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CYLENT SCREAM



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Adventures in the Six Realms

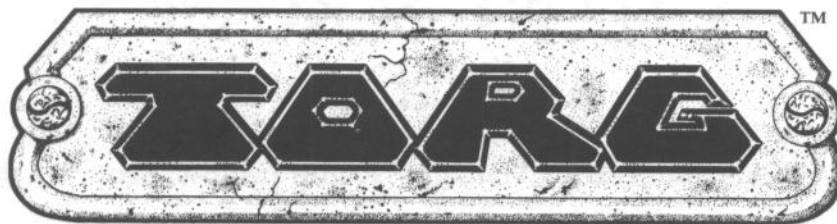
CYLENT SCREAM

and Other Tales

By Paul Balsamo, Patrick Flanagan, Robin Jaskow, Scott Mitchell,
Mike Nystul, and Lou Prosperi



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Roleplaying the Possibility Wars™

Cylent Scream and Other Tales

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Power Cyp-ply

Prologue

The dwarf looked up at the rotted wooden sign which hung over the cave's entrance. "Simon & Feister Gold Mining Inc.," it read. The mine had been boarded up and abandoned long ago, but the gaping hole in the barricade and the shards of splintered wood lying about confirmed that someone, or something, had reopened it. With a lantern in one hand and a sack of gold in the other, the dwarf lumbered down the vacuous tunnel. After travelling for some time, he entered an immense torchlit cavern. There, sleeping on a mat of gold coins, was the object of his journey — a Draconis Metallica. "It is a strange thief that brings gold into our lair," the dragon hissed, not yet opening his eyes.

"Ah, but you see, I am no thief," the dwarf replied, trying not to sound petrified, but failing. "I am Giles, and I come to strike a bargain with you."

At this the dragon picked his head up and looked at Giles through waking eyes. "What would you bargain with that we cannot take for ourselves, dwarf ..." The dragon blinked. "No, not dwarf ... human. No matter. My brothers and I will kill you and add your gold to the hoard."

Blasted disguise self spell! He saw right through it. As Sedgewick Van Smythe tried to formulate a new plan of action, he quickly glanced around to find the brothers that the dragon was ranting about. All he saw were two piles of decaying bones laying on the floor, a rusty iron cage hanging from the ceiling and a very large Draconis Metallica about to slice him into what the Core Earthers call "french fries."

"O.K. If it's this meager five hundred gold pieces you want, then kill me ..." Sedgewick proclaimed, holding up his sack of gold. The dragon prepared to strike. "But you and your brothers would stand to make twenty times that amount if you let me live."

Although the dragon halted his claw in mid-swing, the wizard could not

prevent himself from recoiling.

"We would hear more of this bargain of yours, but first we demand payment for sparing your life. That bag of gold and the platinum ring you wear will suffice."

Seeing no alternative, Sedgewick grudgingly removed his ring and tossed it and the sack to the dragon. "As I was saying, my organization is willing to pay to you and your brothers ten thousand gold coins to, how shall I put it, "dispose" of a small group of individuals. We will even lead them here to this very cavern so as not to cause you any inconvenience."

"This proposal does seem quite intriguing. I must discuss it with my brethren." With that, the dragon turned and conversed with two imaginary siblings. Sedgewick took the time to contemplate what had happened to his original plan. He would have to come up with a contingency plan that would surely defeat the heroes now that this demented lizard had penetrated his dwarven disguise. Right now, he would offer the dragon anything he wanted, as he never intended to pay from the start.

The dragon spun around and spoke, "We demand ten thousand trades — EACH!"

"You drive a hard bargain, but I accept your price." Sedgewick replied, suppressing a smile. *Excellent, he thought to himself. The trap is set. Now if I can only find a bunch of fools, er, heroes to spring it on ...*

The Major Beat

This one-act adventure is set within the magical reality of Aysle in and around the Core Earth hardpoint of London. The Storm Knights are hired by Sedgewick Van Smythe, the president of Power Cyp-plied Inc., to guard the company's main power plant. Due to a recent wave of sabotage and threats on other electric companies in the area, Van Smythe feels that his plant may be next.



The president's suspicions prove correct when a gang of half-folk called "the Misfits" attempts to sabotage the Power Cyp-ried main powerplant that the Storm Knights are guarding. The heroes learn from this encounter that the gang was contracted by a dwarf named Giles who resides in an abandoned gold mine ten kilometers east of the city. The Storm Knights search the gold mine only to find a very old, and very much insane, Draconis Metallica who attempts to destroy them.

By piecing the clues together, they deduce that Sedgewick Van Smythe had arranged both the sabotage attempt and the Storm Knights' subsequent demise at the jaws of the dragon. The Knights return to confront Van Smythe only to interrupt a meeting between the president and the head of the criminal organization that is actually behind the sabotage of the other electric powerplants. The Storm Knights must decide to play ball with the syndicate or put an end to their plans.

Adventure Background

Due to the massive power shortage and rationing of what little power there is to the government and military, some very innovative electric companies have appeared in London to serve the private sector. The ways of producing power vary greatly, ranging from dwarven engines that run on steam to electro-magnetic generators driven solely by barbarian muscle.

All the money being made in this field attracted the attention of a criminal organization called "the Ring." The president of the Power Cyp-ried corporation, known for his excessive gambling activities, became deeply indebted to the syndicate and was forced to do some creative accounting with the corporate books just to keep up with interest payments. After paying off his debt, Van Smythe joined the Ring and continued to embezzle from the company. The syndicate decided to increase its cut of this income by decreasing the number of competitors. A phony assault on their own

power plant was conceived as a good way to avoid scrutiny.

SCENE ONE: Get a Job

The Situation

Standard. The Storm Knights are hired by Sedgewick Van Smythe to guard the main powerplant of Power Cyp-ried Inc. They receive background information about the wave of sabotage from Van Smythe and through their own investigation in the city of London.

The Action

Arriving at the powerplant in southeast London, the Storm Knights are greeted at the door by a cyprium guard who leads them to the president's office. Read aloud or paraphrase:

The fairy escorts you down a long corridor which ends at an open door. The brass nameplate on the door reads, "President Sedgewick Van Smythe." Peering into the room, you see a young businessman dressed in a dark blue suit nervously pacing back and forth. He looks up at you standing in the doorway and you see much of the pain in his face disappear. He extends his hand in greeting.

Van Smythe tells the Storm Knights that there has been a rash of sabotage and burglary on electric plants in the city and it appears that his company will be next. He has received written threats that he must shut down the plant by today or it will be destroyed. The president will offer 500 lemayes per night per Storm Knight to guard the plant and a bonus of 5000 lemayes each to find and stop the saboteurs. If the Storm Knights haggle, he will reluctantly go to nearly any price. The only information that Van Smythe claims he can give the Storm Knights about the other sabotage attempts are the names and addresses of the other companies. He also mentions that Sparkling Dwarf Voltage and Power Cyp-ried Inc. are the only two companies that have not yet been attacked.

Sedgewick Van Smythe

DEXTERITY 9

Dodge 11, melee weapons 10

STRENGTH 7

TOUGHNESS 9

PERCEPTION 13

Alteration magic 16, divination magic 15, find 15, scholar (accounting) 16

MIND 11

Apportation magic 13, conjuration magic 13

CHARISMA 7

SPIRIT 9

Reality 11

Possibilities: 7

Arcane Knowledge: folk 1, inanimate forces 3, magic 6, metal 2

Spells: bullet, disguise self, increase weight, open lock, silence, spell snatcher

Equipment: short sword, damage value STR+4/13; Glock 17 (hidden in desk), damage value 15, ammo 17, range 3-10/25/40

Description: Tall, well-groomed young executive type. He appears noticeably nervous, but he carries himself with a smooth corporate demeanor. Currently, he is trying to pass as a Core Earth Ord.

The president will then take the Storm Knights into the generator room and explain how they make the electricity. Read the following aloud:

You are given a pair of tinted goggles and led into the heart of the powerplant. What you see is spectacular. Rows of metal rods protrude from the floor. Above each rod, a group of fairies fly in a circle and unleash a single shaft of pure electricity.

President Van Smythe raises his voice above the noise, "We employ over 350 cypriums, metal fairies — nearly all those of the Aysle realm — for each of three shifts. They work in teams of ten, using their unique ability to increase the power of a lightning spell by sheer numbers. Should a team fail to produce a bolt, there are back up teams waiting to jump in and maintain the flow of power. Since a terminal can only withstand 420 kilowatts at a time without burning out, there is a limit to the power we can produce. This plant can generate anywhere from 3 million to 72 million kilowatt hours of power per day."



After the tour is over, the Storm Knights may investigate the crime wave in the city of London. Van Smythe asks that they be back to guard the plant by 6 P.M.

The Storm Knights may hang around the building if they wish; Van Smythe says they can use the employee's lounge as a base of operations if they wish (they have to save room for the employees, of course).

Around The Town

The Storm Knights have a number of places to look for information about the crimes.

A. The Local Police. The Knights are directed to Chief Inspector Grant who refuses to give them any useful information and will not listen to any evidence that they bring to him. If hard pressed, Grant will threaten to put the Knights in jail if they don't keep their noses out of police business. The inspector is on the Ring's payroll and will report all inquiries about the crime wave to Van Smythe.

B. Rumdink Electric Company. Although the plant itself is untouched, the owner, a dwarf named Dool Rumdink, will tell the Storm Knights that his employees were scared off by threats and he can't keep anyone around long enough to keep the plant operating. The threats were found in employees' pockets, inside secured lockers, and on machinery. Rumdink has been unable to figure out how someone could have put the threats in these places without being seen. He suspects magic has been used, but he cannot determine how.

C. The Tilbury and W. Thurcock powerplants. Both of these plants, which run on oil and/or coal, are still running, but have reported that a number of oil and coal shipments have been sabotaged or lost. Many suppliers are raising their prices in order to cover insurance premiums.

D. Charg O'Lightning. The steam powered generator that ran this plant was stolen and an attempt to build another was halted by a saboteur. The plant's manager, Dussin Fraeks, is afraid to start up production of the



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generator a second time in fear that someone will get hurt.

E. Mighty Barbarian Power. This plant is in ruins following a bomb attack that killed five barbarian workers. If the Storm Knights search through the rubble, they will find fragments of a dwarven bomb on a *find or perception* roll of 14.

F. Sparkling Dwarf Voltage. This is the only other plant which has not come under attack. Trav Macklin, the dwarf who owns the plant, will think the Knights are part of the conspiracy to drive him out of business and will tell them to leave.

Flags

If a *Connection* card is played, one of the Storm Knights knows a Constable named Vick Blighton who can give them all of the above information about the powerplants, including the fact that dwarven bombs have been used in the attacks. He does not know that Chief Inspector Grant is on the take, but he doesn't think that the police have done all they can to put an end to the crime wave and fears that there is a traitor inside the department.

If a *Personal Stake* subplot is used, the Storm Knight is a close friend of Dool Rumdink and vows to find out what's behind the terrorist activity in order to keep her friend's business from going bust.

Variables

If the Knights ask to see the threats that Van Smythe has received, he explains that he burned them so as not to alarm his employees. The cypriums at the power plant know nothing about what's going on.

SCENE TWO: The Gang's All Here

The Situation

Standard. On the second night of guard duty, the Storm Knights encounter a gang of half-folk breaking into the plant. The Knights learn that the gang was hired by a dwarf named Giles who resides outside of London in an abandoned mine.





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The Action

The Knights are asked to stand guard in the entrance chamber in front of the main power generation room. The only activity during the first night takes place at midnight when the four to midnight shift of cypriums leave and their replacements arrive. The Storm Knights have the second day to rest and investigate anything they missed the first day. During the second night, the Misfits break into the plant through the front door and are ambushed by the Storm Knights. Read the following aloud or paraphrase:

The second night of your tenure as guards begins as uneventful as the first, but, at about 11 P.M., you hear someone picking the lock on the door. Before you can react, the door bursts open and in steps two angry looking minotaurs, followed by two harpies and a centaur. They look at you with surprise in their eyes and reach for their weapons.

The leader of the gang is a centaur called Tross. He met with Van Smythe, who was in the guise of Giles the dwarf, outside the Simon & Feister Gold Mining company. He and the Misfits were hired to sabotage the Power Cyp-lyed

main power plant for 10,000 lemayns. The Misfits were told that there would be no one on guard, so the Storm Knights get one free round of surprise to act before drama cards are used for initiative. The leader has two dwarven bombs given to him by Giles to sabotage the plant. He will use them against the Knights as a last resort.

Tross the Centaur

DEXTERITY 11

Dodge 12, long jumping 12, maneuver 12, missile weapons 13, running 14, stealth 14, prestidigitation 13

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Find 9, language 9, tracking 10, trick 10, divination magic 9

MIND 8

Test 9, willpower 11

CHARISMA 8

Charm 10, persuasion 11, taunt 9

SPIRIT 7

Intimidation 10, reality 9

Possibilities: 3

Arcane Knowledges: earth 1

Natural Tools: hooves, damage value STR+2/10

Equipment: short bow, damage value STR+5/13, range 3-10/40/100; two dwarven bombs, damage value 19, range 0-3/8/15; Uzi submachine-gun, damage value 17, ammo 11, range 3-15/40/100

Minotaurs (2)

DEXTERITY 8

Fire combat 10, melee weapons 10, stealth 9, unarmed combat 11

STRENGTH 13

TOUGHNESS 8

PERCEPTION 7

Divination magic 8, find 9, tracking 9, trick 8

MIND 8

CHARISMA 7

Taunt 8

SPIRIT 7

Intimidation 10

Possibilities: none

Arcane Knowledges: air 1

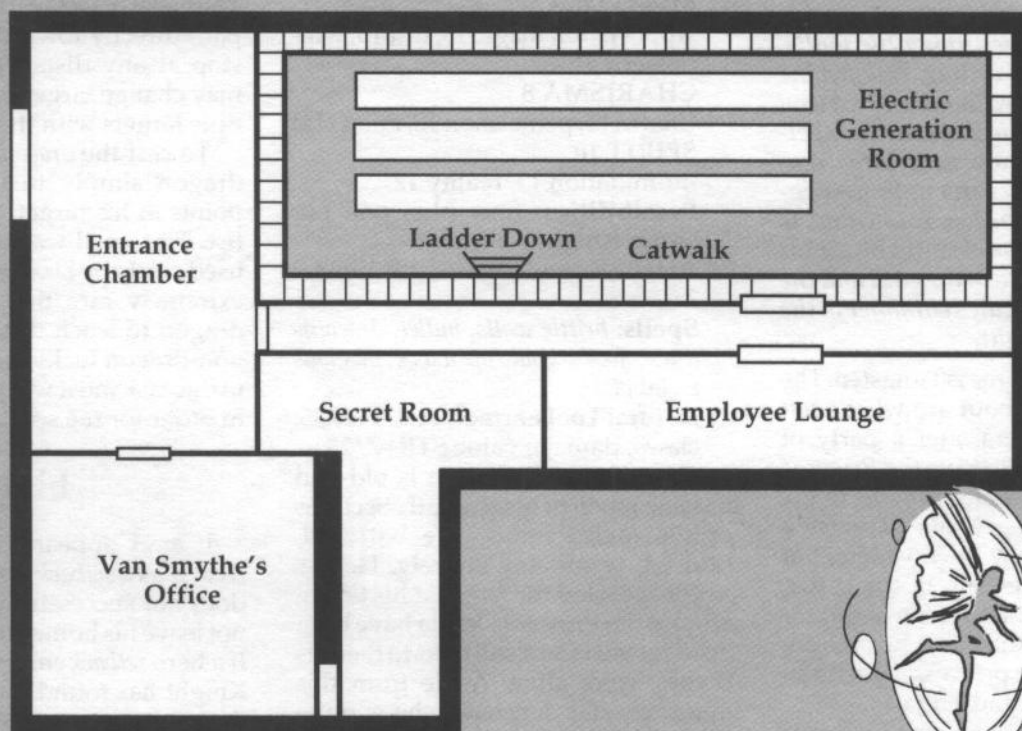
Natural Tools: teeth, damage value STR+3/16; horns, damage value STR+4/17; hide, armor value TOU+7/15

Equipment: wheel lock pistol, damage value 13, range 3-5/10/25; ball & chain, damage value STR+6/19





Power Cyp-ply Power Cyp-plied, Inc., Main Plant



Harpies (2)

DEXTERITY 11

Flight 14, lock picking 13, melee weapons 13, stealth 13, unarmed combat 12

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Find 9, tracking 9, trick 13

MIND 7

Apportation magic 8, test 8

CHARISMA 8

Taunt 10

SPIRIT 7

Intimidation 8

Possibilities: none

Arcane Knowledges: avian 1

Natural Tools: hide, TOU+2/11; wings, speed value 16; claws, damage value STR+3/11; fangs, damage value STR+3/11

Equipment: short sword, damage value STR+4/12; lt. crossbow, damage value 15, range 3-10/100/200

Variables

Due to the plant's five meter thick walls and the noise in the power room, the cyprium workers will not hear the commotion outside. If the Knights go to them for help, a backup team of ten will arrive and start shooting *lightning bolts* at the saboteurs.

If the Knights win the battle, they may interrogate any survivors. The Misfits tell all they know, but they do not know that Giles is actually Sedgewick VanSmythe. They give the Knights the invitation that Giles sent them with directions to the mine.

The Misfits run from the scene if the Knights are defeated, not hanging around to kill them. If this happens, or if the Misfits run away during the battle, the directions to the mine fall out of Tross's pocket and may be found on a *find* or *Perception* roll of 12 by anyone searching the scene.

SCENE THREE: One Flew Over The Dragon's Nest

The Situation

Standard. The Storms Knights arrive at the Simon & Feister Gold Mine looking for Giles the dwarf only to find a Draconis Metallica waiting to destroy them.

The Action

The mine is located ten kilometers east of London in an Aysle dominant area of the realm. Van Smythe will loan the Knights a company car (Ford Taurus: Tech 23, Speed Value 13, Toughness 14), if they have no transportation. If the Storm Knights prefer, he will loan them horses.

The Storm Knights have no trouble reaching the mine. After leaving the



car or their horses at the mine entrance, they travel down the long tunnel into the dragon's lair. Once there, read the following aloud or paraphrase:

You stand inside a vast cavern dimly lit by torches along the walls. Hanging from the ceiling, toward the back of the cave, is a human-sized iron cage. In piles on the floor are the skeletal remains of two very large reptiles. Lying in the center of this macabre scene, atop a bed of gold coins, is an enormous dragon cleaning his claws with his tongue. Both the gold and the dragon's silvery scales shimmer in the flickering torchlight.

The dragon's name is Tungsten. The bones scattered about are what's left of his two brothers after a party of adventurers tried to save the Princess Driella, whose skeleton resides in the iron cage hanging above. Tungsten was able to destroy the invaders, but his brothers were slain in the battle. The dragon went insane after his brothers were killed and does not realize that they, and the princess, have been dead for over a hundred years.

After being forced out of his home in Aysle, he crossed a maelstrom bridge and found this abandoned mine, decorating it much the same as his original. He even managed to bring the bones of his brothers and the princess, talking to them all the time.

The dragon will try to fulfill his agreement with Van Smythe and kill the Storm Knights. He will use the *draconis draw* spell, described below, to pull the Knights within striking distance of his claws. Once in melee with the dragon, the Storm Knights will notice that the dragon is very old and his scales are flaking. On a *find* or *Perception* roll of 15, the Storm Knight has found a weak spot in the dragon's armor. Hitting a weak spot requires a vital blow, but compare all damage directly to Tungsten's *Toughness*, ignoring his natural armor. A Knight must roll again to find a weak spot if he attacks the dragon from a different angle.

