, while she understands the reasons the Wardens and the government try to keep some of the weird stuff under wraps, it may be time to start being truthful with the public. With that, she gathers her things and leaves – dinner is on the house.

Scene 3:

Security Breach

After the awkward dinner, things return to being a vacation. If the Characters want to do a cursory investigation of Sandra Day, have them make a couple appropriate Tests – they won't find anything unusual. She's clean, and a respected CEO. Prior to her time with GEV, Day was the Chief Operations Officer for a small mining concern on Mars – which may explain how she heard rumors of what happened there.

Vacation's Over

Two days later, somebody lets the cat out of the bag. It happens all at once, during the busy lunch rush. Every screen in the dome lights up with the same transmission.

Read the following to your players:

It's been a relaxing visit, despite the dinner with Day, and you're starting to feel the stresses of the job drain away. Even if another crisis is likely only a few short days

away, you can relax like a regular group of friends for the moment.

Suddenly, the drone of the ever-present advertisements stops. It's a profound silence, and the idle chatter of those around you quickly vanishes. People look around, confused. Then, almost as suddenly as it began, the silence ends.

Thunderous, ominous music suddenly fills the room, as the flex screen lights up with images of Mars. Text scrolls across it – 'The truth has been hidden from us.' The image continues down to the surface of Mars, coming to rest on the dark depths of the Coprates Chasma. The deep voice of a man, obscured by vocal processing, speaks.

"Mars is not ours. We are rats scurrying on the surface while the true masters slumber, deep below the surface. Even now they awaken."

The image fades, to be replaced by a massive mining barge, floating somewhere in deep space. The obscured nature of the image tells you that it originated within the Fog Bank in the Kuiper Belt. You know that this must be the Mammoth, a mining barge whose crew disappeared under mysterious circumstances. Rumors say that some Wardens were killed during the investigation.

"This vessel's entire crew are dead. They were slaughtered by alien creatures, which the government insists do not exist."

Names scroll down the screen as the narrator continues.

"Ask the families of these men and women what happened. Try to find one who believes what the government has told them."

The video continues for another five agonizing minutes. You recognize some of its claims from briefings. Each of the events are highly classified, and have been carefully hidden from the public eye – until now.

The transmission finally reaches its close, coming to rest on an image of Earth.

"The government will tell you that none of this is true. What we have here are rumors, stories created by imaginative minds to explain unfortunate accidents. After all, they have an army of suppressive agents in the Wardens to keep things quiet. Even now our future is in jeopardy. In the days to come, it is doubtful your children will live to be adults. You must seek the truth. Our system is changing, and not for us.

Then, it stops. Silence grips the dome for a second, before the usual din of Troy returns. Most people are simply confused. Some dismiss it all as a prank. Others seem a little freaked out.

At this point, the Characters will need to take action – if they haven't already. Everything the transmission revealed was true. Nothing that appeared on those screens was sup-

posed to be public knowledge, and has the very real chance of creating a panic – or further information leaks.

There are a couple of obvious avenues of investigation for the Characters to take.

Investigate the Video

The most obvious first step is to investigate the origins of the transmission. That starts in the dome's computer center.

If the Characters want to contact Sandra Day first, she is unavailable. She's expected back within the next few hours, if they want to leave a message.

The Characters arrive at the dome's administrative building to find the local authorities already investigating. The Wardens will need to convince them that it is they who have jurisdiction in this incident. Unfortunately, tensions are high, as this involves a break-in at a secure, high-profile casino.

Having no idea who the Characters are, a low-level member of the casino's security team will attempt to convince the Wardens that everything is under control and move them along. Success at a Demeanor + Savoir Faire or Persuade Exchange – against the guard's Ambivalent Attitude and a Dice pool of 4 – will get them passed up to someone with more authority.

They'll then be escorted to Samuel Hawkins, the dome's Chief of Security. He'll meet with the Characters in his rather lavish office. Hawkins is a former

army officer and has the demeanor of one. His office is decorated with scale models of modern spacecraft and tanks, all built by him. While serious and confident, he's not arrogant or cocky.

The Characters will need to convince Hawkins that they need full access to and control over the investigation. This requires an Exchange using the Character's Demeanor + Savoir Faire or Persuade, against the Chief's Ambivalent Attitude and dice pool of 6. Any attempt to Intimidate him will cause Hawkins to become immediately Hostile. Success at an Average Awareness + Insight Test can provide the Characters will clues about this.

Once the team gets past this obstacle, Hawkins will take the team to the central computer center. Once there, they can begin investigating the video and its source. The following options are available to them.

Interview the Staff

Investigation: The Staff Plot Points Earned By:

- Awareness + Investigate
 - Demeanor + Intimidation
- **4 Plot Points** – Some of the staff confirm that none of the employees knew about the video. In fact, when it hit screens, they panicked. Some of them attempted to shut the screens down entirely, but their access was cut-off by some outside source. Even now, technicians are trying to determine the source. The staff has mixed feelings about the legitimacy of the

video and its claims. A few believe that the video contains fragments of truth, even if exaggerated.

Investigate the Computer and Video

It should be obvious that a thorough investigation of the computer records and systems is required. Hawkins will instruct the techs to make way for the investigator Characters.

Investigation: Computer & Video Feed Plot Points Earned By:

- Cleverness + Computers

This initial high-level research will take a couple of hours to complete.

- *4 Plot Points* – The video stream didn't originate from this center, though there are fingerprints that show that it did run through these systems. This was necessary, in order to propagate the video throughout the dome.
- *6 Plot Points* – The Characters discover that a copy of the stream still exists in RAM. It should have been over-written, but the techs froze the RAM contents during their trouble-shooting.
- *8 Plot Points* – The stream originated from Sandra Day's office.

If the Characters recover the video, they can begin a more detailed analysis of the content.

Investigation: Video Analysis Plot Points Earned By:

- Awareness + Investigate

Characters who analyze the content of the video may find the following.

- *6 Plot Points* – There's something slightly off with the narration. The voice doesn't register as entirely human. It may be computer generated.
- *8 Plot Points* – Several of the video fragments seem to come from Warden sources, though how they could have been obtained is impossible to know. Most likely, they are from government records, rather than from a leak inside the Wardens. A few of the scenes are complete fabrications or cleverly edited stock footage.

Investigation: Video Analysis – Tech Plot Points Earned By:

- Cleverness + Computer

Characters looking into the technical nature of the video may find the following.

- *4 Plot Points* – The audio portion of the video is computer enhanced in some manner.
- *6 Plot Points* – Origination codes buried within the data indicate that many of the clips were acquired from highly classified government archives. There has been no attempt to removed these digital fingerprints, indicating whoever created the video was not worried about covering his tracks.
- *8 Plot Points* – The Characters decode the original voice, discovering it to be Sandra Day.

Investigation Note

It's important that the Characters have reason to believe that the video was created by Sandra Day. If they

fail to generate enough Plot Points to discover this, one of the dome's techs should come to the rescue.

A Visit to Sandra Day

Even if the Characters haven't yet discovered the connection between Day and the video, the dinner a few days prior makes her a suspect.

If the Characters storm into Day's office unexpected, her assistant will inform them that Day is in an urgent conference with senior management to talk about the video. The Characters can choose to ignore her and force their way into Day's private office. However, this will anger the assistant, who calls security. Without real evidence or fully recognized authority, the Characters will find themselves in Hawkins' office. They'll need to do some convincing in order to stay out of trouble.

However, if the Characters have the video evidence, things are easier. Hawkins will be behind them, and the assistant will be more cooperative. She says that Day left for lunch and hasn't been back since. Though uncomfortable, the assistant will lead the Characters into Day's private office.

The Characters can then begin to investigate Day's office. Hawkins will work to find her while the Wardens work. He also offers the service of his team, if required, though few are combat or investigation trained.

Investigation: Day's Office **Plot Points Earned By:**

- Cleverness + Computers

- *4 Plot Points* – The video file was sent from this machine. The computer is also loaded with sophisticated AV software, indicating that the video could have been made on this computer.
- *6 Plot Points* – The Characters find a hidden e-mail account, which shows communication between the owner of the account (presumably Day) and an unknown other. They discuss a 'great revelation that will shed the cloak of secrecy draped over the solar system by the government and their Warden pawns.
- *8 Plot Points* – The Characters find financial data buried deep in the system. The records show that Day diverted significant GEV funds to purchase an unusual lot of items. The orders show generators, high-capacity conduits, and more, with no records of delivery. Hawkins can confirm that security knows of no such deliveries.

Investigation: Day's Office **Plot Points Earned By:**

- Awareness + Investigate
- *4 Plot Points* – Someone has removed Day's personal items from the office.
- *6 Plot Points* – Scratches on the floor reveal a bookshelf that hides a secret cabinet. The doors to the cabinet are locked, and opening them requires success at an Average Grace + Crime: Low Test. If the Characters try to force the doors open, they will trigger an incendiary device. Those involved will need to make a Grace + Defense

Test. Those who roll no Successes take 4d6 damage, those with one Success take 2d6 damage, while those with two or more Successes avoid the blast. Armor does not protect against this damage.

If the Characters open the cabinet without incident, they'll find a book written in a runic script. Any Character with an Occult Skill of 3 or higher can identify it as Tsath-yo, an ancient language that has been reemerging. Cults have especially latched onto it, and some have used the language in rituals to success.