Tungsten the Draconis Metallica **DEXTERITY 9**

Dodge 11, maneuver 10, unarmed combat 11

STRENGTH 18 **TOUGHNESS 20/35** **PERCEPTION 15**

Alteration magic 16, divination magic 17, find 16, tracking 16, trick 17

MIND 12

Apportation magic 16, test 13, willpower 14

CHARISMA 8

Charm 11, persuasion 10, taunt (11)

SPIRIT 10

Intimidation 13, reality 12

Possibilities: four plus one per Storm Knight

Arcane Knowledges: earth 3, metal 7

Spells: brittle walls, bullet, *draconis draw*, fool's gold, open lock, precious metal plate

Natural Tools: armor, TOU+15/35; claws, damage value STR+7/25

Description: Tungsten is old and has lost much of his strength. Sections of his metal armor are battered, bruised, or missing entirely. He has never accepted the fact that his brothers and the Princess Driella have been dead for years and still talks to them as if they were alive. Aside from this minor mental deficiency, he is quite formidable.

Draconis Draw

Axiom Level: 7

Skill: *apportation/metal* 22

Backlash: 14

Difficulty: 10

Effect Value: 15

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 9 (1 minute)

Cast Time: 3 (4 seconds)

Manipulations: range

The *draconis draw* spell is used by metal dragons to pull their prey close enough for the dragon to strike. The Draconis Metallica locks onto a metal object that his opponent is holding or wearing, such as a sword or metal armor, and pulls it towards him. The effect value of the spell must equal or exceed the combined weight of the metal object and the person being dragged.

If the object in question is being held, then the victim may elect to let it go to avoid the dragon's grasp. The victim may alternatively attempt to

halt the item's progression toward the dragon by generating a *Strength* total greater than the spell's effect value.

The dragon does not have control over direction other than towards her. The metal object will travel in a straight path directly toward the dragon and stop at any distance he desires. He may change targets or lock onto multiple targets with the usual penalties.

To cast the *draconis draw* spell, the dragon simply turns up his palm, points at his target, and clenches his fist. This spell was created by and is used solely by Draconis Metallica. It is extremely rare that one can coax a dragon to teach them the spell. Any non-dragon lucky enough to succeed in this task must wear a metal gauntlet in order for the spell to function.

Flags

If *break* appears during the fight, treat it as a *setback* result if the dragon does not successfully attack. He will not leave his home and his loved ones. If a hero *setback* comes up and a Storm Knight has found a weak spot in the dragon's armor, the dragon twists around and the Knight loses sight of the missing scale. He would have to make another *find* roll to locate it again.

If the *Mistaken Identity* card has been played, the dragon thinks the Storm Knights are the same ones who attacked his lair before, or one of the Storm Knights is a descendant of one of those adventurers. Tungsten will fight until he or the Knights are destroyed.

If the *Romance* subplot has been played by a female Storm Knight, the dragon will think she is Princess Driella who he is in love with. His base attitude toward her is *loyal*, but he will not leave his cavern and will try to put her back in her cage to "protect" her.

Variables

If none of the subplots are active and Tungsten is reduced to three or less possibilities, or if he is heavily wounded, he will try to make a deal with the Storm Knights to leave him alone. He will attempt to get some cash for his troubles, but will reveal all that he knows in order to survive.





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The Fruits of Victory

The dragon tells the Knights about the "silly human in the blue suit who tried to trick us into thinking he was a dwarf." He will also show Van Smythe's ring to them. If Tungsten is slain, the Storm Knights can search the cavern and find the following:

- The gold coins which the dragon was sleeping on (they were created by the *fool's gold* spell (see the *Aysie* sourcebook page 89) and has a duration of one week. It can be disbelieved on a *Mind* or *willpower* total of 13 or better).

- Van Smythe's platinum ring, bearing the initials SVS, is on the skeletal hand of the princess. Anyone climbing up to search the cage will find it automatically.

- The dragon's real treasure is in a hole under a trap door, concealed by the remains of one of the brothers. A *find* or *Perception* total of 14 will reveal the trap door (*Toughness* 16) if someone searches there. It requires a *Strength* total of 14 to open.

Inside is a total of 4000 gold coins (trades), including the sack of 500 which bears the corporate insignia of Power Cyp-lied Inc.

SCENE FOUR: Fairies Wear Boots

The Situation

Standard. Now aware that they have been duped, the Storm Knights decide to return to London and deal with Van Smythe. When they emerge from the dragon's lair, they find that their car has been destroyed and they are ambushed by a group of unseen foes.

Unpleasant Surprise

Read aloud or paraphrase:

The sun blinds your eyes as you surface from the mineshaft. When your vision clears, you see your car, or

what's left of it, in pieces before you. Suddenly, a bolt of lightning appears in the sky and streaks toward you...

The Action

Just in case the lunatic dragon failed, Van Smythe decided to send a group of Ring operatives to the mine to make sure the Knights would be killed. Above all, his involvement in the crime wave must not be revealed or the Ring would surely cover their tracks by disposing of him.

The agents ambushing the Storm Knights are a gang of cyprium fairies, called The Sparks, who are also the group responsible for the sabotage of the power plants in London. They are wearing enchanted boots which render them invisible.

There is one cyprium waiting on each side of the mine entrance and four others hovering above the center. Due to their invisibility, The Sparks get one free attack before the drama deck is used. When the Storm Knights



emerge from the mine, the four cypriums flying above unleash a combined *lightning* spell at the biggest member of the party. Although they have three more rounds of the spell, they will abandon it after the first round so as not to hit their invisible companions attacking below.

Sparks Gangmember (6)

DEXTERITY 12

Dodge 15, flight 13, lock picking 13, maneuver 13, melee weapons 13, missile weapons 13, stealth 15

STRENGTH 7

TOUGHNESS 7

PERCEPTION 11

Alteration magic 13, find 12, trick 13

MIND 11

Apportation magic 14, artist (metalwork) 12, test 12, willpower 12

CHARISMA 7

Charm 8, persuasion 9, taunt 10

SPIRIT 8

Faith 9, intimidation 9, reality 9

Possibilities: 2

Arcane Knowledges: inanimate forces 5, metal 4

Spells: *bullet, lightning, open lock*

Natural Tools: wings, speed value 10

Equipment: metal armor, TOU+2/9; cyprium sword, enchanted, damage value STR+6/13; cyprium bow, enchanted, damage value STR+8/15, range 3-10/40/100; boots of invisibility, effect value 16, +5 against visual targeted attacks while invisible.

Note: The boots of invisibility have the *invisibility* spell permanently impressed in them (see "Permanent Magic," the *Aysle* Sourcebook page 79). While the cyprium must spend a round to activate the boots, he does not need to generate a magic total. The spell will always generate an effect value of 16.

Flags

If a villain *setback* comes up on the drama deck, all the cypriums' *invisibility* spells malfunction. If a single fairy is *setback*, then only he becomes visible. Since the spell is permanently impressed into their boots, a cyprium can spend one round to make himself invisible again.

Being invisible can hinder, as well

as help, the cypriums. While the Storm Knights cannot see the fairies, the cypriums cannot see each other either. If a cyprium uses a ranged attack, such as a *lightning* spell, roll a die. On a result of 1 through 4, a fellow gangmember is in the line of fire. Compare the attack against the *dodge* of the unlucky ally. If the attack misses, resolve combat normally with the original target.

SCENE FIVE:

Big Boss, Little Package

The Situation

Dramatic. The Storm Knights return to the Power Cyp-lyed powerplant to confront Van Smythe. Arriving at his office, the Knights interrupt a meeting between an agent of House Vareth, Van Smythe, and the kingpin behind the crime syndicate known as The Ring. The heroes are offered a bribe to keep quiet about the goings on at the plant and must decide to accept payment or attempt to thwart the criminal operation. Read aloud or paraphrase:

You burst into President Van Smythe's office. The president and a crude-looking dwarf are seated in front of the desk. The chair behind the desk is flanked by two Viking guards who immediately point their Uzi's at you. Petite rings of smoke rise from the chair, as you see the diminutive form of a fairy seated there, smoking a cigar. He is dressed in a purple suit and sports a yellow and green striped bowtie. He gazes at you with eyes that dictate authority and speaks, "I say! Good of you chaps to drop in. Won't you join us for a spot of tea so that we might discuss the matter at hand? I have a most generous offer that would surely be beneficial to all parties involved."

The Fairy Godfather

The Fairy Godfather, or the Godfairy as he is often called, is the head of a crime syndicate that he named The Ring. When Aysle's axi-

oms washed over earth and the fairies were revived, the ancient struggle between the different types of fairies was also renewed.

One Infernas, Chester E. Tettleton, observed that the fairies would be much stronger as a race if they combined their diversified skills into one group. He spent some time recruiting fairies with similar views from the various different factions and formed The Ring, a criminal organization devoted to seeing that fairies become the greatest political power in Aysle Realm.

Delighted to see a business run entirely by fairies, the Godfairy decided to make Power Cyp-lyed Inc. a successful monopoly and bring a small profit for The Ring at the same time. It was an easy task to con Van Smythe into joining the syndicate and use him as a puppet in the corporate world. The phony sabotage attempt on their own power plant was a good plan, but the stormers that Van Smythe has hired are tougher than they were supposed to be.

Gharr

The dwarf is Gharr of House Vareth. He has been supplying The Ring with dwarven bombs and is here to discuss the next shipment of weapons. He is gruff and nervous, but will follow the lead of the Godfairy.

Gharr of House Vareth

DEXTERITY 10

Acrobatics 12, maneuver 11, melee weapons 13, stealth 14, unarmed combat 11

STRENGTH 12

TOUGHNESS 10

PERCEPTION 9

Divination magic 10, find 10, tracking 11, trick 12

MIND 9

Test 10

CHARISMA 7

Persuasion 11, taunt 8

SPIRIT 7

Intimidation 9, reality 8

Possibilities: 4

Arcane Knowledges: earth 1

Equipment: battle-axe, damage value STR+5/17; ring mail, armor value TOU+3/13; Walther P.88, damage value 15, ammo 15, range 3-10/



25/40; note from the Bank of London for 1250 trades (made out to his account).

The Action

The Godfairy will attempt to persuade the Storm Knights that it would be in everyone's best interest if they were to remain silent about the operation at the plant. He offers them 100,000 lemay to leave London quietly. If the Storm Knights take the bribe, cut to "The Aftermath."

If, at any time in the discussion, a Knight tries to get too close to the Godfairy or takes any hostile action, the Viking guards will open fire with their Uzi's and step in front of the Godfairy to shield him from harm. The Godfairy will take this opportunity to fly into a small air vent in the wall behind his chair. Generate a total using the Godfairy's *stealth* skill. This becomes the difficulty number to spot the fleeing crime boss. Gharr will engage the Knights with his axe (or his Walther if he has room), while Van Smythe battles with spells. The Vikings will move up to melee after the Godfairy is safely in the vent.

The Godfairy will stay for a round or two, to use his *fatigue* ability and to cancel a few possibilities, but will fly up the airshaft to the roof at the first sign of serious trouble. He doesn't consider this operation important enough to get captured. It takes three rounds for the Godfairy to reach the roof and one more for him to fly far enough away from the plant to be safely out of the scene. Any Storm Knight wishing to chase him will take one round to exit the building and another round to scale the wall to the roof (*climbing* difficulty of 13). The Godfairy will engage any Knights waiting on the roof, but will again attempt to fly away if the battle turns against him.

The Godfairy

DEXTERITY 13

Dodge 17, flight 14, lock picking 14, maneuver 15, melee weapons 14, missile weapons 14, prestidigitation 14, stealth 19

STRENGTH 5

TOUGHNESS 8

PERCEPTION 13

Language 14, trick 16

MIND 14

Conjuration magic 17, scholar (politics) 16, test 16, willpower 16

CHARISMA 12

Charm 13, persuasion 16, taunt 14

SPIRIT 8

Corruption 15, faith (Endrak) 10, focus 10, intimidation 11, reality 12

Possibilities: 18

Arcane Knowledges: fire 10

Spells: *conjured fireball*

Miracles: harm

Natural Tools: wings, speed value 10

Equipment: suit, enchanted, TOU+9/17; infernas cane enchanted, damage value STR+9/14

Description: The Godfairy is about 30 centimeters tall and wears a purple business suit and a yellow and green striped bowtie. Because of the 7 adds in *corruption*, he has become a horrific sight, with black fangs and brown fur (only visible to those with *true sight*). He has successfully deferred his corruption to the land and, at the time of the adventure, looks like a handsome English aristocrat. Anyone able to detect corruption will think he has 2 adds.

Note: All of the Godfairy's skills listed already include his *corruption* bonuses. He may cause one opponent to become *fatigued* once per act. He currently has three *conjured fireball* spells impressed. As an accomplished crime boss, he will hesitate before using these spells if they affect his bodyguards (bad employee relations), but will do so if he sees it as a last resort.

Viking Guards (4)

DEXTERITY 10

Dodge 11, fire combat 12, maneuver 11, melee weapons 14, swimming 12, unarmed combat 13

STRENGTH 14

TOUGHNESS 11

PERCEPTION 6

Scholar (navigation) 7, trick 7, land vehicles 9

MIND 7

Apportation magic 8

CHARISMA 7

SPIRIT 8

Intimidation 11

Possibilities: 3

Arcane Knowledges: water 1

Equipment: broadsword, damage value STR+6/20; uzi, damage value

17, range 3-15/40/100; ring mail, armor value TOU+3/14

Flags

If a villain *setback* occurs during the fight, the first villain to be successfully attacked in that round is thrown back into the bookcase. This jars the secret door loose exposing the passage beyond. If a hero *setback* comes up, another Viking guard shows up and enters the battle. This will only occur once in the scene.

Variables

If the Storm Knights confront the cyprium workers at the power plant, either before or after the meeting in Van Smythe's office, they will think the Knights are crazy and will not resist if threatened. They are not connected to The Ring and know nothing about Van Smythe's corruption.

If the Knights win the battle in Van Smythe's office, they may search for the Godfairy, assuming he got away undetected. On an *evidence analysis* or *Perception* total of 10, the Knights find the air vent and can deduce he escaped through it. The ventilation shaft leads to the roof, but the Godfairy is long gone by the time the Knights get there.

In Van Smythe's office is a secret door behind a bookcase which requires a *find* or *Perception* total of 12 to notice.

The secret passage leads to a room where Van Smythe is hiding the steam powered generator stolen from Charg O'Lightning. He has been trying to figure out how it works and planned on using it as a backup should the cypriums go out on strike or if some other emergency occurs. The room also contains the accounting records of the plant, detailing payments to Van Smythe, The Ring, and Chief Inspector Grant. The Knights may bring this to the local police as evidence against Grant and Van Smythe, if he's still alive.

The Aftermath

•Taking the bribe automatically results in the Storm Knights receiving one point of the *corruption* skill, or



reduction of one from their *honor* skill. The Godfairy will leak word of their crime to Ardinay's forces through undercover Ring agents — he doesn't believe they will be loyal to him. The Knights will be marked by the Lady of Light as traitors and will be arrested if identified.

If the Storm Knights take the bribe, but argue about the price, resolve the encounter following the rules for haggling (*Torg* Rulebook page 72). If the Godfairy is forced to pay any amount over the original 100,000 lemayas offered, he will have a group of Infernas attack the Knights at a later date to get it back. This happens either before or during the Knights next adventure.

Infernas Ring Agents (2 per Storm Knight)

DEXTERITY 12

Dodge 15, flight 13, lock picking 14, maneuver 14, missile weapons 13, prestidigitation 14, stealth 16

STRENGTH 5

TOUGHNESS 7

PERCEPTION 11

Evidence analysis 13, language 12, trick 13

MIND 12

Conjuration magic 15, test 14, will-power 13

CHARISMA 8

Charm 9, persuasion 10, taunt 9

SPIRIT 6

Faith 8, intimidation 8, reality 9

Possibilities: 2 each

Arcane Knowledges: fire 9

Spells: *conjured fireball*

Equipment: fire armor, TOU+2/8; infernas sword, damage value STR+6/11; infernas bow, damage value STR+8/13, range 3-10/40/100

•If Gharr of House Vareth is arrested or killed, the Knights will be actively hunted by House Vareth and will be killed if found. The Ring will similarly be displeased if the operation is shut down and the Godfairy will certainly have Ring agents getting in the Storm Knights way in the future. Should the Godfairy himself be



terminated, the Knights should be prepared for an endless assault of Ring assassins coming after them in future adventures.

•If the Godfairy escapes but the operation is shut down, he will probably not take any direct action against the Storm Knights — revenge is an expensive luxury, and the godfairy is too smart to waste good time and money after failing in an expensive operation.

Play ending scenarios by ear. Depending on how the Storm Knights finish the adventure, things could go well — or badly — for the heroes.

The Awards

If the Storm Knights accept the bribe or are unable to figure out who is behind the crime wave, they receive no possibilities for the adventure. If the Knights win the battle in the president's office, but fail to find the secret room containing the accounting

ledgers and the stolen generator, award ten possibilities. If the Storm Knights also expose Van Smythe and Chief Inspector Grant by finding the secret room, they receive fourteen possibilities. If the Godfairy is captured or killed, consider this act as if a *Glory* card had been played and increase the adventure award by three more possibilities.

Ingenious or especially inventive solutions should also be rewarded — for example, if the Knights can figure out a way to stop the operation and defeat Van Smythe, but can also keep the Ring and the Godfairy off their back, they should get extra possibilities.

Likewise, attracting undue attention of a powerful villain or group is not smart and, if the Knights do so out of a sense of bravado or invulnerability, they should be penalized. Neither extra rewards or penalties should exceed three possibilities.



The Major Beat

The Storm Knights are summoned by Philip Martel to help him find the Healer of the HolyVid. They follow a "Healing Call" pronounced on a flyer made available to the Knights and transport Martel to Eastern Paris, where a man fitting the description of the HolyVid Healer is curing the masses of Les Bocage. Within Les Bocage, the Knights tangle with a gang of Carrion Dogs, who hang around, hoping to "zipyank" the "tourists."

They finally find the Healer, who is performing healing miracles amongst the denizens of Les Bocage. The Healer agrees to cure Martel of the debilitating disease, as long as he agrees to sponsor a Healing Camp that the Healer wishes to establish for the poor of Paris Liberte.

Martel agrees to negotiate with the man, and is apparently cured of his affliction.

Before the Healing camp can be set up, however, the Knights find Martel murdered in his apartment when they go to pick up their fee for their services. They must investigate the eleventh "Hellfire" murder on request of the Resistance.

The investigation ultimately brings the Storm Knights to a Cyberlegger hideout, also serving as a secret headquarters for the Hand of God. It is here that the mysterious murders are solved, and the Knights confront the false Healer and his HOG terrorists.



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SCENE ONE: Cry for Life

The Situation

Standard. This scene begins with the Storm Knights having received a call from Philip Martel, a well known liberal member of the Paris Commune. The Knights have already traveled to the Right Bank of the city of Paris. Once reaching the area known as Les Tuileries, read the following to the players:

Another call has reached your ears from those seeking help against the

forces that invaded this world called Earth. This time you journey to Paris, a city void of the direct influence of Pope Jean Malraux I and the minions of CyberFrance, but still a city under seige. The Paris Liberte Militia posted around the city are wary of strangers, but you have been sent passes by Phillip Martel, a prominent member of the Paris Commune.

Philip Martel, the agents of the Resistance named him. He once was a well known symbol in the eye of the people in Free France, but has since "gone underground." The message he sent to you must be one of great urgency.

Wading through the mass of Paris citizens and other realm runners, you make your way to a run-down section of the Free City of France. Witnessing a few acts of violence on the way, you realize that this "Free City" is a troubled one.

At the door to a ragged building, a PLM guard checks your passes, then allows you to ascend a flight of stairs to the apartment number noted on the communiquay.

A knock and a few seconds wait, then the wood-worn door creaks open to reveal a wheelchair bound man, whose physical appearance suggests intense suffering. The disease-ravished victim raises his head with what strength he can summon. Meeting your eyes with a sullen resolve, he utters one phrase:

"I need your help."

The Action

Philip Martel has summoned the Storm Knights to find the Healer that appears on the HolyVid, hoping that this man can cure him of his affliction so that he can continue his battle against the Cyberpope and his forces.



He has the HolyVid and an outdated flyer that can provide clues as to where to start for the Knights. Martel offers the Knights 4000 Francs each for the service of transporting him safely to the Healer, if in fact such a person exists.

Philip Martel

Once a young liberal artist, Philip Martel wished to change the world with his pigments and canvas. With the coming of the Possibility Raiders, he was faced with a challenge, that not even his imagination was ready for. Sure, during the Collapse the aspiring painter was able to experience the times of the masters he so loved, but who would have thought that men such as he would be hunted by an Inquisition striving to vanquish the imagery that they believed was heretical to their God!

At the time of The Surge, Martel fled to the area people were calling Paris Liberte. Here his political cartoons, which were circulated by the French Underground, spread an air of hope to the refugees who wished to be free of the Cyberpope's clutches. The cartoons caught the attention of a group of socialists, communists, and minorities who were calling themselves the Commune.

The virile young man proved to be an important symbol of the Commune, for he was able to inspire the citizens of Paris Liberte to stand above the poverty and disease the common man was falling prey to.

But recently this symbol begin to deteriorate. The apocalyptic disease brought on by a mere hug from a sick child he gave hope to was enough to slowly extinguish the fire that burned in the freedom fighter's heart. The disease ate away at the man, making him what he is today: an invalid, confined to his wheelchair, with only the hope of a HolyVid Healer to keep him alive to carry on his struggle against the Cyberpapacy.

The Evidence

The only leads Martel has regarding the Healer is the HolyVid and an outdated news flyer. Attention of the

HolyVid was brought to Martel by an agent of the Resistance. If someone jacks into the HolyVid by means of the TempTodes, the character experiences the same image as described in the "Introduction" above.

The HolyVid

While experiencing the Vid, a native of the Cyberpapacy can analyze the images with the *evidence analysis* skill against a difficulty number of 10. On a *minimal* or *average* success, the Knight notices that there is no mention of the Cyberpapacy whatsoever. No Cyberpope, no crosses of circuitry, no cyberware, etc. A *superior* success also reveals that there are no subliminals, nor any "addictive" effects as is usual with other HolyVid transmissions.

One who is not familiar with CyberFrance technology can also make the discovery, but at an *evidence analysis* difficulty of 14.

Martel shares his theory with the Knights, that the Vid may be the product of another anti-Cyberpapal underground, possibly led by a Godnet Raider or Cyberdecker. It is evident that it is geared towards the disease-afflicted citizens of CyberFrance, and that it offers him the only avenue of hope he can take.

The Healing Call

The "Healing Call" flyers have been distributed along with underground newsletters for weeks now. They contain the dates and locations for public meetings where the sick can be cured by "The Healing Hand" of a man whose image graces the page. The image is the same as that on the HolyVid. It is that of a man with chiseled, divine features and a warm, compassionate smile. The Healer's blonde hair and trimmed beard bear an angelic resemblance, yet his humanity and his strength are obvious. The flyer contains directions to last week's Call held in La Gere.

A recent flyer can be obtained from the streets of Paris Liberte if one generates a *streetwise* total of 10, or if Martel uses his "sources" (street urchins and the like). This week's flyers advertise

the Healing Call which will take place at a park in the vicinity of Menilmontant on Sunday morning.

Cut To...

The Knights should have arrived in Les Tuileries on the Friday or Saturday of that week. If it is evident that the Knights prepare to attend the Sunday Healing Call in Menilmontant (Martel certainly intends to), cut to "Scene Two: Within a Hand's Grasp."

SCENE TWO: Within a Hand's Grasp

Standard. This scene familiarizes the Storm Knights with the arrondissement where the "Healing Call" takes place on Sunday of that week. The park in Menilmontant where the Call is being held has been turned into a shanty town — Les Bocage. Describe the scene to the players:

The invitation of the "Healing Call" on this week's flyer has brought you to one of the many shanty towns, or Les Bocage, that are scattered about the City of Paris. This park has been transformed into a small town of shelters made of cardboard boxes and discarded debris. Men, woman, and children comprise the many refugees who flood the "streets," designated by the cleared pathways.

Feral children run wildly through the ponds and puddles where the citizens of this town draw their drinking water. An old woman dressed in layers of tattered rags eats from a garbage heap, then gets pushed aside as a stronger youth claims her night's "supper." Amongst the shadows of despair are a few remnants of the clergy who provide the denizens of the "town" with little more than hope to live in a world gone awry.

The Action

As the Knights and Martel wade through the crowded Les Bocage to the park where the Healing Call is to





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be held, they become prey to a gang of *Carriion Dogs*. The gang's intentions are to zipyank any worthy possessions, especially cyberware, that the "snappily dressed tourists" may be carrying. The Knights are on their own, as none of the onlookers dare to interfere with the ruthless local group's goal.

Once they contend with the *Carriion Dogs*, the Knights will reach the park unmolested. The park will be packed with the hoards of sick and diseased that wish to be healed by the figure advertised on the flyers. Members of the PLM can occasionally be seen trying to keep the Healer's flock under control, as they push and trample their way to salvation. The Knights manage to bypass all the ruckus to witness the partial cure of Philip Martel's disease.

Chien en Guerre

While the Knights forge through the shanty town towards the park, have them make a *Perception* or *evidence analysis* check at a difficulty of 14. If successful, the Knights will notice the crowds parting behind them. A rag-tag group of teenagers, wearing filthy rags and exhibiting dirt-covered sores are being avoided by the citizens. They clear their path by roughly pushing stragglers aside.

The scum are members of the *Carriion Dogs*, one of the many gangs which plague the streets of Paris. They have noticed the Knights making their way through the shanty town, and decided to zipyank the "tourists" for any cyberware or valuables they may have. The Dogs catch up with the Knights before they reach the Healer.

Carriion Dogs (5)

DEXTERITY 11

Melee weapons 13, stealth 14, unarmed combat 14

STRENGTH 9

TOUGHNESS 9

PERCEPTION 8

Find 10, evidence analysis 10, trick 11

MIND 8

Streetwise 11, test 10

CHARISMA 8

Taunt 9

SPIRIT 11

Intimidation 13

Possibilities: none

Equipment: Fangs, damage value STR+2/11, Slicers, damage value STR +2/11, NeuraCal. Cyber Rating: 7

Description: The *Carriion Dogs* wear filthy rags, and are covered by dirt and sores. They proudly bare their cyberware, especially their Fangs, to ward off those that get in the gang's way.



Kaynyne, Carrion Dog Warchief**DEXTERITY 11 (14)**

Fire Combat 12 (15), lockpicking 12 (15), melee weapons 12 (15), stealth 14 (17), unarmed combat 12 (15)

STRENGTH 9 (12)**TOUGHNESS 9****PERCEPTION 11**

Trick 13, evidence analysis 12, first aid 12

MIND 9

Streetwise 11

CHARISMA 9

Taunt 12, persuade 11

SPIRIT 11

Reality 13, Intimidation 14

Possibilities: 3

Equipment: Fangs, damage value STR +2/14, Slashers, damage value STR +4/16, MB Adrenal Booster, +3 to STR and DEX, NeuraCal. Cyber Rating: 9

Description: Kaynyne is a shabby, unkempt youth, who leads this group of Carrion Dogs through the shanty town. He has many battle scars from previous run-ins with the Sun Kings, but his Adrenal Booster has proved him the victor many a time. His grey dog pelt draped over his back separates him from the rest of his street soldiers.

All of the Carrion Dogs are carrying the rabies virus within their fangs. If any of the Dogs successfully bite a Knight, an injection of the virus enters the blood system. The virus begins attacking the central nervous system of the Knight in three to seven weeks of game time. After that time, the character infected acquires a wound. Two days later another wound is taken if the virus is not treated. Every day thereafter, the Knight receives another wound, until dead. These wounds have a 12 difficulty to cure in terms of the medicine skill and miracles which cure disease.

Gamemaster note: Those infected by the rabies virus may have to consult the Healer for their own purposes. Handle this as appropriate for your campaign.

Fighting the Carrion Dogs

If the Carrion Dog Warchief falls in battle, and the gang is outnumbered, they will attempt to flee. On a find or

Perception roll of 8, the Knights notice a blade from a Slasher that was broken off during the battle lying on the ground amidst the rubbish. An *evidence analysis* roll of 11 will reveal a small manufacturing stamp and serial number impressed near the base of the blade. "Dame Malin" is the name emblazoned on the blade.

A Healing Hand

After contending with the Carrion Dogs they reach the location of the "Healing Call" unmolested. Describe the scene as follows:

Bustling through the crowds of people, you finally reach your destination. Upon a crudely constructed platform of plank and pipe, a figure matching the image on the HolyVid and flyers is preaching. Words of hope and faith against the Cyberpapacy are broadcast from the crackling Core Earth speakers hanging from the trees of the park. Men in white gowns stand between the man and the hoard of people, while other assistants draw a few of the spectators and escort them onto the platform.

Once onstage, the people donate what must be their last Francs to a offertory basin before being brought to the angelic figure. A woman who shows broken sores on her exposed skin and a pocked and pitted complexion is brought before the Healer. He smiles with warm-hearted compassion before laying an open hand upon the woman's forehead.

"Overcome the sin that has inherited this earth, my sister, and let thee be healed!" The man proclaims in a tone of power. In seconds, the open wounds which have plagued the woman begin to close miraculously before the eyes of those close enough to witness to the feat.

The woman cries tears of joy as her affliction disappears. The Healer embraces her, then calls to one of the gowned men to escort her off the platform so that another can become a recipient of his gift.

After witnessing the miracle, the Knights should be confident that this is the man they seek. Martel is the next to be healed, after waiting in the line of

the afflicted. The Knights may escort him onstage along with the gowned men. Once the Healer lays eyes on Martel, he welcomes him with familiarity, as if he recognizes the Commune official.

The Healer

Saveur Michael, as the Healer is called by the gowned men, introduces himself cordially to Martel and wishes to see him privately; away from the rest of the crowd; once the Call is over. Michael discloses that he recognizes him as the political artist Martel once was.

After a few hours, the Knights and Martel are invited by Michael to come to his tent set up in the park to have his affliction taken care of. Inside the tent, the Healer explains that he will heal Martel if he agrees to help him with a project: Michael wishes to set up healing camps surrounding the borders of Paris Liberte, as his Calls cannot provide enough help to the extraordinary number of people plagued by the disease. Acknowledging the Healer's sincerity and the obvious need, Martel agrees, and is then "healed" by Michael.

After they witnessing this miracle, the Knights are dismissed by Martel. He has decided to stay and work out plans with Michael, his new ally against the Cyberpapacy. He tells them that they can pick up their payment for their services at his apartment tomorrow morning. If the Knights have a problem with this, Martel tells them that he brought no money with him, as he knew they would be walking through dangerous areas.

The Catch

The Knights can also have their rabies "healed" by Michael if they have been infected by the Carrion Dogs. This, however, reveals to the Healer that they are Storm Knights also working against the Cyberpapacy, and may mark them as later targets for a "Hellfire" attack.

Unknown to Martel or the Knights, Michael will only use his *Stay Disease* miracle on them, as the *Cure Disease* is more difficult. It also assures Michael



that Martel will return when he needs them. The Healer wants to make sure his needs are met.

Later

The Knights may spend the rest of the evening doing whatever they want. The gamemaster may utilize *The Cyberpapacy* sourcebook to set up encounters within Les Bocages or Paris Liberte. If the Knights are suspicious of Saveur Michael (and they really shouldn't be) or Martel, they can attempt to find out more about each.

Wherever they may wander have the Knights can obtain a copy of "The Marquis," an underground newsletter distributed amongst Paris Liberte. The newspaper has the headline, "HELLFIRE MURDER-TOLL TO TEN." The article explains that strange serial murders have been plaguing the city in the recent week. No suspects are named nor are any of the victims. The horrid way the victims have been

found is described (see the Introduction). The newspaper sets up the Knights for the upcoming scene.

Gamemaster note: There are several other items in the news, including political cartoons by Martel and others, and there is even news from outside France. The gamemaster should "bury" the "Hellfire" store amongst other, less important stories. While the Knights should recognize that it is the most important feature in the newspaper, this should not be blatantly obvious. For "extra" stories, consult real life newspapers or the *Infiniverse* "Rumors and Dispatches" section.

Genesis of a Saveur

With the coming of the Surge, any common street punk could make a few Francs stripping a passerby of his precious cyberware. Selling it was no problem, with all the back street technicians trying to duplicate the "goodies" of the Church. One street punk

who ranked among the best, at least in Dr. Josette Malin's eyes, was Claude Gehenoise. With their cunning and brawn, Gehenoise and his band of street thugs were able to provide Malin with enough cyberware to open up her own black market business just outside Paris Liberte. Zipyanking common folk was becoming boring for his band, so they left the female cyberlegger to join a larger faction of scum.

Hand of God groups have become popular amongst the rebel rousers of Paris. Unlike the street gangs, the neo-fascist groups are being supplied by the Cyberpapacy itself. The hi-tech weapons, armor, and cyberware were just what Claude and his followers needed to rid their homeland of the undesirable foreigners who flooded their streets with disease, poverty, and crime. The uniformed thugs were given respect in the eye of the public, in part due to the fear that they spread everywhere they marched. And once



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again, Gehenoise reached the top of the ladder, gaining praise from Grand Inquisitor Bernard-Jenet for his ability to assure the public that the way of the Cyberpope was the *only* way. In appreciation, Gehenoise was made leader of his own HOG group, who were to operate on the outskirts of Paris Liberte. If anyone was able to regain the city, Gehenoise would be the one to do it.

Claude had a plan of his own. He called upon his old boss, now known within the black market as "Dame Malin," to produce a piece of cyberware which would allow him to spread the Wrath of God amongst those unwilling to join the Church of Jean Malraux I. Malin was working out of an abandoned hospital outside Paris Liberte. As Malin designed the cyberware Gehenoise suggested, the HOG leader renovated the hospital into a headquarters for his organization.

After weeks of research Malin invented a cybernetic hand which was able to emit a blast of heat which "would surpass even the fires of Hell." Touching a man with the hand would melt his flesh, punishing him for not accepting the God of the Cyberpapacy. This would be the symbol for Gehenoise's cause. And so, he was fitted with the "Incend-E I," as named by its creator.

Now it was time for Gehenoise to spread the wrath of the Hand of God organization. The seduction of the Cyberpapacy was strengthening his faith in the false religion. He requested to be fitted with more of "the Body of the Lord Incarnate." His faith became so strong that he acquired the power to heal those of the faith who were being ravished by disease. The Hand and his faith was all Claude Gehenoise needed to put his plan to work.

Claude's goal was to spread the power of the Cyberpapacy throughout the world. But to do this, he needed funds, and what the Cyberpope was supplying him was enough. He decided to work under another guise; a guise that would be less frightening to the public and one which would lure the desperate citizens of Paris straight into his grasp. The weak and the diseased; those hoping for a savior to free

Claude Gehenoise (Saveur Michael)

DEXTERITY 9

Unarmed combat 13, dodge 10, energy weapons 10, fire combat 10, melee weapons 10

STRENGTH 9

TOUGHNESS 9 (14)

PERCEPTION 9

Find 11, trick 15

MIND 9

Test 14, willpower 10, medicine 11

CHARISMA 10

Persuasion 11, taunt 11, charm 13

SPIRIT 9

Focus 14, faith (One True God) 13, intimidation 12, reality 15

Possibilities: 14

Miracles of Faith: Alter Disease, Cure Disease, Fanaticism, Stay Disease, Ward Enemy

Equipment: HallöMesh (+5 armor value 14), God Meeter (damage value 20), both of which are not worn or carried while posing as Saveur Michael.

Cyberware: NeuraCal, Incend-E I (damage value 25), EpiphaNuer, CyberHam Receiver, TSE Taster, The Clamp, Throat Mike, all concealed with NeuraSkin. Cyber Value: 16

Description: Gehenoise is currently wearing the guise of the compassionate Saveur Michael. His blonde hair is shoulder length, atypical to the "crew cuts" worn by HOG members. A

trimmed beard and moustache frames the false prophets's chiseled features, leaving his blue, piercing eyes to lure those seeking his "gift." He dresses in a white robe with golden trim, unless at St. Antoine, where he wears the traditional black uniform of the HOGs. All his cyberware is concealed with NeuraSkin. All but the Incend-E I can be detected by EM Eyes and the like, as the data on the weapon has not been available on the market.

Incend-E I Cyberhand

The cyberhand is an integral weapon based in part on the market available "Shocker." It replaces the entire hand and is usually covered by a NueraSkin glove when not in use, as the synthetic skin melts once the weapon is activated. The Incend-E I delivers a blast of intense heat to anyone touched by it (damage value 25), being activated by NeuraCal. Five blasts may be utilized before the power cell needs recharging.

Surgery Difficulty: 15

Effect: Heavy wound

Cyber Rating: +3

Cost: Available on Black Market only for 40,000

Damage Value: 25

them from their pain.

Claude reached the masses in the same way many of the televangelists of Core Earth reached the public. He changed his appearance to that of a compassionate healer and held public gatherings, healing the sick and the infirm — all for only a few Francs.

Once he gained the trust of the people, he would lead them to partake in the way of the Cyberpapacy. Those who refused to follow the path would be incinerated by the Hand of God —

and he could blame their own lack of faith for their deaths.

And thus, Saveur Michael was born.

Typical HOG's (10; disguised as Guards)

DEXTERITY 9

Dodge 10, energy weapons 10, fire combat 10, melee weapons 10, unarmed combat 11

STRENGTH 9

TOUGHNESS 9 (14)

PERCEPTION 9

Find 11



MIND 9

Test 12, willpower 10

CHARISMA 8

Persuasion 9, taunt 10

SPIRIT 9 Faith 10, intimidation 12**Possibilities:** none

Equipment: HalloMesh (+5/14 armor value, God Meeter (damage value 20) hidden under robes. Cyberware: Apotheduct, Jaz, EpiphaNeur, CyberHam Receiver, Throat Mike, Homer, ShocKnucks (+3 shock damage) Cyber Value: 10

Cut To...

Once the Knights are finished with their business of the day, they can obtain lodging in Paris Liberte for the night. In the morning they can pick up their pay from Martel. Go to "Scene Three: False Prophet."



D. Shuler

SCENE THREE: False Prophet

The Situation

Dramatic. Philip Martel and Saveur Michael began their negotiations on setting up "Healing Camps" within Paris Liberte soon after Martel was miraculously "healed" by Michael. Having Martel separated from the Storm Knights, Michael provided Martel with an option. The Commune official could join the forces of Jean Malraux, providing the Cyberpapacy with information in exchange for being completely healed of the disease he is still carrying. Otherwise, he will experience the wrath of the Hand of God.

Martel refused and, using his newly returned strength, managed to escape from Michael and his HOGs. He returned to his well-guarded apartment.

But Michael, or Gehenoise as he is truly called, arrived there first. He had found out about Martel's apartment long before and had just been waiting for the right moment to use the information. Gehenoise killed Martel with the Incend-E I there and, knowing Martel's Storm Knights would be picking up a payment in the morning, he devised a trap to rid himself of any

further interference.

Once the Storm Knights reach Martel's apartment, read the following aloud:

Once again you ascend the darkened staircase that leads to Martel's apartment. Though your mission was successful, and Martel is healed, you wonder what he and his new ally, Saveur Michael, have planned next.

Opening the door to Martel's apartment, you see it is still dark. Entering, you are surprised to see, silhouetted in the window, a man, presumably Martel, sitting in a wheelchair facing the apartment's only window.

If the Storm Knights investigate, continue with the following paragraph:

You approach the chair with caution, only to view a sight which would sicken even the strongest stomach. It is Martel. Not the Martel ravished by disease, nor a fully healed Martel, but a skeletal horror that sits in his place. Only his clothes, the same as he wore yesterday, prove that the mass of charred, dripping flesh is the same man. His boney jaw hangs agape and his eyes bulge wide — whether in a scream for help or a shriek of agony is immaterial. Now all that remains is a

silent scream.