Characters may also attempt a Cleverness + Occult Test to analyze the book. Success against an Average Difficulty reveals that some of the rituals and diagrams can be connected to a dangerous cult known as Primoris Nox. This cult is enigmatic, behaving in an almost schizophrenic way – at least so far. One thing that has been a part of previously recorded cult activity is that Primoris Nox has shown a desire to reveal the truth about the Chthonian Star to the people.

Things aren't so easy if the Characters set off the incendiary device. The remains of the book will reveal the ancient language, but nothing more.

As the Characters finish up, Hawkins will return to tell them that he's traced Day's recent movements. He invites them back to his office to go over the results.

ACT 2:

THE SEARCH FOR DAY

Goals: To hunt for Day, to track her to the Power and Environment plant, to find Primoris Nox cultists engaged in a summoning ritual, to survive the attack of an emerging lashing horror

Setting: The Ganymede Entertainment Ventures dome, the surface of Ganymede, the GEV Power and Environment Plant

Cast: Sandra Day, CEO of GEV, Samuel Hawkins, Chief of GEV Security, bomb drones, Primoris Nox cultists, a summoned lashing horror

Scene 4: The Hunt

Once the team arrives at Hawkins' office, read the following to your players:

A map of the dome dominates the large flex screen on one wall of the chief's office. A glowing green path shows Day's movements.

"In analyzing the patterns, we found a couple places where she deviates from routine," says Hawkins as he highlights a spot. "After her usual lunch at LeFast and a few errands, things change."

He cues up a video, showing Day shortly before the suspect broadcast. She plugs her wrist comp into an access port in what appears to be an unused office space.

"Those are the offices reserved for corporate retreats. We don't have one scheduled for another month, so there was no reason for her to be there. It's strange she's using the ports in that room, since they have limited access to the dome's network. But it was right after this that the broadcast began."

At this, one of the Characters may wish to investigate further. This requires a Hard Cleverness + Computers Test. Success reveals that she was using serious hacking software, which allowed her to bypass the network's restrictions. After that, it looks like she remotely accessed her workstation and initiated the video feed.

"Once the broadcast started, she headed to a maintenance corridor under the dome," Hawkins continues. "But once she entered the corridor, the few cameras we have down there were shut off. It's almost as if her presence triggered a shutdown, but we haven't found anything concrete."

From here, the Characters' next best option is to head to where the trail ends. Hawkins will no longer stand between them and their weapons, so the Characters may want to take the opportunity to gear up.

Scene 5:

Maintenance Havoc

Hawkins will be staying, as his people need to maintain order. There are many guests that have been on edge. He will continue to search for Day and will remain in communication.

The Characters will need to cross half the dome to get to Day's last known location. Hawkins makes transport cars available, cutting the trip down to 20 minutes. Along the way, they catch snippets of conversations. The broadcast has people worried, but they are trying to get back to the task at hand – fun.

Hawkins unlocks the door to the maintenance corridor. To his knowledge, no one has been in there since Day. The maintenance corridor is what the Characters should expect – unpainted, barely adequate lighting, and exposed pipes and conduits. A pair of cameras cover the approach to the door, but they don't seem to be working.

If someone wants to check the cameras, have them make an Average Engineer: Electrical Test. Success reveals that the cameras' electronics have been shorted out. They will need to be replaced.

Since this entrance is a terminus for the tunnels, there is only one way Day could have gone.

Day is no idiot. She knows the Wardens are dangerous and she knows they'll come after her. She's left them a present.

Read the following to your players:

Hawkins has proven true to his word and kept the maintenance corridor clear of contamination. It's well-used, judging by the wear on the gloss coat that covers the floor. Ahead of you, the tunnel makes an

abrupt 90-degree turn to the right. As you near it, you hear a soft whirling sound. Then a small wheeled drone zips into view. It's cylindrical body is about 20 centimeters in diameter and roughly six centimeters tall. It pauses as it rounds the corner, then suddenly charges.

The drone is a small bomb on wheels. It's programmed to detonate when it gets within 2 yd/m of a Character, who it will choose at random. The end of the corridor is about 20 yds/m away, and it will take two turns for the drone to get within range.

After the drone is destroyed, the Characters have a minute to recover – then tell them they hear more drones. Four new drones will appear, each picking a separate target. Fortunately, destroying them doesn't cause them to explode.

Bomb Drone

Attributes:

Awareness 3 Grace 5
Cleverness – Perseverance 3
Demeanor – Physique 2

Statistics: Health 10, Speed 12 mph/19 kph

Skills: Defense 3, Explode 7, Reaction 1

Weapons: Explosion (6d6 damage, in a 2 yd/m burst radius)

Armor: Casing (3)

Special Abilities:

- *Explode* – Use the dice pool represented by the drone's Explode Skill to determine whether or not someone is caught in the blast, and for potential bonus damage.
- *Fragile* – Only has two Wound Levels – Bruised and Battered. After 20 points of damage, it is destroyed.