Suddenly the air of silence is broken, and the windows of the apartment shatter in a cacophony of broken glass. Men garbed in black uniforms swing in from the open windows on grappling ropes. The silver crosses embroidered on their shoulders are enough to disclose that they are members of the Hand of God!

The Action

The Storm Knights must overcome the ambush of the Hand of God agents. Once the HOGs are defeated, the Knights find clues which enable them to track down the culprit who is responsible for the murder of Martel and the other "Hellfire" victims. The clues lead them to a wing of Hopital St. Antoine, which is serving as a cyberlegger hideout and the HOG's headquarters.

At the hospital, the Knights will have their final confrontation with Gehenoise and his forces. Defeating the false healer will put an end to the "Hellfire" murders, as well as the future plans of the HOG movement.

All in a Day's Work

Having overheard that the Knights would be picking up their payment from Martel the next morning, Gehenoise devised a plan which would eliminate the Stormers from his future plans. After Martel experienced the wrath of Gehenoise' cyberhand, the body would be transported back to his apartment by a troop of HOGs. The Knights would discover the corpse the next morning and fall into an ambush of the awaiting agents.

There are 12 HOGs with the same statistics as those from scene two, only these HOGs are not disguised as guards. They have been ordered to destroy the Knights using any means possible. Stealth and silence is not a priority. Gehenoise wants all to know that the HOGs are capable of disposing of any threat.

Four HOGs enter the room through the window each round (making *acrobatics* rolls of 8 or higher) and fight to the death, knowing that if they return unsuccessful, the Incend-EI is waiting for them.

If the HOGs are defeated, the Knights can comb the area for clues leading to who is behind all this. The grappling ropes outside the window lead to the roof where two Peugeot 105 Hover Cars are docked. A *find* total of 12 will reveal that a piece of paper is hanging out of the trunk compartment of one of the hovers. Opening the compartment, the Knights find a bound stack of freshly printed "Healing Call" flyers for next week.

Yet another clue can be found if the bodies of the fallen HOGs are searched. One of the agents has a business card in his wallet, which can be found on a *find* roll of 8. The card has the name and address "Dame Malin — Expert in Cyber Modifications and Technology / St. Antoine Hospital" embossed in metallic script. A hologram on the card depicts a statue of the Cyberpope standing outside a large building.

The clues should lead the Knights to believe that whoever is responsible may be located at the St. Antoine hospital. The Hover Cars are in working order and may be driven by any Cyberpapal or Nippon Tech character with *land vehicles* skill. The *air vehicle*

skill is required by other characters to understand the workings of the unfamiliar craft.

Peugeot 105 Hover Car (2): Tech 24; KMH\MPH 160\100, value 11; Passengers 6, Toughness 18.

One Hand Serves Another

Hopital St. Antoine is located on the outskirts of Paris Liberte in a Cyberpapal dominant zone. The east wing of the hospital serves as the headquarters for Gehenoise and his HOGs. The hospital has been abandoned since the Collapse, making it a prime candidate for the renovation into an underground Godware facility.

From the outside, the cement block building looks unkept and lifeless, except for the grass and brush which surround the complex. A paved driveway leads from the street to the main entrance. The windows have been boarded, keeping all activity within shadowed from spying eyes. A *Perception* total of 6 allows one to notice an occasional black uniformed guard circling the premises. The Knights may storm the facility by day, but stalking it by night may prove more successful as the complex has no outside lighting.

1. Main Entrance The front door is guarded by 5 HOGs. Two hold their position at the entrance while three pace around the complex in 10 minute intervals. Weapon fire will bring them to the scene in a round. The door is reinforced glass (*Toughness* 20) which is opened from the inside once the Cartagras on duty is summoned via the guard's Throat Mike.

2. Rear Entrance The back door is also guarded by 2 HOGs. The door however, is weaker (*Toughness* 15) and is opened by card key, which each guard has.

3. Cyberpope Statue A over-sized metal statue of Jean Malraux stands upon a base in the grass outside the complex. Its head houses a surveillance camera which is focused on the front entrance.

The lawn around the perimeter of the complex is lined with weight sensors. Anything over 2 pounds sends a

signal to the statue, causing it to focus itself on that point. The picture is then sent to the Monitoring Room where guards are dispatched.

The security system has a *Perception* of 15 used against players' *stealth* attempts. The paved driveway is not lined with the weight sensors.

4. Elevators

5. Operating Room During the day, Dame Malin is usually occupying this room, installing cyberware on HOG agents who need refinement. An operating table located under a domed light is in the center of the room, with tools necessary for implanting and removing cyberware. Malin will be here during the day installing cyberware on a HOG.

A secret door disguised as a full length anatomy chart occupies the southeast corner of the lab. It leads to Malin's study. It may be located on a *find* roll of 16.

Dame Malin

DEXTERITY 9

Melee Weapons 12, dodge 12

STRENGTH 8

TOUGHNESS 9

PERCEPTION 10

First Aid 11, cyberdeck operations 11

MIND 11

Medicine 14, cybertech 16, science (computer) 12, streetwise 12

CHARISMA 9

SPIRIT 10

Reality 11

Possibilities: 5

Equipment: Medico Laser Scalpel (damage value 13) Cyberware: NueraCal, BelleView 20-20, Belle-MicroView, CSI LEDs, EpiphaNeur Cyber Value: 12

Description: Malin is an attractive French woman in her early 40's. She wears a stained lab coat over a red, tight fitting spandex outfit, whether she is working or not. Her straight black shoulder-length hair is well kept despite her busy schedule.

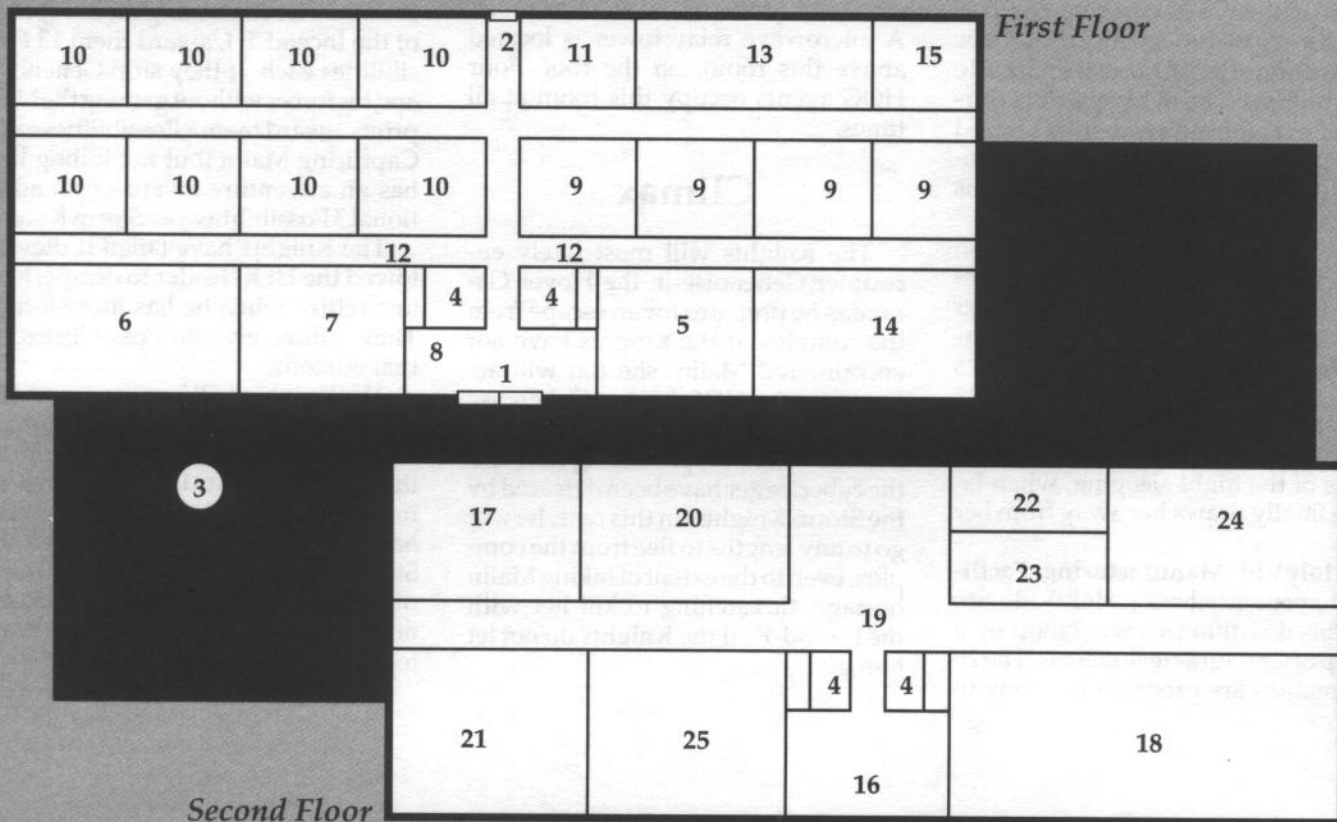
She has been working in the cyberlegging business since the beginning of the Surge, growing knowledgeable in modifying cyberware currently on the market. The Incend-EI is her pride and joy. Malin is taking advantage of Gehenoise and his HOGs presence in what was her hospital, as





Cylent Scream

East Wing: Hôpital Saint Antoine



they provide her with the hosts needed to carry on her experiments.

6. Mess Hall

7. Kitchen

8. Reception Area A cubicle in the northwest corner of this waiting room is occupied by a Cartagras programmed to open and close the front entrance once it receives orders from the guards through its installed CyberHam Receiver. The controls for the door are located within the cubicle. The Cartagras is not programmed to attack or defend.

9. Recovery Rooms

10. HOG Living Quarters Each of these rooms houses 5 HOGs comfortably. The facility currently houses 30 HOGs, who will be evenly distributed in the rooms at nightfall. During the day, up to ten of them leave the facility, but the rest are distributed throughout.

11. Washroom and Showers

12. Stairs

13. Lounge This room contains a HolyVid unit and nine Delicious Cyberdecks.

14. Dame Malin's Study This is where Dame Malin may be found during the evening, preparing notes and experiments for future projects. Laser Discs are scattered about around a Disc Reader, one of which contains the blueprints for the Incend-E II. A find total of 15 allows the Knights to find which disk it is quickly.

The secret door is visible from this side. An elevator in the southeast corner leads to the Hover Car Garage above.

15. Malin's Assistants' Quarters An old, hunchbacked man assists Malin in her lab, along with two nurses. They reside in this room. Neither will take part in a battle if one ensues.

16. Monitoring Room Transmissions from the security camera are received on a video monitor in this room by a

HOG agent. If intruders are discovered, he will dispatch 10 HOGs to investigate and warn Gehenoise.

17. Armory HOG weapons and armor are kept in this vault when not in service (see the *Cyberpapacy* sourcebook for examples of standard HOG equipment). Two HOGs guard this room.

18. Hover Garage There are four Peugeot Hover Cars docked in this garage, along with the equipment for charging and maintenance. The garage door which leads outside is located in the south wall. All cars have transmitters which open or close the doors.

19. Guard Post Four HOGs guard this intersection.

20. Training Facilities and Weapon Range

21. Holding Pen for Heretics If the Knights are captured they will be held in the pens until Gehenoise decides



what to do with them. Two HOGs guard the pens, which presently contain five individuals from the streets of Paris, who are unwilling to succumb to the way of the Cyberpop. None of them are effective combatants, having been beaten by the HOGs.

22. Gehenoise' Quarters Claude Gehenoise will be in his quarters during the evening, unless there is a raised alarm. In that case, he will head toward the Hover Garage to make his escape.

Gehenoise' room is the most lavish of all the living quarters in the complex. Old "Healing Call" flyers litter the room, as does HOG propaganda.

23. Malin's Quarters Much like Malin's study, the room is cluttered with data discs, blueprints and medical journals. Malin will only be here in the latest hours of the night sleeping, when fatigue finally draws her away from her work.

24. HolyVid Manufacturing Facilities Saveur Michael's HolyVids are produced within this workshop by a group of Cartagras technicians. The 20 automatons are programmed only to

produce the Vids and will not attack or defend.

25. Communications Godnet and other communications are received and transmitted through the equipment and terminals within this room. A microwave relay tower is located above this room, on the roof. Four HOG agents occupy this room at all times.

Climax

The Knights will most likely encounter Gehenoise in the Hover Garage as he prepares for an escape from the complex. If the Knights have not encountered Malin, she too will accompany the HOG leader. Gehenoise will not escape from the complex unless the 10 HOGs protecting him and the cyberlegger have been defeated by the Storm Knights. In this case, he will go to any lengths to flee from the complex, even to the extent of taking Malin hostage, threatening to kill her with the Incend-E I if the Knights do not let him go.

Adventure Awards

If the Knights put an end to Gehenoise' reign of terror by capturing or killing him, and have recovered the data disc containing the blueprints of the Incend-E I, award them 12 Possibilities each. If they stop Gehenoise and his forces without gaining the blueprints, award them 8 Possibilities each. Capturing Malin (but not killing her) has an adventure award of an additional 3 Possibilities per Storm Knight.

The Knights have failed if they allowed the HOG leader to escape; he'll just return when he has more forces. They will receive no Possibilities for that outcome.

The Knights will have sympathetic connections with the Paris Commune for putting an end to the mystery of the "Hellfire" murders. Although an important figure has been lost at the hand of the Cyberpop's minions, the Storm Knights have succeeded in winning one of the many battles that are needed to bring the Possibility Wars to an end.



The Image of Nephthys

Prologue

Khalidah as-Salaam walked around the center of the city of Memphis, fuming. *That Ibrahim — I'll show him! He pledged himself to me!* Over and over she relived the scenes in her mind: buying wine at the market to celebrate her birthday and their engagement, going back to her apartment after work to change her clothes and bring the cake she had baked the day before. She had put on her most beautiful dress and used the perfume she saved only for special occasions, then set off down the street at a brisk and happy pace.

But when she had arrived at Ibrahim's, she had found the door locked. She put down the bag of cake and wine and rummaged in her purse for paper and pen.

She had barely found both when she heard the laughter down the street. *Ibrahim!* But there were two voices; one was his, and the other was unmistakably female. *Oh, well.* She had hoped to be alone with him, but she liked his kid sister Fatima, and if he still felt they needed a chaperone . . . well, it was one of the things she loved best about him. He was so traditional, so respectful. . . .

That was when the laughter sounded again, much closer this time. And the woman definitely wasn't Fatima.

Grabbing up her packages, Khalidah ducked into an adjacent alley, sending at least a half-dozen cats skittering away. She pressed herself to a nearby wall and watched.

What she saw made her wish she hadn't. Ibrahim stood with his arms around a woman Khalidah had never seen before and who bore absolutely no family resemblance to her betrothed. She watched as he drew the woman to him and gave her a long, lingering kiss. Khalidah felt a sharp pain in her palms. She looked down at

her clenched fists as though they belonged to someone else, and slowly opened them. With an odd detachment, she noticed that in a few places her fingernails had penetrated deep enough to draw blood.

Ibrahim's laughter startled her out of her brief numbness. "Khalidah? No, love, she doesn't suspect anything . . . and if even she if she does — don't worry! — I'll handle her. A husband has rights, and she'll come to know that in time. She may cause a little trouble, but in the end she'll accept it . . ."

"Oh, really, Ibrahim?" Startled at her own boldness, Khalidah hardly realized she'd leapt from the alley until saw his eyes widen in shock. She didn't waste a glance on the woman with him. "Would you accept it so easily if I took a lover?"

"Khalidah! No — I . . . let me explain —"

"There's nothing to explain; it would be clear enough to an eight-year-old, or to someone with sand for brains." Khalidah removed her necklaces, rings, earrings — all of them his gifts to her. "If I had a dirham for each time you told me I was the only woman for you, I'd have enough money to buy ten times this much. But since this isn't the case . . ." She put the jewelry, all of it, into the man's outstretched hands. "Here, Ibrahim. Keep it, or give it to your girlfriend — and you, whoever you are, girl, watch out for him. There's no telling when he may do to you what he's just done to me."

She turned on her heel, ignoring Ibrahim's protests, and started to go back for the wine and cake, then wrenched herself away. She walked down the street, not looking, or really caring, where she was going.

Damned fool of a naive — no. I had every reason to trust that — that damned pig! That son of a flea and a lizard! I'll —

And that was when she realized where she was.





B. N. Solotoff

The Temple of Wadjet loomed ahead of her, an imposing building for all that it was two stories high. To one side was a small shrine, erected by some wealthy devotee, no doubt. By this time it was totally dark, and by moonlight she made her way to the shrine and knelt.

Before her was an altar with a statue of a cobra. Surrounding its base were flowers, fruit, incense-bowls and coins. Khalidah felt in her purse for a few coins, then placed them on the altar and closed her eyes.

"Mighty one of Memphis," she prayed, "Great Lady, Wadjet of the Cobra, I have been betrayed, my life wrecked by a —" She stopped, regained control of herself, went on. "Goddess, I beg you, let me have vengeance. Only grant me revenge against Ibrahim ar-Rahmani! Let him suffer for what he did to me — then do with me what you will!"

A violet light suffused the shrine. Khalidah rose before it as if compelled,

and raised her head. Then she started back in shock, for before her was not the image of the Cobra Goddess, come to answer her prayer as she had thought. Floating disembodied in the air, its eyes glowing violet, against all logic and belief was an image of ... Nephthys!

Nephthys here? Wadjet's enemy, the Lady Nephthys? Something was wrong here, terribly —

They heard Khalidah's scream half a mile away. And on the other side of town, Ibrahim's neighbors stared in shock and horror as a violet light shone from the windows of his home and screams pierced the air from inside — the cries of Ibrahim and, as they thought, the sweet young woman to whom he was engaged.

But when they broke in, they found the bodies of Ibrahim and a woman whom they did not recognize. And at the same time, a novice priestess of Wadjet was bending over the body of Khalidah in the shrine several miles

away.

Khalidah had indeed been granted her revenge — for a price.

The Major Beat

The Storm Knights arrive in Memphis and hear that a series of bizarre deaths have occurred. No pattern can be found as yet, except that they have all happened near the Temple of Wadjet.

The Knights research the murders and are contacted by Hilwa, a Greater Initiate of Nephthys, a deity opposed to Wadjet. She believes that the Temple of Wadjet is responsible for the deaths, but won't tell the Knights why (see "Adventure Background" for details).

The Priestess of Nephthys asks the Knights to take her through the Catacombs below the Temple of Wadjet to retrieve an artifact that she says is Wadjet's means of causing the deaths. She and the Knights sneak into the



temple, confront the followers of Wadjet and some supernatural menaces, and retrieve the statuette.

Adventure Background

Several months ago, the Sisterhood of Wadjet captured and murdered (though they called it a sacrifice) the High Priestess of Nephthys, Mut-em-Enet, a great mistress of the arcane. Mut-em-Enet believed strongly that arcane powers are a divine gift, and that human beings who are fortunate enough to have them should use them only for good. She spread her teaching far and wide until the Sisterhood of Wadjet felt their popularity declining. They decided to act for the sake of their temple and the honor of their goddess.

They captured Mut-em-Enet and tortured her, but she would not use her powers to benefit them. Finally they killed her as an offering to Wadjet and captured her life-energy as she lay dying. This they channelled into the small image of Nephthys they found on her person.

The clash between Nephthys and Wadjet is so strong that the energy imprisoned in Nephthys' image, which is, in turn, in the power of the Sisterhood, is growing more and more out of control. Khalidah's death was just one of a series of such killings; when the energy in the image lashes out, it usually finds a victim in a shrine either of Nephthys or of Wadjet. The Sisterhood of the Serpent is not concerned about the deaths (though the novices resent the bother of removing bodies from the shrine now and then), but the Priestesses of Nephthys are very upset; they hate to think of their beloved, fallen High Priestess as being in any way involved with such violence.

A priestess of Nephthys named Hilwa has sought the aid of Storm Knights. She knows quite a bit about the layout of Wadjet's grounds. Hilwa is a greater initiate of Nephthys, but, before she became a follower, she was a worshipper of Wadjet. She was able to convince one of her former colleagues to sell her a map of the Cata-

combs below the Temple of Wadjet, which reveal a secret entrance to the temple.

Hilwa hopes that the Knights will help her to recover the statuette and return it to the Temple of Nephthys.

SCENE ONE: Murders in Memphis The Situation

Standard. The Storm Knights have arrived in Memphis and, hearing of several mysterious — and apparently mystical — murders, have decided to look into the incidents.

The Knights discover clues about the murders that point them at both the Temple of Wadjet and the Temple of Nephthys — two dialogically opposed religious groups. Following up on the clues, they make contact with Hilwa, a priestess of Nephthys.

The Action

In order to follow up on their preliminary investigations, the Knights will need to do a little research into the philosophies of Nephthys and Wadjet. To do so is fairly easy; each temple is more than willing to espouse the virtues of its deity, most Egyptians (including Egyptian Storm Knights) know something of each mythos, and the libraries of Memphis hold a wealth of information on the subjects.

The Temple of Wadjet

The Temple of Wadjet, the Cobra Goddess, is one of the largest in Memphis, even though, prior to the invasion, Wadjet was considered a lesser deity among the Egyptians of Core Earth.

The Goddess Wadjet takes the shape of a Great Cobra as her symbol and, like the cobra, she is a dangerous and fast-acting goddess. Jealous of other goddesses, Wadjet and her followers spread their word through violence as often as through evangelism. For her

part, however, Wadjet is extremely protective of her followers and guards them as carefully as she may.

If the Knights go to the Temple of Wadjet and inquire about the religion, or about the murders that are occurring in Memphis, they will be told "It is a divine struggle between the Great Goddess Wadjet and Those Who Do Not Follow," and many other mystical-sounding (and equally useful) statements about Wadjet and her religion. The Knights can learn nothing specific about the murders.

If the Temple of Nephthys is mentioned, the cobra priestesses grow harsh and mocking. They believe that "the followers of the dove goddess will be swallowed up by the cobra." On a *Perception* total of 16, one of the Knights hears a senior priestess mumble "and this has already begun, praise Wadjet" before she disappears behind the altar.

The Temple of Nephthys

While not as popular as the Temple of Wadjet with the transformed Egyptians and the resettled Terrans, the temple devoted to the worship of Nephthys is not devoid of its followers. Many women, and men, who look for domestic assistance and guidance worship the goddess. Instead of the cobras of Wadjet adorning the temple's pillars and walls, there are the doves of Nephthys.

Where Wadjet's temple projected aggressiveness and quickness of action, Nephthys' temple is more serene and peaceful. Still, the Knights get the feeling that something is clouding the serenity of the priestesses.

If the Knights ask around, they will be given the basic run down on the religion but, if they ask about the murders, looks of concern and suspicion cross the faces of the priestesses, and, at the first available opportunity, each priestess will excuse herself, claiming that there is "other temple business" for her to attend to. Mentioning the Temple of Wadjet also prompts this reaction.



The Libraries of Memphis

In the Memphis libraries, which are open to all the Nile Empire's subjects, the Storm Knights can learn facts about the two temples without the propaganda — at least propaganda biased towards the two temples. The library is full of the greatness of the Pharaoh Mobius and his willingness to allow religions of all denominations — Egyptian denominations — to flourish within the Nile Empire.

Of Wadjet and Nephthys, only the most basic description is given. The above information about the temples is included, and about the two goddess' personalities... and their rivalry. Mobius' scholars, however, seem to take no stand on the relative influence of one goddess over the other.

Encounter: The Priestess of Nephthys

After the Knights have had some time to learn of the rivalry between the two temples and of the respective apprehension and smugness the followers of Nephthys and Wadjet feel about the murders, they are contacted by Hilwa, a priestess of Nephthys.

Hilwa is a Greater Initiate, a devout follower of Nephthys. In her youth, she was devoted to Wadjet, but then she turned away from the aggressiveness and violence that deity espoused, and she has followed the teachings of Nephthys ever since. She learned, by losing most of her family during the invasion, that violence only breeds grief.

Hilwa, Priestess of Nephthys

DEXTERITY 8

Stealth 9

STRENGTH 7

TOUGHNESS 8

PERCEPTION 12

Mathematics 14, find 14, first aid 15, scholar (Egyptian religion) 15, trick 13

MIND 13

Willpower 14

CHARISMA 10

Charm 11, persuade 13, taunt 12

SPIRIT 13

Reality 15, faith (Nephthys) 17, fo-

cus 17, intimidation 15

Possibilities: 10

Miracles: *bounty, great heal, plague, summon storm*

Inclination: Good

Equipment: greater-initiate's robes; Staff of Nephthys (damage value, STR+3/16); first aid kit; Nephthys' holy symbols; 100 Royals in gems and jewelry (in brown sack); map of Wadjet's shrine.

Description: Hilwa is a tall, dark-haired, dark-skinned Egyptian woman. While not unattractive, she has a set to her jaw and a hardness to her eyes that makes her more intimidating than beautiful. Underneath, she is caring and empathetic, but in a practical rather than sympathetic manner. She is dressed in simple white robes that are practical and modest (at least as modest goes in the Nile Empire).

The Proposition

Hilwa has sought the Knights out for a purpose. If the Knights have been active in the area, then she has heard of them through her temple contacts. Otherwise, she heard about their inquiries into the murders and the two temples.

As a Greater Initiate (one step away from full priestess), Hilwa knows the fate of the high priestess and has been charged with getting help to save the statuette from the clutches of Wadjet. However, as she is somewhat ashamed that Nephthys, her matron deity, is partially responsible for the murders, she will keep that part of the story secret. She tells the Knights that the Temple of Wadjet is responsible for the murders, and that, if they can get her through the Catacombs underneath the temple (she has a map), they will be able to stop the murders.

Hilwa offers them the 200 Royals for the job and any plunder they find in the Catacombs (as long as they do not intentionally defile the Temple of Wadjet; she is an Egyptian deity, after all).

If the Knights make *evidence analysis* totals of 18 or higher, they know that she is hiding something, but they need to make *charm* and *persuasion* totals as if she were an *enemy* +1 to find out what. Hilwa will only say that "there is a great evil below Wadjet's

temple, and it must be stopped."

If the Knights go along with Hilwa, cut to "Scene Two: the Depths."

Variables

If the Knights press the issue with Hilwa, she might be pushed to find other adventurers to serve her purposes. If they steal the map or force her to talk, she believes that they are in league with Wadjet's followers and will use all means at her and her temple's disposal to eliminate or neutralize the Knights, even if they appear to be helping her.

A *Connection* or *Romance* card will soften up Hilwa, as she knows or becomes infatuated with one of the Knights. She reveals a little more information about the true nature of the "evil," but, still, her calling comes first.

SCENE TWO: The Depths

The Situation

Standard. The Storm Knights, led by Hilwa and her map, find the Catacombs' entrance and scout through them in search of the statue or any clues that might lead them to it. They have to deal with traps and cobra patrols, but they find the Archive room and information useful to their quest.

The Action

When the Knights go with Hilwa, she leads them to the wall surrounding the grounds of the Temple of Wadjet. On the street, she has them open a manhole cover and descend. In the sewer, she leads them to an almost invisible rock structure on the sewer's east wall. Hilwa reveals that this is the entrance to the Catacombs.

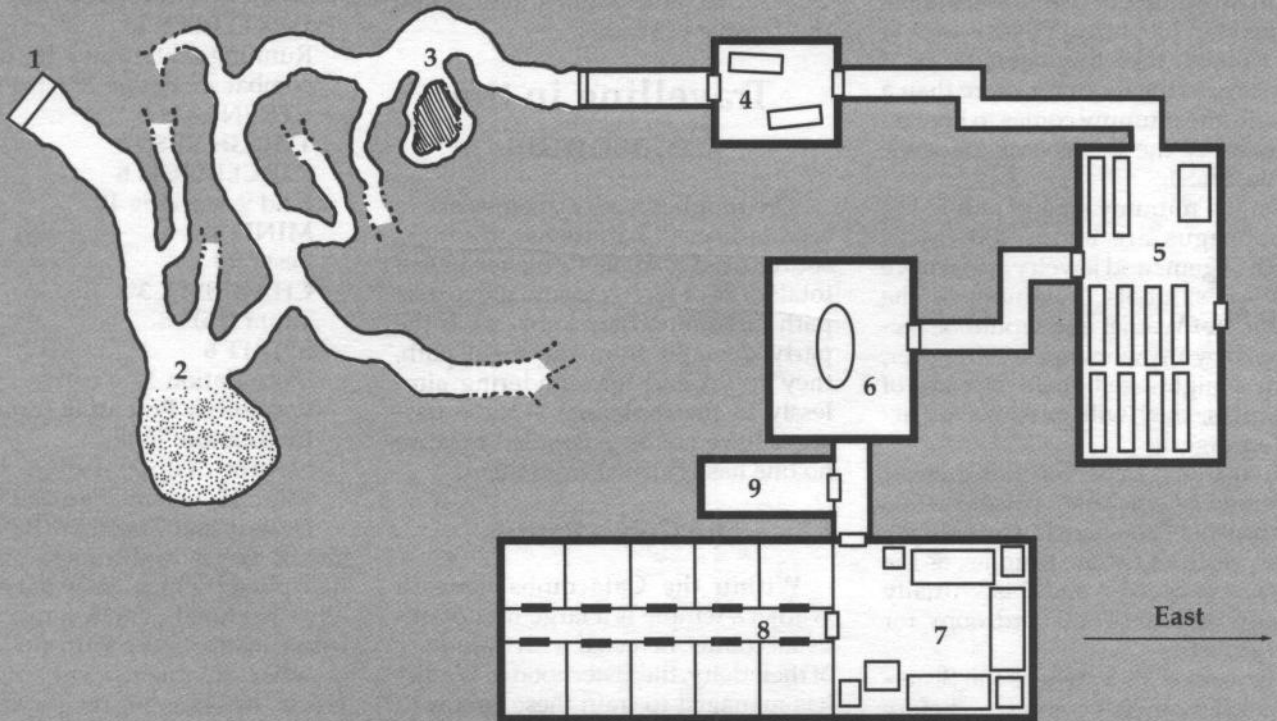
The Secret Door

Built into the walls of Memphis' sewers, the entrance to the catacombs is well-constructed. To move the door requires a *Strength* total of 24 or higher. If the Knights examine the area, a secret panel is revealed, hiding a lever.





The Image of Nephthys The Catacombs



When the lever is pulled, the door slowly creaks out from the wall and requires a *Strength* total of 5 or higher to move.

The Catacombs

Hilwa's map, while not complete, covers the most direct route through the Catacombs of Wadjet that she has been able to procure.

Gamemaster note: The correct map of the Underlevels and the Catacombs is shown here; this shows everything in its proper place. Hilwa's map does not have the key to what is in each area (or even the numerical area markings), and it may be inaccurate in other ways.

To determine randomly how inaccurate, you can generate a *positive* bonus number and read it on the Power Push Table. The result of the push is a random number of inaccuracies that should be added to Hilwa's map. For this roll, negative numbers are treated as positive, and a total of 11 or 12 is read as "no inaccuracies." Do not roll

again on tens or twenties.

- 1. Entrance** (see "The Secret Door")
- 2. Desert Beetle** Under the sand in this area is a desert beetle (see stats and disposition on page 104 of the *Nile Empire* sourcebook). It was put there to guard the entrance, but now, forgotten, it feeds of the cobras it can catch.
- 3. Cobra Pit** This is the pit from which the cobra patrols come (see "The Cobra Patrols" for statistics). There are always between ten and twenty cobras in the pit and the equivalent of a patrol on the edge. Any loud noises or disturbance will awaken the cobras and cause them to attack. To the east is a set of bars that can only be opened by a lever near the door leading to Area 4, or a *Strength* total of 16.
- 4. Abandoned Guard Room** Formerly a place for two guards, the area has been abandoned for some time. Two wooden beds are all that remain.
- 5. Archive room** This room is much cleaner and is obviously in use. There are hundreds of books, some old, most new. Most of the older books deal with

the evolution of Wadjet's temple and there are a few *mathematic* and *engineering* spells inscribed throughout the text. There is also a volume on the recent history of the temple (a *find* total of 10 is needed to locate the most recent volume), and it details the capture, death, and imprisonment of Mutem-Enet. The Sisterhood of Wadjet boasts that it will use her power to discredit and destroy the Temple of Nephthys.

The book mentions that the statuette was kept in a sarcophagus in the catacombs sometimes, and sometimes under the altar of Wadjet. The Sisterhood believes that, by moving it around, they can keep the followers of Nephthys from finding it.

Gamemaster Note: This is a trap for the followers of Nephthys. The statuette is always kept upstairs in the altar of Wadjet.

The door is also a trap, opening it triggers a deadfall. Each Knight within ten feet of the door must make a *maneuver* total of 16 or higher or take



damage value 24 from the falling stone.

6. Sarcophagus There is a large sarcophagus in the center of this room. It requires a Strength total of 20 to lift the lid off. Inside are two mummies and a statuette of Nephthys (a false one). If the Knights take the statuette, or if they stay in the room for more than a minute, the mummy comes to life and attacks (see the *World Book*, page 49, for statistics).

On the mummy's body and in the sarcophagus are about 300 royals worth of gems and jewelry. Most have mystical symbols pertaining to the worship of Wadjet and would be recognized by any worshipper. However, if the Knights sell them outside of Memphis, they will probably be accepted eagerly.

7. Guardroom In here are six guards, their bunk beds, and miscellaneous equipment. The Guards are unlikely to be prepared for the Knights, as the passage between 6 and 7 is virtually soundproof. See "The Guardroom" for their statistics.

8. The cells This is where the Sisterhood keeps their enemies — before converting them or feeding them to the cobras. There are two prisoners in the last two cells; helpless innocents, useless in a conflict but in need of a rescue nonetheless.

9. The Ladder Up The ladder leads to a trap door that opens downward. Above is the hollowed-out frame of a giant cobra. Knights can climb up and exit through the cobra's mouth into the Temple of Wadjet.

Travelling in the Catacombs

The rough-hewn catacombs are in total darkness. Characters with no light source need to make *Perception* or *find* totals of 24 or higher to find the correct path (assuming they know it). If the party deviates from the main path, they could end up wandering aimlessly in the darkness — these passages have not been detailed because no one has returned from them.

The Cobra Patrols

Within the Catacombs beneath Wadjet's temple is a large nest of unusual cobras. Invested with the power of their deity, the Sisterhood of Wadjet has managed to train these cobras to patrol the rough-hewn sections of the underlevel, attacking all strangers. The Knights will undoubtedly encounter at least one patrol before they make it to the nest in area three. In fact, if they

leave the door to 4 open, they may encounter a few more as long as they are in the lower areas.

Cobra Patrol (4-8 cobras)

DEXTERITY 13

Running (slithering) 16, unarmed combat 15, dodge 17, stealth 15

STRENGTH 3

TOUGHNESS 3

PERCEPTION 8

Find 9, tracking 10

MIND 3

Test (18)

CHARISMA 3

Taunt (15)

SPIRIT 6

Intimidation 14

Possibility Potential: some (50)

Inclination: Evil

Natural Tools: Fangs, damage value 12; venom, damage value 18

Description: The Cobra Patrols consist of large, well-trained and well-disciplined cobras. They have unusually large hoods, and some of the largest are even pierced with golden rings or other ornaments. They fight as a group, heedless for their own safety. Often, if the group is being defeated, one will break off and go for reinforcements through passages only they can travel.

Decisions

After dealing with the Catacombs, the Cobra Patrols, and the mummy, the Knights may be perfectly willing to leave the underground and chance the temple above, without ever checking out the dungeon in areas seven and eight. If so, Cut to "Scene Four: The Temple of Wadjet." If, however, they decide to try to free whatever prisoners are in the dungeons, continue with "The Guardroom."

The Guardroom

The Storm Knights have passed through the Catacombs and the Underlevels of the Temple of Wadjet and have dealt with the mummy. By this time, they may be perfectly willing to bypass the dungeon and go straight upstairs; if so, Cut To ... "Scene Three: The Image of Nephthys." Otherwise, they will have to deal with the guards if they wish to rescue any prisoners.



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The Dungeon Guards (6)

As these women are initiates to the Sisterhood of the Serpent, use the statistics on page 36 of the *Nile Empire* sourcebook for their abilities and skills. However, these Sisters have not learned any magic skills; instead, give them an equal number of *fire combat* and other combat skill adds. Two of them are possibility-rated with four possibilities each.

Equipment: In addition to normal equipment, each has a set of keys for the cells and a Schmeisser MP40 SMG (damage vale 17, ammo 11, range 3-15/40/100)

Alert!

If a Sister hiding behind the bunk is able to break through the Knights' line and go up the ladder in area nine, she will alert the Temple. Five rounds after she ascends the ladder, the temple will be alerted by gongs; three rounds after that, up to twenty Sisters (from novices to guards to full-fledged Priestesses) will begin coming down the ladder. Two rounds later, if the Knights have not been dealt with, the Statue of Nephthys will be moved from the altar to a safer — and more inaccessible — place within the temple.

Aftermath

If the Knights defeat the guards without causing a general alert (gunfire won't do it; the area is sound-proofed), the party can free the two beaten and abused prisoners from their cells.

One is a street vendor named Adbar Ohl-Kareefa, who will be very grateful to the Knights and the other is a woman named Husani Osaki, a former employee of the Kanawa Corporation, turned over to the Sisters after a financial deal turned sour. She has just become possibility-rated, and may be a future ally of the Knights, but she and Adbar are in such sorry shape now that they will be of little if any use to the Knights.

Cut to ... "Scene Three: The Image of Nephthys."

SCENE THREE: The Image of Nephthys

The Situation

Dramatic. Scene four begins when the Knights ascend the ladder and enter the Temple of Wadjet (see page 35 of the *Nile Empire* sourcebook for the floorplan). If it is still night, the Knights emerge from the mouth of the Cobra Goddess and into an empty temple area. If it is day, a full complement of Wadjet's Sisters and worshippers are on hand. If Hilwa has anything to say about the situation, they will emerge during the night.

The Action

Read aloud or paraphrase:

Sliding out of the mouth of the Cobra Goddess is not the most comfortable way to spend an evening, but then you have little choice. The Temple of Wadjet is dark and you can feel the evil in the very air. Behind you is the giant Cobra statue of Wadjet, and the blood-soaked altar of the evil goddess. While no blood currently stains the stones now, it is easy to imagine yours flowing across the cold stone.

Now that she has been brought to the Temple of Wadjet, Hilwa knows what to do. Averting her eyes from the statue of the Cobra Goddess, and making hurried signs of protection in the air, the Priestess of Nephthys shuffles around to the back of the altar. She feels around the base of the altar, still mumbling prayers and invocations.

After what seems to you like an eternity, she finds what she was looking for: a small symbol that hides a button. Pressing it, you hear the soft scrape of stone on stone as the top of the altar slides away from you to reveal ...

An empty box.

As the Knights stand there, wondering what is going on, they hear:

"Looking for something, my dears?" from the sanctum below.

Standing in the open area below the altar, just in front of the doors, is a

tall, black-haired, beautiful woman; her skin the color of polished ivory. In her right hand is a staff with a cobra head, in her left she holds aloft a statuette ...

The Image of Nephthys.

War for Wadjet!

The High Priestess of Wadjet, the evil Zuleikha, did not come alone. Using her divination magic powers, she set up wards in the temple area to warn her of intruders. It was only luck that she had taken the statuette out of its normal hiding place — to examine it further — before the Knights entered from below.

Zuleikha has assembled two Sisters of the Serpent for every Storm Knight, and two out of every six are possibility-rated. Some are guards, some are priestesses (use the statistics on page 36 of the *Nile Empire* sourcebook), able to use Wadjet's miracles and their Nile magic powers.