- *Programmed* – Moves towards a random target until within range, and then explodes. Does not change targets unless target is unreachable.

Once the drones are dealt with, the Characters can move forward. Shortly after turning the corner, they'll come to an airlock that leads to the surface of the moon. A single environmental suit is missing.

Scene 6:

Outside the Dome

Getting through the airlock is easy – it hasn't been locked. There are, however, only three environmental suits available, so the Characters may need to get some more. A security officer can deliver suits in fifteen minutes, if necessary.

Once outside the dome, in the microgravity of Ganymede, the Characters discover vehicle tracks. They lead to the relative East, following the curve of the dome. Up ahead, it looks like the tracks begin to angle away. The Characters can follow on foot, or call Hawkins for a vehicle. If they want a vehicle, they'll have to trek to the dome's maintenance garage and back, which will take about 20 minutes.

It isn't difficult to follow the trail. The tracks continue for a ways, and then veer off towards a large, squat building, dominated by two concrete domes on either end. Thick conduits run along a concrete bed to the dome. Anyone with Engineering knows that this is a power plant. If they approach, they'll soon see a sign that says, "GEV

Power and Environmental Plant. Authorized Persons Only."

The plant's airlock is locked from the inside. Success at an Average Grace + Criminal: Low or Cleverness + Computers Test will give the Characters access. Hawkins can also provide the code. He also tells the Characters that someone entered this facility an hour earlier – though the identity of this individual remains unknown. The power plant is automated, monitored from the dome. Only the maintenance crew needs to enter the building, but no maintenance is currently scheduled.

Scene 7:

Inside the Power Plant

The time it takes the Characters to work through this scene is variable. They need to make their way through the power plant to discover cultists posing as maintenance workers.

Cultist Encounters

Cultists can be encountered alone or in groups, whichever works best for you. Use them to ratchet up the tension. The cultists aren't just posing as maintenance workers – they actually are. If the Characters run a background check, the cultists will come up clean.

Some cultists will openly approach the Characters, while others will hide in order to ambush. Have the players make an Average Awareness + Notice Test to spot these ambushes. Those who openly approach will demand to know why the Characters are in a highly restricted area, just to help throw them off.

Average Primoris Nox Cultist

Attributes:

Awareness 3 Grace 4
Cleverness 3 Perseverance 2
Demeanor 4 Physique 3

Statistics: Health 10, Speed 14 mph

Skills: Defense 2, Guns: Assault Weapons 3, Guns: Handguns 3, Hand Weapons: Blades 1, Reaction 2

Equipment: ACC-62 'Bandit' Semi-Auto Pistol or SM-3 'Blizzard' Submachinegun, 2 clips of ammunition

Armor: Flak Jacket (5)

Moving Through the Plant

Since exact locations aren't important for this, you don't need to worry about a map. The plant is what you would expect in such an industrial building. Large, imposing machinery provides cover, gantries and walkways provide access to the upper levels, and thick concrete firewalls divide the building into discrete sections. The metal fire doors are always closed. A small tone sounds each time one is opened.

The place is big. It is responsible for the dome's power, as well as air scrubbing, water recycling, and waste incineration. It is three levels high and has two sub-basements. Finding Day will be a challenge. Searching on foot will take hours. However, they could track the fire doors from the computer center.

The way to the computer center is clearly marked. However, cultists wait for the Characters. They will need to be dealt with before the Characters can gain access.

Success at an Average Cleverness + Computers Test shows the Character that the fire doors have not been used in a discernible pattern. What stands out is that a pair of fire doors in one of the sub-basements have been opened only once in the last week. They were used approximately fifteen minutes after Day entered the building.

The cultists were also busy at work here. If the Characters capture them alive, they can interrogate the cultists.

Investigation: Interrogating a Cultist
Plot Points Earned By:

- Demeanor + Intimidate
- *6 Plot Points* – Day ordered him to suspend the flow of all water and waste, and open all the valves in both directions. He claims he doesn't know why.
- *8 Plot Points* – The cult is going to wake the solar system to the truth. Within the next hour, an event comes that not even the Wardens will be able to hide.

Success at an Average Cleverness + Computers or Engineer: Life Support Test to examine the water and waste pipe controls will reveal that the flow has indeed been stopped, and the valves opened. Furthermore, the cultists have disabled the portions of the system that would allow any of this sabotage to be reverted. The system would need to be reinitialized, which would take hours.

Investigation: Checking the Computer
Plot Points Earned By:

- Cleverness + Computers

If the Characters don't capture the cultists, they can check the computers.

- *6 Plot Points* – Portions of the control program have been erased or somehow neutralized.
- *8 Plot Points* – The water and waste pipes have been purged, all functions suspended, and all valves forced open. All reservoirs have also been emptied.