Zuleikha herself is no fainting flower — she earned her High Priestess position by proving herself the strongest of the Sisterhood.

Zuleikha, High Priestess of Wadjet

DEXTERITY 11

Dodge 13, maneuver 13, fire combat 12, stealth 12, melee 17

STRENGTH 8

TOUGHNESS 10

PERCEPTION 13

Divination magic 17, scholar (Egyptian religion) 20, evidence analysis 14, first aid 16, trick 15

MIND 12

Conjuration magic 14, test 15

CHARISMA 14

Taunt 16, charm 17

SPIRIT 11

Reality 15, faith (Wadjet) 16, focus 17, intimidation 12

Inclination: Evil

Possibilities: 2 per Storm Knight
Spells and Miracles: Zuleikha has several Ayslish-type spells and arcane knowledges (those that are supported by the magic axiom) and can use all the miracles not forbidden to Wadjet and her followers.

Goal: To continue to disrupt and discredit the religion of Nephthys



and to promote Wadjet throughout the Nile Empire and the world.

Equipment: Envenomed "Serpent's Tooth" stilleto (damage value STR+5/13 plus cobra venom (see "Cobra Patrol" for stats)); robes; Luger P.08, damage value 15, ammo 8, 3-10/25/40, statuette of Nephthys (holding the spirit of Mut-em-Enet).

The Battle

Zuleikha, who is not a warlord by any means, has a simple set of tactics: throw all your screaming followers at the enemy at once. She will cast miracles and spells from the rear, and yell orders when necessary. Zuleikha will be certain of victory, as will her followers, even if the Knights start to win. In fact, if a "V Breaks" comes up on the conflict line, treat it as a *setback* instead.

When the battle starts going badly for either group (or after five or six rounds), Hilwa will work her way, unnoticed, around to Zuleikha and, from behind, jump out and seize the statuette from the High Priestess. They will struggle, and Zuleikha will plunge her dagger into Hilwa. Read or paraphrase the following:

As Hilwa slumps to the floor, wounded, the Image of Nephthys slips from her grasp. The statuette rolls to a stop on the floor and, to the amazement of all, rights itself. A purple glow begins to rise from the figure, and you see Zuleikha draw back and hear her gasp.

At this point, the Knights are able to tell that everyone in the room has stopped fighting and is staring at the statuette and the purple glow. In fact, any Knight who wishes to do anything else must make a *willpower* or *Mind* roll of 25 or higher to succeed.

The glow seems to take the form of a person ... a woman. She is clothed in flowing white robes, and a dove circles her head silently. As she looks around, you see a look of displeasure and disgust come over her face. She glares at the High Priestess of Zuleikha.

At this point, the Knights hear a hiss and a metallic scrape from the altar; the sound frees them from their immobility.

Looking towards the altar, you see an emerald glow coming from the serpent's eyes. It is almost as if it is ... looking at you.

It is. And it is moving.

Cut To ... "Scene Four: The Cobra and the Dove."

SCENE FOUR: The Cobra and the Dove

The Situation

Dramatic. At this point, the followers of Wadjet begin to flee the temple in terror. They have worshipped the Cobra Goddess, but they do not to feel her wrath. Zuleikha and the Image of Nephthys remain, and Hilwa lies on the floor.

The Action

The Image of Nephthys hovers over the wounded Hilwa. A voice sounds seemingly from inside each of the Knights' heads:

"I can heal my child, and I can deal with ... this," the Image indicated the cowering High Priestess, "but you must defeat the Walking God. It is not right that avatars war in the presence of mortals."

With that, the Image turns to Hilwa and begins to surround her with its aura. But that is not your concern. A scrape of stone on stone and a hiss draw your attention.

Wadjet Walking God

DEXTERITY 8

Dodge 14, unarmed combat 18, maneuver 17, running (slithering) 16

STRENGTH 22

TOUGHNESS 20

PERCEPTION 9

Trick 14 (24)

MIND 12

Test 17 (24)

CHARISMA 14

Taunt (16)

SPIRIT 16

Faith (Wadjet) 24, intimidation 19, reality 20

Inclination: Evil

Possibilities: Three per Storm Knight

Goal: To consume or enslave all living beings and to dominate the world.

Natural Tools: Twin-mounted flamethrowers (in its mouth), damage value 20, range 3-5/10 15, (doing damage value eighteen for five rounds after initial impact or until the flames are extinguished — the jellied gasoline sticks); fangs, damage value STR+6/28; tail, damage value STR+5/28.

Description: The Wadjet Walking God is both an avatar and a construct of the Sisterhood of the Serpent. It is extremely powerful but also terribly single-minded. It was built as a monument to the power of Wadjet and, through constant prayer and sacrifice, the Sisterhood has given it great power.

Unfortunately, with its great power comes a great ambition: it wishes to devour all others, even those who follow its religion. It is purely evil.

The Battle

The Wadjet Walking God will try to kill and rend all the Storm Knights. Any who try to flee the temple become priority targets; it does not wish to let any escape. If the Walking God nears defeat (is *heavily wounded* or is obviously losing), it will go *berserk*. Each round after it goes *berserk*, the Walking God gets an automatic flurry (if a flurry comes up on the conflict line, then it only gets one flurry) until a "V Breaks" or "V Setback" occurs. At all times, the Walking God ignores *break* results, treating them as *setbacks*. No "Player's Call" can cause it to surrender, but it can destroy itself, flailing about in fury.

During the fight, if the Storm Knights are obviously getting creamed, Hilwa, healed and imbued with spiritual and possibility energy, will join the fight; her powers and abilities increased by the presence of the Image of Nephthys. She will use miracles and spells she may not have had access to before, and she will help the Storm Knights fight their battle (Gamemaster: you decide how much help she actually is).





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Aftermath

During the battle, the Temple of Wadjet will be taking increasing amounts of damage and, when the Cobra God is destroyed, it will begin to collapse (the faith that supported it has been dealt a major setback). While the Knights had some indication of this collapse during the latter moments of the battle, they will have to make several *maneuver* rolls to dodge falling debris and get out into the street (Gamemaster: The difficulty of these maneuvers is up to you; build the suspense, but don't just wipe out the party after they've won.)

Variables

If Hilwa was killed or otherwise incapacitated during the Catacombs trek, then one of the Storm Knights will have to be wounded fighting Zuleikha to summon the Image of Nephthys.

If, for some reason, one of the Knights is able to attack Zuleikha before the Image is summoned and Hilwa wounded, then wound Hilwa and have the statuette roll free on its own.

Awards

If the Knights are able to get Hilwa to the battle and they beat the Wadjet Walking God, they get 12 possibilities each. If Hilwa is unable to get to the battle, but the Temple of Wadjet is defeated, then award them nine possibilities each. Not recovering the statuette but protecting Hilwa and escaping (for another try) is worth four possibilities each, and accomplishing nothing (but getting out alive) is worth zero possibilities.



Rebel Without a Soul

Prologue

Alone in the shadows, the master surveys his domain. Since his reassignment, his office has become his sanctum, his surroundings a mirror of his black heart.

Writhing as if alive, steel lamps twist on their armatures, searchlights seeking nothing but finding all, a stark contrast to the ethereal blue of the flickering monitors arrayed upon the expanse of the enormous laminate and steel desk wrapped about the Nightmare in a bizarre embrace.

Disdaining the technological marvels that surround him, the creature withdraws a pack of cards from the vest pocket of his elegantly tailored suit. The cards themselves are a contradiction of the sleek modern decor of the demon's office.

Hand-painted, the intricate placards depict countless images. As the demon shuffles them, the images shift and flow, changing to match the forces at the Nightmare's disposal and the mortal fools who dare to oppose him.

Focusing his baleful will upon the task at hand, he savors the mounting darkness as he fans the deck in an outstretched claw. He chooses his cards carefully, formulating his strategy with all the cunning that prompted the Gaunt Man to entrust him with the exalted station he now holds.

First, the signifier.

He pauses. There are so many who require his attention, but he has his favorites, to be sure. But who ...

The girl. Marie Sinclair. An innocent struggling to save the soul of her brother. Her fear and hopelessness would be an incomparable delicacy were it not for the fact that her brother was an accursed stormer who had escaped him once too often. He would not escape this time.

With a vile grin, he places her card before him.

Another card presents itself, and the Nightmare is unable to resist. The man in black. Derek Stern. It is dangerous to include him, but if he takes the chance, he could be rid of another nuisance.

Making his decision, he places the card beside the signifier.

Now the opposition. He pulls a third card from the deck. The placard bears the image of a man riding a motorcycle and is labelled "Fire." The Black Death. A creation of which he is justifiably proud and soon, they will have a Storm Knight to lead them.

Laying the card before the signifier, he withdraws the only card from his deck that never changes and crosses her with it.

The sallow visage of the grim reaper stares up at the demon from the card that now covers the beautiful face of the signifier.

The card labelled Death.

Introduction

In *Rebel Without a Soul*, the Storm Knights travel to Bandar Seri Begawan in the Horror Realm of Orrorsh, where they must face a gang of damned bikers, the succubus who leads them, and her pack of Hellhounds to save the life of an innocent girl and the soul of her brother, who is, unbeknownst to her, a powerful Storm Knight in his own right.

Adventure Background

Marc Sinclair was born in Bandar Seri Begawan to Alan and Rebecca Sinclair, economic advisors to the English ambassador. Though he was raised in Bandar Seri Begawan, he pursued an education in Europe, returning with a degree in economics to



Orrorshan World Laws

Orrorsh is the realm of Horror, Fear and the Occult. It is not enough for the monsters of Orrorsh to kill their victims; they must strive to frighten them into giving up their possibilities before their lives. At the beginning of the adventure, the Knights have a Perseverance total that allows them to try to counteract the Power of Fear (the value is 8); see the *Orrorsh* sourcebook for more information on the World Laws of Orrorsh.

complete the work his parents had begun.

Unfortunately, it was not to be.

During the first wave of the invasion, Marc faced his moment of crisis when his parents were slaughtered by the minions of the Gaunt Man. He overcame his fear and saved his sister, becoming a Storm Knight in the process.

Since that fateful day, Marc Sinclair has devoted his life to opposing the forces of darkness wherever he finds them. Fearing for his sister's safety, he has concealed these activities from her, leading her to believe he has become an irresponsible rogue in an attempt to explain his frequent and often lengthy disappearances.

Marc's crusade reunited him with Derek Stern, an old friend of the family who worked for MI6, the British Secret Service. Derek had also become a Storm Knight during the invasion. The two became a team and have started to make a difference in the fight against the minions of the Gaunt Man in Orrorsh.

For several weeks, Marc has been working on a case that has threatened not only his life, but his very soul. He has chosen to take on the Black Death, the favored minions of Bornei's Nightmare.

The Black Death are men who have been corrupted and transformed by the power of the Nightmare. Now these lost souls serve their dark lord with-



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out question as spirit warriors who ride motorcycles born of the hellfire that claimed their mortal bodies.

While attempting to infiltrate the Black Death, Marc became involved with Blaze, the succubus who leads the demoniac biker-gang. Her subtle powers have turned the tables on the Storm Knight, leading him down the road to corruption.

Marie Sinclair began to suspect that something was seriously wrong with her brother and became concerned for his life. After Marc was drawn in by

Blaze and stopped looking in on his sister, she was convinced that he was in mortal danger and opened a letter Marc left for her to open in the event of his disappearance. It contained the names of several Storm Knights that she could go to for help. Taking matters into her own hands, Marie sent a letter to the player-characters asking for their help.

Since the letter was sent, Derek has been forced to split his time between attempts to liberate his partner and seeing to Marie's safety. Ironically, this



caused Marie to go into hiding as she mistook Derek for one of the very riders he sought to save her from.

Shortly before the Knights arrive, the Black Death located Marie and kidnapped her, taking her to the warehouse that serves as their headquarters to await her part in the initiation ceremony that will transform her brother into one of their own.

Adventure Synopsis

The adventure begins with the Knight's arrival in Bandar Seri Begawan. They have come in response to a plea for help from Marie Sinclair, who has begun to suspect that something is horribly wrong with her brother.

The adventure centers around the investigation of the disappearances of Marc and Marie Sinclair. Starting with the nightclub where she works, the Knights begin to gather information from her co-workers, some of the locals threatened by the riders and confront the riders themselves.

They learn more about the Sinclairs, the Black Death and Derek Stern, the mysterious Man in Black who may be a help ... or a hindrance.

During the adventure, the Knights have several run-ins with the Black Death and learn that their opposition is a supernatural foe that cannot be killed by normal means. Only near the end of the adventure do they learn the truth about the riders, how they can be stopped, and how Marc might be saved.

The final scene is the showdown between the Storm Knights and the Black Death at their warehouse-base. The Knights must face the biker-gang on their own turf, and they must be victorious if they are going to stop Marc Sinclair's initiation; the murder of his own sister. They must also deal with Blaze, the succubus who leads the riders, and her pack of deadly Hellhounds.

If the Knights act quickly, they can save Marie, and if they act wisely, they can turn her brother from the dark path. They also have the opportunity

to destroy the Black Death, bringing a temporary respite to some of the beleaguered residents of Bandar Seri Begawan.

The Setting

The entire adventure takes place in and around Bandar Seri Begawan, a port city in the country of Bornei. The area is a Mixed Zone, combining the Social and Technological aspects of Core Earth with the Magical and Spiritual axioms of Orrorsh. The Power of Fear and of the Occult operates within this zone, and the "comfort" of modern technology only supplies the Horrors of Orrorsh with new ways to terrify the citizenry.

Subplots

The following are two Subplot Flags that can occur at any time during the adventure. Use or modify them at your discretion.

- If the *Personal Stake* or *Romance* cards are played, one or more of the Storm Knights could have a considerably more meaningful connection to one or more of the key figures in the adventure as none of the principle gamemaster characters has an established romantic interest.

- A *Connection* card could be used as an introduction to one of the prominent citizens of the city. If a Storm Knight knows Abdul, Emil, or one of the other "neutrals" in the story, it could make life easier on the Knights.

The Major Beat

The Storm Knights have come to Bandar Seri Begawan to help Marie Sinclair save her brother from the agents of darkness. They must find and rescue Marie Sinclair, and her brother Marc, from the Black death, a demoniac presence posing as a biker gang. They risk losing their souls to the secret leader of the gang, a succubus named Blaze. Blaze's Perseverance difficulty number, and the number the Knights must strive to defeat throughout the adventure, is 16.

SCENE ONE: The Cabaret

The Situation

Standard. Run this scene as the introduction to the scenario. Explain to the players why their characters have come to Bandar Seri Begawan and read them Marie's letter.

The adventure opens with the Knights arrival at the club Marie performs at. Describe the scene as follows:

You stand before the Blue Light, a seedy cabaret in one of the less fashionable districts of Bandar Seri Begawan.

Despite pathetic attempts to provide the dilapidated structure with an inviting facade, the nightclub is obviously a dive where the dregs of the city seek respite from the horror in which they live.

The Handyman

As the Storm Knights approach, they notice a surly-looking man in a threadbare overcoat and fingerless gloves taking down a poster from the display outside.

If the Knights make a point of trying to get a look at the poster or if they ask the handyman for a look, they will see that it is an advertisement for "Miss Marie Sinclair, the Silver-Tongued Si-ren."

The handyman, Morris, is a gruff, ill-tempered old fellow with little patience for questions. He knows Marie and is very fond of her, so if her name is mentioned he will become more amiable.

Morris knows that Marie has been "out of sorts" for several weeks and blames her "no good scoundrel of a brother and his lowlife friends." He has seen "those damned scumbags on their fire-puking hell-machines" and wishes that someone would do something about them.

Though the very mention of the Black Death infuriates him, Morris is obviously quite fearful of them, glancing about nervously as if he expects them to ride up at any moment.

The old man speaks of Marc, Marie



and the bikers in general terms, but has little information of any real value; he directs them to talk to the club's manager and goes back to his chores.

Inside the Club

When the Knights enter the Blue Light Cabaret, they are assaulted by the mingled reek of alcohol and smoke. The haze in the dimly lit room is something of a blessing as it goes a long way to conceal the dingy decor and mismatched furnishings.

The main room is centered around a raised platform that serves as a stage. The ramp that projects into the audience is a holdover from the days when the club was called "The Red Lantern Social Club" and catered to a different sort of clientele.

It is obvious that all is not well at the Blue Light Cabaret. Most of the chairs are up on the tables, and the band seems to be practicing rather than performing. Only the bar at the back of room seems to be open, but that is enough. That end of the club is quite busy and business is brisk.

The Manager

The Blue Light is run by a rumpled little man named Emil. Though Emil is one of the friendliest individuals in all of Bandar Seri Begawan, his nervous mannerisms can be extremely irritating.

Emil is conducting an audition for female singers — they must draw his attention from their outstanding attributes to their own concerns.

As the Storm Knights converse with Emil, the auditions continue, so the little man punctuates his speech with "next," "thank you" and "we'll be in touch." It is obvious that his prospects are grim indeed and that he is in dire straits professionally.

Emil knows about the letter Marie sent and has been instructed to give them the address of the apartment where she is staying. He thanks them for coming to her aid and passes them a matchbook on which the address is written.

Emil also knows something of Marc, Marie and the Black Death, but, unless the Knights question him further, he will not think to offer the information.



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What he knows is summarized below:

- Marie has been working for him for two years and is his one gifted performer and a loyal friend. Emil observes that her beauty and naivete would have gotten her into trouble long ago were it not for his "keeping an eye out for her."

- Marc has come into the club on several occasions to see his sister. As far as Emil is concerned, the boy is a hellraiser — but, though the boy wanders into and out of Marie's life as he pleases, he seems to care a great deal for his sister.

- The Black Death appeared eight weeks ago. No one knows where they came from or why they had come, but they have been a scourge ever since. From time to time they ride into town, bringing mayhem and murder with them on motorcycles that burn with demoniac fire. Emil is afraid of them but doesn't want to start trouble.

If the conversation turns to the Black Death, Emil tells the Knights about a cousin of his who runs a local discount electronics outlet.

This cousin, "Crazy Abdul," claims that the Black Death force him to retail products that they sell him at ridiculous prices. Emil thinks that this is

obviously a "hot box" racket, but Abdul is convinced it is something more. In Emil's words "the lunatic thinks that there is something wrong with the stuff the bikers sell him ... something evil."

If the Knights express an interest in speaking to Abdul, Emil will give them the address of his store, but he thinks Abdul is "just crazy."

Event: The Riders Attack

The Black Death have been watching the Blue Light, waiting for Marie to return. During the time the Knights are inside, the bikers decide that they are a potential threat that must be dealt with.

As the Knights come out of the club, they hear the roar of motorcycles coming around the corner. They have no more than a round in which to act before the riders are upon them.

There is one rider per Storm Knight involved in the attack. They move in quickly and try to do as much damage as they can before their victims get their bearings. When the bikers have lost half or more of their number they withdraw, vanishing as they ride off



into the distance.

The Black Death

DEXTERITY 9

Dodge 10, fire combat 10, melee weapons 11, unarmed combat 11

STRENGTH 15

TOUGHNESS 14

PERCEPTION 7

Land vehicles 14, trick 8

MIND 7

CHARISMA 6

Taunt 7

SPIRIT 13

Intimidation 15

Possibilities: 2 each

Powers: attack form resistance: fire-arms and energy weapons; flaming spirit motorcycles*

Corruption Value: 15

Fear Rating: 1/2

Weakness: none

True Death: any death

Equipment: The Bikers are equipped with a variety of melee weapons including chains and lead pipes. All are essentially maces with damage

value +4, maximum damage 19. Though not designed as armor, the bikers' leathers offer TOU+2/16 protection.

*The motorcycles the bikers ride are actually as much a part of the spirit's physical manifestation as those who ride them. Even so, the cycle provides the biker with a speed value of 13. They are also able to "bend" natural laws. The bikes can travel over rough terrain as if they were on paved roads, and they can travel over water for a distance equal to their speed value minus one.