If the Characters fail to learn about the sabotage, Hawkins will contact them. He'll say that the water and waste in the dome seem to be frozen. People are complaining about backed-up toilets and a serious lack of water pressure. Furthermore, the water reserves in the dome are low.

Scene 8:

Day and her Pet

Ultimately, the Characters will make their way to the sub-basement in question. It is rarely used, and there are footprints in the dust. Success at a Hard Awareness + Investigate or Notice Test will reveal that the footprints are most likely made by someone who fits Day's build.

When the Characters arrive in the sub-basement, read the following to your players:

The hinges of the heavy steel door open almost silently. Someone's lubricated them. The lights are dim, many non-functional. Despite the lack of maintenance, the structure seems to be in good order. There are no cracks in the walls and the floors are smooth, though covered in dust.

Crates and containers are scattered across the floor. Many of them appear to have been recently moved, though there is no sign of organization. It looks as if they were pushed and piled wherever was convenient. They're stacked and obscure the view beyond. Moreover, it appears that new lighting has been installed beyond the wall of containers.

There's a windy path through the piled crates. Day and her cultist assistants gather around a large 7 yd/m diameter hole, beneath the terminus of a pair of massive pipes. The pipes vanish into the floor and ceiling, and have been uncapped.

If the Characters attempt a more stealthy approach, they will need to succeed in a Grace + Stealth Contest, against Day and the cultists' dice pool of five. They're a bit distracted at the moment.

As the Characters approach, Day screws a metal canister of some kind shut. Around her is what looks to be a small chemistry lab. Success at a Hard Awareness + Notice Test will reveal to the Characters that the cultists have inscribed mystical runes on the inside of the 2 yd/m diameter pipes, as well as around the hole in the floor. There are even a few on the walls. Someone is preparing a magical ritual.

If the Characters have snuck up on Day and the cultists, they have one turn to act before they are noticed. The cultists are quick to open fire. Day will drop the canister into the hole in the floor during the ensuing firefight, even if it means doing it with her last breath.

If the Characters attempt to talk to Day, she'll tell them that the time for secrecy is over. Things are changing and humanity has worn out its welcome. It's time for us to come to terms with our end. After today, no one will be able to hide the truth.

Average Primoris Nox Cultist

Attributes:

Awareness 3 Grace 4
Cleverness 3 Perseverance 2
Demeanor 4 Physique 3

Statistics: Health 10, Speed 14 mph/22.5 kph

Skills: Defense 2, Guns: Assault Weapons 3, Guns: Handguns 3, Hand Weapons: Blades 1, Reaction 2

Equipment: ACC-62 'Bandit' Semi-Auto Pistol or SM-3 'Blizzard' Submachinegun, 2 clips of ammunition

Armor: Flak Jacket (5)

Sandra Day

Attributes:

Awareness 4 Grace 4
Cleverness 4 Perseverance 4
Demeanor 4 Physique 3

Statistics: Health 10, Speed 14 mph/22.5 kph

Skills: Defense 3, Guns: Handguns 3, Hand Weapons: Blades 1, Reaction 2

Equipment: HCC-90 'Anvil' Heavy Pistol, 2 clips of ammunition, combat knife

Armor: Flak Jacket (5)

Once Day drops the canister into the hole, there will be a one turn delay before it explodes. The explosion is only about the intensity of a grenade, so it isn't a big deal in and of itself. However, moments later, the ground begins to shake. The rumble will grow in intensity over the next two turn, after which the floor will crack as something powerful begins to push its way to the surface. The next turn, a pair of enormous

slimy tentacles will erupt through the cracks and attack the Characters.

Lashing Horror Tentacles

Attributes:

Awareness 4	Grace 3
Cleverness 1	Perseverance 6
Demeanor 1	Physique 6

Statistics: Health 15, Speed 18 mph/29 kph

Skills: Defense 2, Natural Weapons 3, Reaction 2

Weapons: Tentacles (9d6 total)

Armor: Rubbery Hide (10)

Horror Factor: Average

Special Abilities:

- *Entangling Attack* – all Lashing Horror attacks are considered to be entangling attacks.

The lashing horror beneath the surface has more than just these two first tentacles. Every other turn after the first, one more tentacle will burst from the ground. On the third turn, a pair of even bigger tentacles will erupt through the cracks and slither their way into the giant pipes. If Day is still alive, one will grab her on the way up and stuff her into the pipe as well. Also, the cultists will freak out and start firing on the tentacles as well, if they survive that long.

Hopefully, the Characters will catch on that this is not a winnable fight. Feel free to have the lashing horror go after the cultists first. What is important is that the Characters notice that the tentacles in the pipes don't show any sign of ending, and are heading towards the dome. The pipes are beginning to rupture as the tentacles get thicker.