Since the bikes are actually part of the riders, any attacks directed against them are treated as attacks against the rider and the rider suffers the effects of any failed push attempts during a chase.

Sights and Sounds

The "Bikers" are spirit sendings, so use whatever 'special effects' you think will be effective. Their arrival can be

heralded by a thunderclap, their bikes can leave fire trails, and as they ride, they can be seen to hover just above the ground.

Their very arrival is worth a Perseverance check, and, if successful, the Knights gain one Perseverance point. If they fail their check, they lose one Perseverance point until the end of the scene. In addition, if one of the Storm Knights possesses *true sight*, they need to make a separate Perseverance check for the same award or penalty. This is because they see the bikers as they truly are — flaming skeletons dressed in biker outfits with glowing yellow eyes.

The Man in Black

Derek Stern is watching the battle from a hiding place on the roof of the building across the street from the cabaret. He was staking out the club hoping Marc, Marie or Blaze would show up.



D. Shuler



When it is obvious that the Knights are not working with the riders to set him up, Derek will help them out by sniping at the bikers from the roof, taking the time to do *aimed vital blows* with his pistol.

Derek Stern

DEXTERITY 10

Dodge 14, fire combat 16, running 12, stealth 15, unarmed combat 12, lock picking 12

STRENGTH 8

TOUGHNESS 9

PERCEPTION 9

Find 11, first aid 10, scholar (Orrorsh) 12

MIND 10

Survival 12

CHARISMA 11

Persuasion 14

SPIRIT 9

Intimidation 11, reality 12

Possibilities: 10

Equipment: 9mm pistol loaded with silver bullets, damage value 15, range -10/25/40; leather jacket, armor value TOU+2/11; digital watch; notebook and pencil.

Once Derek starts shooting, any Knight who generates a *Perception* value of 12 or better notices a black-clad figure kneeling on the roof, taking potshots at the Black Death.

As Derek has no intention of making contact with the Knights at this point, he will not answer if addressed and if the Knights try and reach his position on the roof, he will have plenty of time to escape.

When the battle seems to be decided, whether in the Knights' favor or not, Derek pulls back to a safe distance so that he can follow the Knights without being spotted. Any Knight who generates a *Perception* value higher than his *stealth* total at this time will notice him leave, but any attempts to find him will prove fruitless.

Variables

If the Knights do not go to Marie's hideout immediately, Derek goes there alone to check on Marie. When the characters get to Scene Two, proceed as normal, but Derek had to fight the Hellhound alone before the Storm Knights arrive. He was able to kill it, but is dying of a mortal wound when

the Knights arrive. He will be able to hold on long enough to tell them the information he would impart in Scene Four.

If the Knights go straight to Marie's hideout, cut to Scene Two, but if they decide to follow up on Emil's tip and question his cousin first, go to Scene Three instead.

SCENE TWO: Hideaway

The Situation

Standard. Run this scene when the Knights decide to go looking for Marie at her hideout. As the scene opens, the Knights have reached the apartment

where Marie was staying. Describe the scene:

Having made your way through the gauntlet of vagrants and miscreants congregated in the foyer and hallways of the building, ducking the exposed pipes and ducts which have left you covered in paint chips and dust, you have come to the third floor of a wretched slum not far from the Blue Light Cabaret.

The Action

The Knights are in the right place, but they are too late. The Black Death have already found the girl and have kidnapped her, leaving a Hellhound in her stead. Assuming they defeat the watchdog, the Storm Knights will be

Brave Warriors,

Please forgive my presumption in contacting you, but I don't know who else to turn to. Many speak of your heroic efforts to stem the tide of evil that has swept over our land. I can but pray that these tales are more truth than wishful thinking of desperate souls such as I.

It is not for myself, but for my brother that I fear. Marc has fallen in with a pack of demons who call themselves the Black Death. These creatures ride where they will, bringing hellfire and devastation to those who stand in their way.

Their leader, a she-devil known only as "Blaze," has blinded him to their evil way. Her seduction has called him into the night to ride with them on three occasions, and each time he has come back a changed man. If this is allowed to continue, he will doubtless become one of them and forfeit his immortal soul.

We live in Bandar Peri Begawan as it is one of the few places in this damnable country that resembles the world we once knew. Though the thin veneer of familiarity conceals an undercurrent of insidious evil, at least it is a familiar evil.

I work as a singer at the Blue Light Cabaret, which is the best place to contact me if you can find it in your hearts to help us. If you choose to come to our aid, please do so in haste, for I believe that I am being followed, and, if I am silenced, it may well be that my brother is lost.

Thank you—

Marie Sinclair



able to collect some clues about the Sinclairs' plight from Marie's possessions. As Marie is no longer in residence, the Knights will have to take the initiative if they decide to investigate her hideaway.

Breaking In

Getting into the apartment is a simple matter as both door and lock are quite weak, and the security bar is not in place. Defeating the lock on the door is only a Difficulty 10 *lockpicking* task, and the door itself only has a *Toughness* of 6.

The Apartment

The hideout is a cramped, miserable hole in the wall that would have been condemned if the local government was still functional. It is a two bedroom apartment with a kitchenette and two closets. There is a chest of drawers in the larger of the two bedrooms.

The chest of drawers contains Marie's clothing. There is a Colt .45 pistol and several boxes of ammunition in the top drawer, and a cigarbox filled with silver jewelry she was gathering to have turned into silver bullets.

The bottom drawer of the chest is filled with personal possessions that Marie must have gathered from her old apartment and dumped in here when she arrived. Among these things is a book of newspaper clippings that will reveal that her parents were English ambassadors killed in the invasion and that her brother was educated in some of the most prestigious institutions of higher learning in Europe, which should seem incongruous with the picture of Marc that the Knights have at this point.

In the middle of the other bedroom is a bedroll set on an inflatable mat. On the floor next to this makeshift bed is a battery-operated lamp, a commando knife, a box of handgun ammunition and a neat pile of men's clothes, all black (these belong to Derek, but there is no identification in the room). Among the black clothing is a well-

worn dockworker's outfit and a false beard. While the other items in the room are scattered about, this outfit is fairly well taken care of.

The only appliance that seems to have been used recently is the automatic coffee maker, and that with a vengeance. Used filters, discarded coffee cans and half-filled styrofoam cups litter the table and floor, evidence of the long sleepless nights the terrified singer has had to endure.

The entire apartment is a mess; not as if it has been ransacked, but as if the occupant was forcing herself to stay awake and alert beyond all physical and emotional limits.

Event: The Watchdog

When Blaze and the riders came for Marie, they left a Hellhound as a nasty surprise for anyone who came looking for her. It has been lurking in the shadows of her apartment ever since, waiting for the victims it knew would come.

The Hellhound is in Derek's bedroom and will wait until most of the Knights are in the apartment before attacking. If it can, it will put itself between the Knights and the exit.

Have the Knights make a *Perception* test against the Hellhound's *stealth* at a bonus of +5 to the Hellhound because of the darkness. If they succeed, they notice it before it can maneuver for a surprise attack.

Describe the action:

You catch a movement out of the corner of your eye, but as you turn, something launches itself out of the darkness towards you. A massive hound with a coat as black as night and eyes that burn like fire leaps at you, bared fangs gleaming.

Time to check your Perseverance.

The Action

The Hellhound fights to the death, and when it is killed (or knocked out) it is consumed by its own fire, leaving no evidence that it ever existed other than the damage it was able to inflict before its demise.

Hellhound

DEXTERITY 12

Dodge 15, long jumping 18, running 18, stealth 15, unarmed combat 18

STRENGTH 10

TOUGHNESS 15 (17 with hide)

PERCEPTION 14

Tracking 20

MIND 2

CHARISMA 5

SPIRIT 13

Reality 14

Possibilities: 3

Powers: *resistance to normal weapons*

Corruption: 18

Fear Rating: 1/2

Weaknesses: blessed items or silver weapons

True Death: burned in a Christian-sanctified area

Natural Tools: The hide of hellhounds is thick and durable, serving as effective armor. They are also supernaturally resistant to all but silvered or sanctified weaponry, making them extremely difficult to harm using physical means.

Perseverance

Encountering the Hellhound requires a *Perseverance* check, of course. If the Knights fail, they lose one point, and if they succeed, they gain one. The hound, however, will use all its cunning to try to terrorize the Knights — it will rend wounds terribly, going for vital, gruesome blows (causing further checks), and will mark Knights for death if it can.

Also, if the combat lasts more than four rounds, the building manager — a large Indonesian named Dako — breaks into the room crying "what's going on?" The Hellhound will "waste" a round killing him if the Knights don't interfere (thus further invoking the Power of Fear against the Knights; see the *Orrorsh* sourcebook for details).

The scene ends when the Knights have dealt with the Hellhound, searched the apartment to their satisfaction and decided where they are going next. Most likely, they will now investigate Emil's tip about his cousin, in which case cut to Scene Three.





D. Shuler

SCENE THREE: Crazy Abdul

The Situation

Standard. Run this scene when the Knights decide to follow up on the tip Emil gave them about the electronics wholesaler. They will find Abdul in his store, sweating out the next visit from the Black Death. Describe the scene as follows:

Following Emil's directions, you have arrived at "Crazy Abdul's House of Values." The sprawling structure is rather unimpressive save for the layers of brightly colored advertisements that cover most of the outer walls.

Upon entering the establishment, you see that Abdul offers quite a selection of new and used products. Boxes, crates and cartons, opened and unopened, are stacked nearly to the ceiling.

Customers wander the aisles like rats in a maze and at the back of the store is a man you recognize immediately as Crazy Abdul himself.

The Action

Crazy Abdul is one of the local merchants who has been forced to sell the cursed machines being distributed by the Black Death. But business has been bad, as the riders charge him too much for their deadly merchandise, forcing him to raise his prices to cover the loss, which in turn cuts into sales reliant on low prices.

Abdul's Discount Information

Abdul needs money badly. Business is very badly. He spends most of his time at the bar, drinking to forget his business woes, so he has seen a lot of the comings and goings in the cabaret. He figures he can trade this knowledge for enough to pay the rent on his

store with enough left over for a few bottles of the Blue Light's finest. If the Knights try to intimidate Abdul into giving the information away for free, they need to beat a difficulty number of 19 (Abdul is desperate for money).

Abdul is a pathetic wretch who spends as much time talking to himself as he does the Knights, eyes and attention wandering as fits of paranoia grip him. He saw something truly horrible once and his mind isn't what it once was, so he waxes incoherent at times.

Abdul can impart the information that follows, but if it seems the Knights will keep paying him he will start making things up. Fortunately, he is a very bad liar.

- Abdul has watched Marie and has seen that she has a brother that comes to visit her. He is a big man who blusters while she is about, but turns quiet when she is gone. Why he puts on an act for her, Abdul does not know, but Abdul knows the man she sees is not the man he is.



•Marie's brother has friends who come to see him, friends he does not want his sister to see. He tells them not to come to the Blue Light to see him, but they do, and he gets very angry with them. There are two friends, a man in black and a woman in red.

•But Abdul knows that Marie has seen the man in black. Sometimes, late at night, when Abdul is coming home from the bar, he sees the man in black enter Marie's apartment. He has told no one else of this because he is afraid of the man in black.

•The woman in red is very beautiful. Abdul tries not to stare, but he does, and it makes him uncomfortable, but Abdul does not mind. She is very beautiful. She comes for the brother, and they leave together. He is very lucky. Abdul likes the brother's lady friend. She is beautiful.

•Several weeks after the Black Death came to town, Abdul started hearing stories about evil machines that were killing people. It didn't take him long to figure out that the stuff the bikers were forcing on him was cursed. He tried to close up, but the bikers said that if he stopped selling their stuff, they would kill him too.

•Abdul scraped together almost all his remaining money and hired a man to follow the Black Death and learn where their "hideout" was. The man followed them to the docks, but was killed before he could give Abdul any more information.

In addition to what little useful information he knows, Abdul will also tell the Knights as many stories about the cursed merchandise he has been selling as they will listen to.

As most of these stories are the invention of his fevered imagination and nagging guilt, make them up as you go along. Man-eating food processors, soul-sucking vacuum cleaners, mind-blowing hair dryers, and, of course, the VCR of Death; these are but a few of Crazy Abdul's wild tales.

After hearing Abdul's information and his terrible tales, award the Knights a Perseverance of +1 if they believe most of it.

Cut To...

Unless the Knights have yet to investigate Marie's hideout, they will need to go to the harbor to look for the Black Death.

Cut to Scene Four.

SCENE FOUR: The Harbor

The Situation

Dramatic. Run this scene after the Knights have spoken to Crazy Abdul and learned from him that the Black Death may have a headquarters near the harbor. Allow them to question the harbor residents for a while, confirming that the Black Death have been seen in the area, but there is no information about "a man in black." Then, they hear the roar of motorcycles ...

Describe the scene as follows:

For the better part of an hour, you have been making inquiries about your quarry with little or no success when you hear the roar of motorcycles around the next corner. They do not seem to be coming closer, but they are roaring loudly. Mixed in with the thunder of the engines, you hear screams.

When the Knights investigate, continue:

As you round the corner, you see several members of the Black Death—uncloaked. Circling a man in black pants and a black shirt and beating him with flaming chains, they are dressed in their normal black leathers, but their true forms—their flaming skeletons and yellow eyes—show clearly through.

Time for a Perseverance check. This time, the Knights can gain or lose up to two Perseverance points, as they all see the riders for what they really are.

The Action

The Black Death have discovered the man in black in his disguise as a dockworker and have come out in force to put an end to his meddling. This time, Blaze has called on six riders to

"deal with" the man in black. These members are superior to their fellows, as Blaze wants to make an example of him, and have six more skill and two more attribute points that the gamemaster should distribute amongst their stats. Two or even three of them are possibility-rated.

The Rescue (?) of the Man in Black

While the Knights may have some reservations about whose side the Man in Black is actually on, seeing him being flayed alive by the Black Death should prompt them to action. If they choose to attack the spectral bikers, they automatically get the effects of *normal surprise* on their side. If the Knights choose to be sneaky, *stealth* totals of 11 or higher from each of the party members gets them a *complete surprise* effect.

Destroying all of these Black Death members is worth three Perseverance points. Being defeated is worth a three point reduction, and the Knights will have to flee the area to recoup their Perseverance. Killing some and driving off the others is a two point increase, as the Knights realize that more will be warned of their presence.

If the Black Death can be surrounded and kept off guard, they will retreat when the Knights defeat half their number. Otherwise, they will try to take out the Knights right there and then.

The Man in Black (and Blue)

The Man in Black has taken a terrible beating; he is heavily wounded when the Knights get there, but, when they attack, the Black Death allow him to collapse on the ground. He will only help in the combat if all is lost otherwise.

Aftermath

When the battle is over, Derek will introduce himself and suggest that they withdraw to a safe place to talk. They can go to the Blue Light, Marie's apartment, or anywhere the Knights



are comfortable. He needs medical attention, but is in stable condition at the moment.

Once they are safely away from the harbor and have some measure of privacy, Derek explains who he is, his relationship to Marc and Marie Sinclair, and what has been going on. He apologizes for not approaching the Knights earlier, but he had to be sure they were allies. He thanks them for saving his life.

Using information gained while in disguise on the docks, Derek has learned the location of the Black Death's warehouse headquarters. He thinks Marc and Marie are there, but fears for their continued well being. Since his disguise has been penetrated, and Blaze must know of the Storm Knights presence in the city, he feels that rescuing the brother and sister must be done immediately.

Derek has done research on Blaze and learned that she shies away from mirrors and, although her reflection is normal and clear, she seldom looks at it. This information is a clue to the true death of Blaze, and is worth +2 to the Knights' Perseverance.

Flags

•If the *Mistaken Identity* or *Suspicion* card is played during this scene, Derek will think one of the Knights is a biker. If this happens, he will try to send the group on ahead to the warehouse alone.

Variables

•If Derek is killed during the fight, he will be unable to give them the crucial information the warehouse and the Sinclairs. Have the Knights find a notebook on his person that contains the name and address of the warehouse and notes leading the Knights to believe the Sinclairs are in immediate danger.

•If the Knights failed in their Perseverance check earlier and are unwilling to save the Sinclairs, Derek, if he is alive, or Emil will come to them with an amulet enchanted against Blaze. The amulet contains the true death of the succubus—in this case a distorted mirror that will show her foulness.

The knowledge of the true death of Blaze gives the Knights +4 to their Perseverance.

Cut To ...

"Scene Five: Into the Lion's Den."

The act ends when the Storm Knights have tracked down Blaze, Marc Sinclair and Marie Sinclair and either destroyed the monster and rescued the siblings ... or joined them.

SCENE FIVE: Into the Lion's Den

The Situation

Dramatic. The Knights have returned to the harbor, to the warehouse located by Derek Stern. He may be with them (if his wounds have been tended to and he is willing). Describe the scene:

Having arrived at the harbor, you make your way to the warehouse located by the man in black. You now stand in the shadows of a building across the street from the headquarters of the Black Death.

The Action

The Knights will have to decide how to approach the warehouse and get the Sinclairs out safely. As innumerable plans are possible, the details of the scene are presented in an holistic fashion, rather than step-by-step.

Blaze is confident in the abilities of her hellhounds and hellbikers, and sees the other bikers as minions to be used. She will continue taunting and seducing Marc unless it is obvious all her forces have been stopped or avoided by the Knights. It is imperative for the Knights to separate her from her forces in order to truly defeat her.

The Opposition

When the Knights arrive, there are quite a few enemies in the warehouse area that they will have to bypass or overcome to get to the Sinclairs.

The headquarters are inhabited by several bikers who have yet to be initiated into the Black Death. These are normal humans who can fight and be harmed in the same manner as any other mortal.

There are two bikers stationed at each of the entrances to the two main buildings in the compound. There are also two bikers who wander the compound with four hellhounds that they will release if they spot any intruders. This patrol follows the fence clockwise in a slow circle, stopping at each of the four guardposts for "refreshment" (they have beer and munchies at each stop).

Bikers (six)

DEXTERITY 9

Dodge 10, fire combat 10, melee weapons 11, unarmed combat 11, land vehicles 11 (13 w /motorcycles)

STRENGTH 10

TOUGHNESS 9 (10 w/armor)

PERCEPTION 7

MIND 7

CHARISMA 6

Taunt 9

SPIRIT 8

Intimidation 9

Equipment: Various melee weapons, damage value +4, maximum damage 19. 9mm pistol, damage value 15. Leather jackets, +1 protection.

Hellhounds (4)

See the hellhound statistics in Scene Two for this encounter. Currently, the hounds are "disguised" as large dogs, but *true sight* will reveal their true nature, as will a few rounds of combat. If the Knights perceive their true natures, they need to make a Perseverance check. Succeeding gives them a +1, failing a -1.