ACT 3:

DAMNED IF YOU DO, DAMNED IF YOU DON'T

Goals: To escape the crumbling plant, to determine how to deal with the lashing horror and/or maintain secrecy and security

Setting: The GEV Power and Environment Plant, the surface of Ganymede, the Ganymede Entertainment Ventures dome

Cast: Samuel Hawkins, Chief of GEV Security, GEV security officers, a summoned lashing horror

Scene 9:

Escaping the Plant

The Characters must now flee the power plant, as the lashing horror brings it down around them.

Here are a few of the dangers the Characters will face as they try to escape.

Collapsing Debris

Parts of the ceiling and walls begin giving way. Each turn, randomly select half the Characters to be in danger of being hit by debris, requiring the players to make Grace + Athletics: Coordination Tests. Their degree of success or failure will determine the result.

- *Failure* – Character suffers 4d6 damage from falling debris. Armor protects normally. However, the Character is now trapped under rubble (see below).

- *Average Success* – The Character suffers 3d6 damage as he is pelted with debris. Armor protects normally.
- *Hard Success* – The Character suffers 2d6 damage as he is pelted with debris. Armor protects normally.
- *Very Hard or Better Success* – The Character dodges all debris.

If a Character ends up trapped under rubble, the Characters will need to succeed at a Hard Physique + Athletics: Brawn Test to free him. Multiple Characters can work together, as per the rules for Teamwork. Each turn after the first, one Character doing the lifting will need to dodge more debris, but gets one free success for this Test. After all, the ceiling above is already gone.

Averting a Potential Explosion

With everything that's happening, some things in the plant are likely to explode. As the Characters make their escape, have them run past gauges and warnings that let them know that more bad is about to be added to the situation. Up to two Characters can work on the failsafes at the same time, using Cleverness + Engineer: Electrical, Engineer: Life Support, or Mechanic. Teamwork rules apply as normal.

Their degree of success or failure will determine if and for how long the disaster is averted.

- *Failure* – An explosion tears open a nearby wall. Use the same rules as for collapsing debris, but provide the Characters with one free Success.

- *Average Success* – The explosion is averted for a short time, just long enough for the Characters to get out of harm's way.
- *Hard Success* – The explosion is averted entirely.

Getting Through Collapsed Debris

The way is blocked by collapsed debris. The Characters will need to succeed at an Average Grace + Athletics: Coordination, Perseverance + Athletics: Fitness, or Physique + Athletics: Brawn Test to climb over the debris or move it out of the way. Each Character needs to make their own Test. Failure means that they must find their way around, during which time more collapsing debris may hit them.

When the Characters finally arrive at the airlock, have them make an Awareness + Environmental Suit Test against an Average Difficulty. Any Character who was damaged in the escape will need to repair the tears in their suit before going outside. The supplies are here, but this will take 1d3 minutes, as the plant continues to collapse. Have each Character Test for falling debris once each minute, with one free Success.

Finally Outside

Once back outside, Hawkins contacts the Characters to tell them the dome has switched over to emergency life support. The water and air recycling is no longer working at all. Panic builds among the people.

As the Character make their way back to the dome, the power plant finally explodes behind them. The pipes leading to the dome still buckle from

the advance of the lashing horror's tentacles.

Scene 10: A Tough Call

There are many possible ways this final scene could play out. We have provided guidelines for the two most likely, though you may have to modify based on your players' actions.

When the Characters arrive back in the dome's garage, read the following to your players:

Looks of grim tension cross the faces of the maintenance personnel in the garage as you dismount from the rover. Emergency lights flash everywhere, bathing the entire facility in a strobe effect that only makes the tension worse. Everyone seems to be intent on doing something.

As you exit the garage, you're greeted by a very different scene from when you left. Gone are the festive music and ads, replaced by emergency warnings telling people to keep calm and return to their rooms while the situation is resolved. The crowd seems unaware of the exploding power plant, fortunately.

Hawkins is on the Characters moments after they arrive. He's legitimately scared, but keeping it together. Hawkins will inform the Characters of the massive explosion that leveled the power and environmental plant.

However, he also shows them a security feed on his wrist comp, showing the remains of the plant. Fires burn in

strange patterns and colors, due to Ganymede's atmosphere. Another series of explosions ripple through the rubble. Zooming in on the pipes that connect the plant to the dome, they crack and swell as something inside worms its way forward. None of this is news.

Hawkins has hit his breaking point and demands answers. He also demands that they help him evacuate the dome. While such a thing is possible in theory, it's never been tested.

The Characters must now make a choice. They can help evacuate the tourists and staff from the dome, minimizing the fatalities caused by the approaching lashing horror. This is the humane choice. However, as Wardens, they are also to protect secrecy. This incident is going to be nearly impossible to cover up, given the scale and the sheer number of witnesses. Reports will likely cause panic. It would not be against directive to simply let the lashing horror bring down the dome and silence all witnesses.

This is an incredibly difficult ethical choice, and one which the players have little time to make. Let the magnitude of it sink in. Give them a couple minutes, but then ask for a decision.

Help in the Evacuation

While the more humane option, helping evacuate the dome will have consequences. There should be no misunderstanding – stories and videos will be leaked to the internet. Thousands of lives will be saved, but at a price. There is no way to stop that now.

There are several ways in which the Characters can assist in the evacuation:

- Using their federal authority, they can call in additional shuttles and transports to get people out.
- Using their Skills to help keep the crowd under control.
- Doing battle with the lashing horror, when its tentacles begin to surface.

They can also split up to aid in different aspects of the crisis. However, the local security and police are not trained to deal with something like a lashing horror, and will most like break in fear when the tentacles erupt from the ground.

Here are a few Skills that will be useful in this crisis. Your players may come up with creative uses for other Skills as well. Base their effectiveness on the degree of success or failure.

- *Demeanor + Intimidation* – keeping panicked people orderly as they are ushered them to an evacuation point.
- *Cleverness + Bureaucracy* – dealing with other officials while arranging additional evacuation transports.
- *Demeanor + Deception* – concocting stories to help keep people calm, as the Character tries to answer the questions that bombard them.

This scale of evacuation will take quiet a while. Let the Characters get into the swing of aiding in it, then hit them with the lashing horror. Now is

an excellent time for sporadic fights to break out across the dome, as the horror's tentacles begin to claim civilians. Full-blown panic will break out, and people will run around like mad animals, no longer capable of listening to reason.

Play this scene out as long as you need to for it to be sufficiently tense. The Characters should be harried and beat up before the evacuation is "complete." A good chunk of the population is safely ushered from the dome, before the lashing horror begins to tear it apart, from both inside and out. Massive tentacles break free from the moon's surface and rip away entire sections of the dome. Smaller tentacles do the same from within. The Characters will need to escape before the building collapses on top of them – not to mention to rapidly growing lack of atmosphere.

It is both an horrific and awesome sight to behold.

Maintain Secrecy & Control Information

While arguably the proper course of action, based on directive, letting everyone die in the dome is a hard choice to stomach.

This will require some social kung fu on the part of the Characters. Hawkins makes the same demands. Mostly likely, they'll have to start by appearing to help with the evacuation. Instead, they'll need to freeze out and reroute potential rescue transports en route. They will also need to lock out the dome's landing facility and any remaining shuttles there.

While a variety of Skills may be of use here, ones that are of particular importance are listed here. Base their effectiveness on the degree of success or failure.

- *Cleverness + Bureaucracy* – preventing or rerouting additional rescue efforts from the outside.
- *Cleverness + Computers* – locking down evacuation routes, or locking the guest quarters, so no one can leave.
- *Demeanor + Deception* – keeping true intentions hidden.
- *Demeanor + Intimidate* – cowing people to do things they may not want to do.

Given this choice, it's likely that the Characters will be heading away from the dome when the lashing horror arrives and the bloodshed begins. Fire-fights should be small or non-existent.

Regardless of Choice

To finally complete this mission, the Characters will need to destroy the lashing horror. That is easier said than done. They'll need to reduce the dome to a smoking ruin somehow. They can use their *Knight's Errant* – most have railguns, at the least. They could also set internal explosions, perhaps by detonating a backup reactor in the facility. The dome is far enough away from the rest of Troy that the method of its destruction will not be witnessed by others.

The Aftermath

Depending upon the Characters' choice, there are two most likely outcomes.

Save the People

If the Characters opted to help aid in the evacuation of the dome, videos of the lashing horror's attack hit the internet within hours. They spread like wildfire, and even end up on the news feed. The Characters are outed as Wardens, even if that agency's core directives remain secret, and they will inundated with requests for interviews.

Unsurprisingly, the Characters are summoned to appear before a board of inquiry on the Umbrella, orbiting Saturn. They must present their accounting before a group of their stone-faced superiors. Make the players sweat. They should wonder if they really are in trouble, and could be facing not only termination as Wardens, but imprisonment.

In the end, the Characters' actions will be upheld. None of the senior Wardens could expect them to allow so many people to die such a horrible death, simply to cover it all up. That would be like losing the forest for the trees. Day's actions were unexpected and her plans had been in motion for quite a while before the Characters entered into the equation. There was no real way for the Wardens to have done anything better.

However, now the Unified World Council will have to deal with such an open breach of security. These events will likely have broad and long-lasting effects – be sure to keep that in mind for your game. At the very least, the people of Ganymede are going to be a lot more freaked out than normal and tourism will take a hit. This is not good for the economy of Troy.

Destroy the Dome

As with the first option, the Characters are summoned to appear before a board of inquiry on the Umbrella, orbiting Saturn. They must present their accounting before a group of their stone-faced superiors. Make the players sweat. They should wonder if they really are in trouble, and could be facing not only termination as Wardens, but imprisonment.

Before they arrive at the inquest, have each Character make a Hard/1 Madness Test. If they fail, make sure they begin to suffer from their new psychological disorder before they speak with their superiors. If using the optional Empathy rules, also reduce each Character's Empathy by two.

In the end, the Characters actions will be upheld, though their superiors regard them as cold-hearted. The Characters will be required to undergo intensive psychological screening. This will likely bring their new disorders to light.

The Characters have two choices, as long as their disorders aren't so severe that they will impede their ability to perform their duties. First, they can stay at the facility for five months, and leave without that level of Madness (assuming it is Level I or II). Second, they can leave after two weeks, clearing themselves for duty.

Regardless, this event will be reflected in the Character's permanent record – for better or worse.

LASHING HORROR

LASHING HORROR

The ground underneath your feet begins to rumble. It worms its way out of the ground, a horrific thing that looks like a tentacle a foot in diameter. It lashes around, like a maddened blind snake. Dodging the thing as it whips, you see out of the corner of your eye another, this one smaller. However, that's not all. Dozens begin to push up from under the ground all around you. Whatever is hiding underneath all this must be enormous. Unfortunately, it looks like you'll be finding out very soon.

A lashing horror is a creature that is capable of living anywhere in the solar system. It appears to be some kind of tentacled mass that can burrow through pretty much any kind of substrate, attracted to the energy and vibrations of living things. It is even capable of burrowing through metal.

While most assume that there is some kind of creature to which the tentacles are attached, no one has ever survived an encounter that would have provided conclusive evidence. Even sensor readings are garbled. What is certain is that a lashing horror has from eight to eighteen tentacles, ranging from a few inches to more than a foot in diameter. These tentacles hone in on the heat and vibrations of living things, which they then promptly try to kill. While most assume that this is so the creature can feed, lashing horrors display disturbing behavior. Some victims are pulled underground, whether whole or in pieces, where it is believed they are consumed. However, sometimes the creature appears to show up simply to rip perceived prey limb from limb, taking nothing at all for itself.

Lashing horrors are adaptable and immune to the vacuum of space and launch egg pods across the solar system to procreate. They can be found anywhere.



Lashing Horror Game Statistics

Size: Individual Tentacles from
6 - 20' long, 4 - 18" in diameter
1.8 - 6 m long, 10 - 46 cm in diameter

Habitat: Anywhere not super-heated

Average Attributes:

Awareness	4	Grace	3
Cleverness	1	Perseverance	6 - 10
Demeanor	1	Physique	6 - 12

Average Statistics:

Health	15 - 25	(15-25/30-50/45-75/60-100)
Speed	18 - 30 mph	

Skills: Athletics: Brawn 3, Athletics: Fitness 3, Defense 2, Freefall 3, Natural Weapons 2, Notice 3, Reaction 2, Survival 2

Weapons: Tentacles (3d6 to 6d6 + 3d6 to 6d6 for Physique)

Armor: Rubbery Hide (10/5)

Horror Factor: Average

Special Abilities:

- *Burrower (x1)* – Lashing Horrors move underground at their normal running rate, and are capable of burrowing through nearly any substance.
- *Decentralized* – Treat each of a Lashing Horror's tentacles as if it were its own creature, with its own Grace, Perseverance, and Physique, as well as Statistics and Weapons.
- *Entangling Attack* – Any Lashing Horror tentacle attack can be entangling.
- *Infrared Senses* – Lashing Horrors can sense in the dark.
- *Void Dweller* – Lashing Horrors can survive in thin atmospheres or the vacuum of open space.

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Peel back the curtain to step into the true workings of the solar system, and what is going on behind the scenes.

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THE STARS WERE NEVER MEANT FOR US

2159 AD. Something approaches, a thing on an orbit from far away. Seemingly a mysterious shard of dark matter, this object is known in obscure prophecy as the Cthonian Star. It is awakening things long thought lost or dead, things that have slumbered awaiting its return. The Unified World Council sends out special teams of sanctioned Wardens, whose job it is to ascertain the new threats to human life, to learn everything they can about them, and fight them wherever they are found.

Ganymede, the Las Vegas of the Outer Planets. It's time for a little rest and relaxation. Right. All hell breaks loose when someone airs confidential Warden information to an entire entertainment dome. Who would do such a thing? And what do they really want? Find out for yourself.

The Void is an original Lovecraftian hard sci-fi horror setting, and this is an adventure to take you there.

The Stygian Cycle III – The House Always Wins

- Is a turn-key adventure, ready-to-run, with most everything you need.
- Takes Characters to the exciting colony of Troy, on Ganymede.
- Is the third adventure in the epic *Stygian Cycle* campaign.
- Is usable in *The Void* Organized Play framework – take your Character from game to game.
- Created by the award-winning team that brought you *CthulhuTech*.



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