The Headquarters

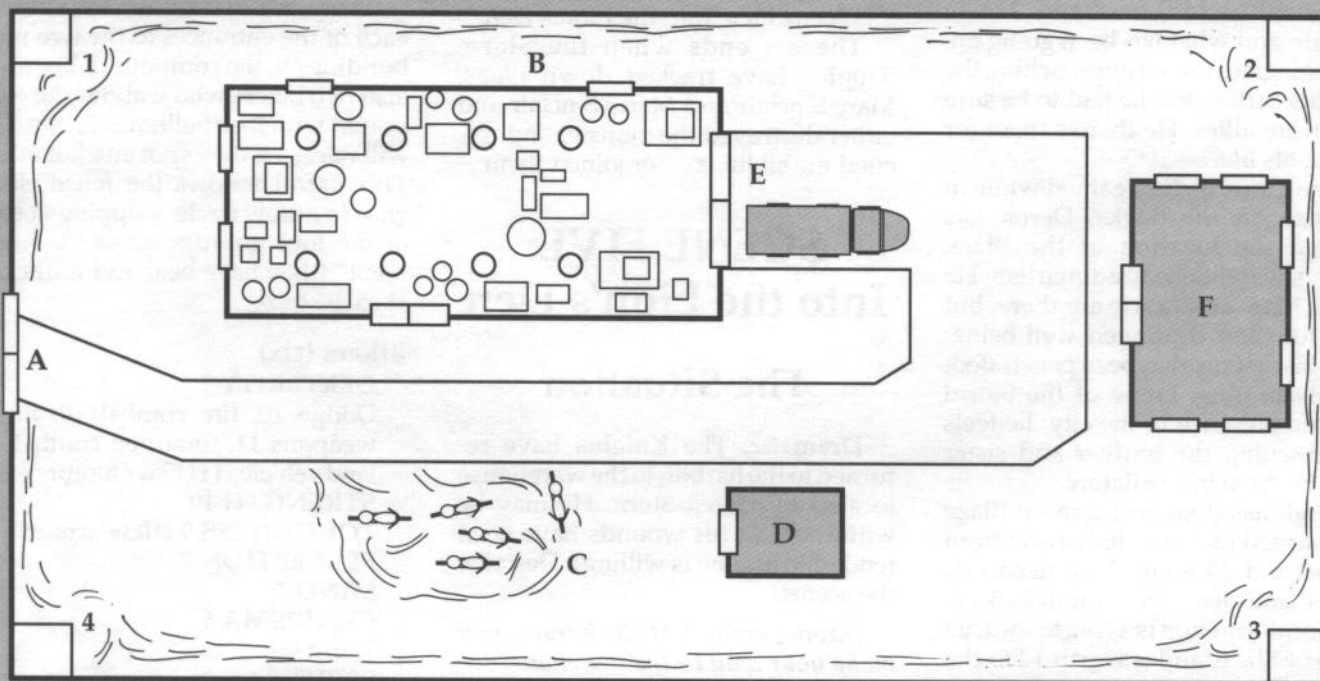
The Black Death have taken over an old warehouse that has not been used since the harbor all but shut down. Very little in the way of maintenance has been done by the biker gang, making their base a run-down hell-hole.

Area A: Main Gates. These chain-link gates are closed but not locked. There is a security chain and lock hanging from each of the gates which can be used by the Knights or the Bikers to





Rebel Without A Soul The Black Death Headquarters



seal the compound.

Area B: Warehouse. This huge room is lined with columns and filled with crates, boxes and barrels. There is a large area cleared in the middle where the initiation of Marc Sinclair is to be performed. There are four to six bikers and their girlfriends here at any given time.

Area C: Bike Park. There are a number of motorcycles parked here equal to the number of bikers in the compound — including Marc.

Area D: Tool Shed. A grubby shed full of misused mechanical tools, there are several knives and chains here along with normal equipment.

Area E: Loading Bay. There is a truck parked at the loading dock, and, in the back, are two pieces of two foot rope, cut in half. There is also a locket that was apparently torn from its owner and a gag. If the Knights make an evidence analysis total of 15 or higher, they recognize the locket from the pic-

ture of Marie Sinclair.

Area F: Main Office. Converted for use by Blaze, this area now houses a bed and an impressive array of weapons such as knives, chains and whips. Blaze is here, as is Marc Sinclair, who is in a trance of some kind. Blaze is preparing him for his initiation — the murder of his sister.

Marie Sinclair is bound and gagged on the floor behind the desk. She has been roughed up a little but is basically unharmed. Blaze has been taunting her, so she knows about the initiation and is desperately afraid for her brother.

Also in this office are the six toughest of the Black Death — each is possibility-rated, though they only have two each left — and they will be dispatched to deal with any problems in the compound.

Marc and Marie ... and Blaze

Blaze, the succubus, has been “working on” Marc Sinclair for weeks, allowing him to think that he was using her to fight the horrors of Orrorsh when, in fact, she was corrupting him. Marc has only to pass the final step of Blaze’s occult ritual — the killing of his sister — to join the Black Death as their powerful new lieutenant.

Marc Sinclair

DEXTERITY 10

Dodge 14, fire combat 15, running 12, stealth 12, unarmed combat 16

STRENGTH 11

TOUGHNESS 14

PERCEPTION 8

Tracking 10, scholar (economics) 12, language (11)

MIND 10

CHARISMA 8



SPIRIT 8

Intimidation 11, reality 12

Possibilities: 10**Equipment:** 9mm pistol, damage value 15, range 3-10/25/40.**Succubus (Blaze)****DEXTERITY 11**

Unarmed 14, melee 15

STRENGTH 14**TOUGHNESS 11****PERCEPTION 12**

Trick 17

MIND 11**CHARISMA 14**

Charm 21, persuade 18, taunt 19

SPIRIT 15

Intimidation 17, reality 19, faith (Orrorsh) 16

Possibilities: 2 per Storm Knight**Powers:** *hypnosis, armor defeating attack (unarmed combat), resistance to normal weapons***Corruption Value: 23****Fear Rating: 1****Weakness:** *Seeing her direct reflection in a mirror (stymie weakness)***True Death:** *Her distorted reflection**

Description: Blaze looks, usually, like a beautiful woman dressed in black leather and red lace. The most obtuse observer will detect the cruelty in her smile and the coldness in her voice.

*To experience her true death, Blaze must be held in front of a scratched and distorted mirror for thirty seconds. While she can fight during this time, she cannot turn away from the mirror until she has freed her body. Getting her in that position, however, is next to impossible.

The Rescue

Blaze, Marc, the remaining Black Death will be performing the initiation ceremony. If the Knights cause a disturbance in the yard, the Black Death will be sent to investigate while Blaze continues the ceremony. It takes well over an hour to perform.

The Storm Knights need to get past the bikers, and the black Death, and take on Blaze in her lair — with her totally controlled victim, Marc Sinclair.

Aftermath

If the Knights are able to defeat the Black Death and Blaze, they can stop the flow of "death appliances" and end the terror of the gang. They are heroes, even if they were unable to save the unfortunate Sinclairs.

Adventure Awards

For successfully rescuing both Sinclairs, each player character receives 12 Possibilities. Destroying Blaze (permanently) is worth +3 Possibilities per Storm Knight. If the Knights are unable to rescue Marc, subtract three possibilities from the award. If neither Sinclair gets away, reduce the award by six. Defeating the Black Death and driving away the succubus is worth six Possibilities by itself. If nothing is accomplished by the Knights, then they get no award.





Germ Warfare

Prologue

THOOM! THOOM! THOOM!

The sudden booming jerked the doctor out of his delirium. He pushed himself off the floor, rising on unsteady legs. What was that noise? he thought. What could it be?

THOOM! THOOM! THOOM!

Rescue! He exclaimed to nobody. It must be the rescue party, breaking through the main gate. The thought brought tears to his eyes — or would have, if three days of mad weeping hadn't emptied his tear ducts already.

Three days — his mind screamed. Three days! His joints creaked. His stomach roared for sustenance. He stank of sweat and excrement. The young lab assistant (his name lost in his madness) whined like a beaten puppy at the sound.

THOOM! THOOM! THOOM!

Three days ago, Jack Horace had been a bright and happy lab assistant at Andoc Facility (Building a Brighter Horizon). Then he was dropped into Hell. The power went out. Foot-thick steel doors trapped fifty-seven of Canada's greatest minds in that ... that damned rat hole! That prison! Then the fire broke out ... and everyone just ... lost it. Horace was untouched; he crawled into Lab D and locked himself in. It was a secure enough room, but it wasn't sound-proof. He heard the screams, the insane laughter — it rang in his ears.

THOOM! THOOM! THOOM!

(*Doom, doom, doom*, his mind thought.)

He heard every bone crack, every throat rip, every drop of blood splash on the hallway tiles. Everything. An inexplicable madness had possessed the doctors and the guards. Within twelve hours, they were all dead. All except Horace, and by then he was quite, quite mad as well.

THOOM! THOOM! (tomb, tomb)

Staggering down the hallway, he passed Lab A — where the Proteus Project was located. He couldn't re-

member anything specific about the project. Just images of pain. Bad, bad images. He looked in and saw Them, sleeping in their silicon coffins, resting. They must have caused this, he thought. They were evil.

THOOM! SKREEEE ...

That's it! They were tearing the gate open! The doctor hobbled down the hall, towards the gate. At the gate, he found his rescuers. An odd looking group the doctor thought: all green and sliteyed and with tails. No, no; he was just hallucinating. That's all. He smiled, taut and chapped lips revealing a platoon of yellow teeth, and extended his hand. The rescue party leader looked at his hands strangely, then clasped it. The doctor banished the smooth and scaly feel of the hand from his mind. Then he motioned for the party to come inside. I didn't do this, he implored them. I'm innocent. I'll show you who did this.

In Laboratory A at the Andoc Medical Research Facility, the fruition of Project Proteus slept within silicon canisters, lost in oblivion. Soon they would awaken ...

The Major Beat

Germ Warfare is a one-act adventure set within the confines of the savage Living Land. It is in the bizarre and violent Northern Land the High Lord's little "jungle laboratory" carved out of the Canadian tundra, a surreal land of wonder — and horror. This adventure may be used as part of a *Living Land* campaign in Canada or as a stand-alone adventure.

The Storm Knights begin in Western Canada, at the eastern storm front in the territory of Columbia, at the request of Canadian authorities. After a while stationed along the grueling "Front Door to Hell," fighting off various Jakatt excursions, the Knights are attacked by a new and unknown horror — a vast and slimy amoeboid that surges forth from the storm.



After the creature is repelled (or destroyed), the front commander takes the Storm Knights aside and explains to them the reason they were summoned. Creatures like the one they dispatched have been reported with alarming frequency, and the government feels the source lies within the realm, at a place called Andoc. Hazy on the specifics of the matter, the commander commissions the Knights to journey into the Living Land and destroy Andoc and any activities going on there.

The Storm Knights press forward through the storm and into the jungle. After about a day's march and several encounters with the exotic flora and fauna, they reach Andoc, a ruined research facility. Several top secret biological weapons are now being used in a hideous experiment with gospog seeds. The Knights must defeat the Jakatts there, along with their gospog and another virus creature, or Baruk Kaah will have another weapon to use against Core Earth.



B. N. Solotoff

Adventure Background

The Andoc Medical Research Facility was one of Canada's leading CBR (Chemical-Biological-Radiological) warfare centers. Its most recent achievement was its development of various "superplagues"; virulent strains of killer diseases "bred together" to form a hybrid that defies vaccination or treatment. Then, one fateful spring day, a wave of energy washed over the site, and all power was lost. Since the security measures called for absolute quarantine at all times, the scientists within were shut in by electronically operated steel shutters. This, combined with the overwhelming savagery of pure Takta Ker reality, drove most of the scientists and guards into a raving frenzy. They began to tear each other apart.

One scientist, a young lab assistant named Jack Horace, had transcended the axiom wash and kept his sanity. He locked himself into a laboratory.

He was trapped in there for three days; the lack of sustenance and the horrible violence going on around managed to drive him over the edge, however. After three days, a group of Jakatts broke in to the facility and found him. They also found the "superplague" cultures, which had developed as a part of the Proteus Project, a massive CBR project for NATO.

The gotaks of the Northern Land decided to put these specimens to good use by planting them with gospog seeds. The resulting bloated mutations serve both as devastating warriors and, upon destruction and exposure, plague carriers. Thus far, two of the creatures have attacked Canadian Army detachments and inflicted massive casualties when they were destroyed and "dissected," exposing soldiers to the germs. Canadian intelligence began to piece this plan together, and decided to let Storm Knights deal with it (the reason being that some of these alien creatures may be immune to disease, and who cares about a dwarf or a werewolf anyway?).

SCENE ONE: "Front Door to Hell"

The Situation

Standard. The Storm Knights are escorted by Army officials to the northeastern storm front in Columbia, specifically the 300-meter stretch nicknamed the "Front Door to Hell" by the soldiers stationed there. There they must stand vigil against threats both familiar and unknown.

Read aloud or paraphrase:

You have just arrived at the northeastern storm front, along the Northern Living Land. The temperature — this side of the storm — is well below zero, but glimpses of tropical rain forest are visible from within the realm. Wisps of the Deep Mist hang over the front. The land is marked by smoldering fires, sudden holes blasted through the snow and earth, and thousands of spent rounds. One of the soldiers escorting you to the front commander's tent remarks that this area's known as the "Front Door to Hell" — an





appropriate name, from what you can see.

You have been asked to come here upon the request of the Canadian Secret Service, in conjunction with the military. Evidently, a series of bizarre circumstances have unfolded here that go beyond the ability of the Canadian Army to deal with, so they called in you to handle it. After all, fight weirdness with weirdness. Only problem, they still haven't told you what you are up against; perhaps the front commander can enlighten you.

The Action

The commander, a sober and distinguished major named White, is brief in his discussion. He tells the Knights that a weird, amoeboid creature has been sighted and fought by front soldiers, to no avail. Its origin is unknown, but their relative toughness prompted the government to contact those with "special talents" in order to handle this.

What Major White tells the Storm Knights is only partially true. He is unable to tell them anything about Project Proteus or the nature of the creatures. He has, however, been briefed on the circumstances; a *persuasion* total that gets a *neutral* result or better opens up White, and he will reveal the following information:

- Canada had a top secret research facility in the west, on the lands now captured by the Jakatts. Since the invasion, various rumors about it have filtered through the armed forces, and its existence is now great rumor-fodder.

- Intelligence reports alleged Jakatt activity near the site of the facility, involving some sort of "religious ceremony" (a false assumption on Canada's part).

- While strong forces of Jakatts usually "patrol" the borders of the Living Land (at least in Canada), this region shows a slightly less concentrated presence than most areas.

- While normal weapons can be used to blow apart and kill the Gospog Virus creature, this will probably spread the disease to the attackers just as surely as if the creature still lived.

This is all Commander White knows. He has been ordered to brief

the Knights on the general location of the site and their mission only; anything else he may reveal about this occurrence is strictly unofficial, and done only out of his concern for the Knights' safety.

Commander White

DEXTERITY 9

Dodge 10, fire combat 12, melee weapons 11, running 10, stealth 10, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 10

Find 12, land vehicles 11, scholar (military history) 11, trick 12

MIND 9

Science (military) 13, survival 12, test 12, willpower 11

CHARISMA 9

Persuasion 11, taunt 11

SPIRIT 8

Intimidation 9, reality 10

Possibilities: 5

Equipment: .45 Colt auto (damage value 16), ammo 7, range 310/15/40, Kevlar armor and helmet (+5/armor value 15), parka, "El Benedicte" cigars, hip flask.

Event

While discussing the mission with the front commander in his tent, machine gun fire erupts from the front outside. A Jakatt war party, howling furiously against the wind, has attacked. Read aloud or paraphrase:

The staccato bursts of automatic fire from outside the tent yanks you out of your conference. Pulling the tent flaps aside, a gruesome scene is revealed: the soldiers locked in combat with a score of edeinos and transformed humans, streaming out of the storm in a mad rush. The Jakatts seem insane with bloodlust, shrugging off S.56mm rounds as if they were pebbles. Soon they are on the soldiers, who are also in a fury at the sight of their enemy. The fighting is gory and without quarter.

The Jakatts are all under the effect of the *Increased Toughness* miracle. Their reason for the attack is to draw the soldiers closer to the storm and attract the gospog virus nearby — and to have some fun in the progress. They are all hunters, and generally will use

no miracles in battle, relying only on their physical prowess. The soldiers, angry at the audacity of the edeinos, will follow them back to the storm to fight them unless they are stopped.

Edeinos Warriors (18)

See page 34 of the *Torg Adventure Book* or page 83 of the *Living Land* sourcebook for statistics on the edeinos. All the edeinos are under the effect of the *Increased Toughness* miracle, listed in the *Living Land* sourcebook on page 76.

Human Jakatts (2)

The human Jakatts have similar skills and stats as their edeinos counterparts, making up for their lack of *Toughness* by wearing bone and hide "armor" (+3/20). They are also under the effects of the *Increased Toughness* Miracle.

Soldiers (25)

DEXTERITY 8

Dodge 9, fire combat 10, melee weapons 10, unarmed combat 10

STRENGTH 10

TOUGHNESS 9

PERCEPTION 8

Find 9, first aid 9, tracking 9, land vehicles 9

MIND 8

Survival 10, test 9, willpower 9

CHARISMA 8

SPIRIT 8

Intimidation 10

Possibility Potential: some (45).

Equipment: M16 (damage value 20, ammo 10, range 340/250/400) grenade (damage value 14, range 16, 15/40), survival kit, Kevlar armor and helmet (+5/armor value 14), bayonet (damage value STR+3/17 (not affixed to rifle); STR+4/19 (affixed)), parka.

After a round or two of combat (the Storm Knights will probably be involved, but they may be merely watching), the Jakatts begin to slowly fall back towards the storm. The soldiers eagerly follow them, but at once learn the reason for their enemy's retreat. Read aloud or paraphrase:

From out of the jungle, a huge proto-tean mass oozes forth. It is a sickly purple-green in hue, and bulges unevenly with protoplasm. The creature wriggles forward on pseudopods and what look like roots. The soldiers,



terrified, begin to flee, but this new horror lashes out and begins to engulf them one at a time.

Unless the Knights intervene, the gospog virus eats the soldiers and then slides back into the jungle. The creature cannot be *taunted* or *tricked*, but attacking it draws its attention away from the helpless and fleeing soldiers. After it takes three wounds it attempts to retreat.

Gospog Virus

DEXTERITY 8

Maneuver 10, unarmed combat 17, running 10

STRENGTH 16

Lifting 18

TOUGHNESS 20

PERCEPTION 5

Find 8, tracking 8, trick (*)

MIND 2

CHARISMA 15

Taunt (*)

SPIRIT 3

Intimidation 18

Possibility Potential: none

Natural Tools: pseudopod (damage value 20), infection (damage value special) — if anyone is exposed to the creature's innards, that person is exposed to a virulent strain of anthrax. The *Strength* value of the infection is 18, and, if the infection's *Strength* is higher than the character's *Toughness* (without armor), the victim is infected — a medicine total against the difficulty of 21 is needed to cure the infection, and it does damage value 18 to the victim every day of infection after the first. The damage cannot be healed until the infection is cured.

Description: The Gospog Virus is a mutated and infected Living Land gospog that has grown to many times its size. Its main form of attack is the creation and utilization of pseudopods. It attacks multiple targets using the One-On-Many Difficulty Modifiers.

Once the creature is dealt with, the Knights have the opportunity to rest and recuperate for a day. Commander White, if he hasn't done so already, tells the Knights what he knows about

their mission, and emphasizes the importance of Andoc's destruction to them.

Flags

If an *Alertness* card is played before the virus attacks, one of the Storm Knights perceives a shifting mass just beyond the storm's boundaries — this is the gospog virus, awaiting the soldiers approach. The Knights may then act to keep the soldiers from pursuing their quarry.

If the same card is played after the gospog virus attacks, a character with some science or medical background should realize that the bodily fluids of the creature could be infectious.

If a *Suspicion* card is played at the beginning of the scene, one of the Knights will not believe White is telling them the whole truth, and will be extremely suspicious of anything the commander tells them "off the record."

Should a *Connection* card be played, one of the Knights knows a soldier in



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the detachment, a sergeant named Josette DePryng. She has heard some of the rumors about the situation (see above) and could answer some Storm Knight questions if Commander White is unwilling.

Variables

If it appears that the Storm Knights, along with the soldiers, will eliminate the edeinos before they can draw the gospog virus out, then the virus, hungry for prey, will emerge from the storm and consume both the fallen edeinos and then the soldiers beyond them. The Knights will be unable to watch the creature from a distance, as it will now pursue any creature within immediate proximity.

If the Knights do nothing to save the soldiers from the virus or the edeinos, the virus will bloat itself upon the downed soldiers and then slide back into the realm. The remaining edeinos, in a frenzy, will attack the Knights out of sheer excitement. Once they are driven off, Commander White will berate the Knights for their cowardice and have the military police escort them away from the front.

Cut to "Scene Two: Walking the Trail."

SCENE TWO: Walking the Trail

The Situation

Standard. The Storm Knights, following their encounter with the gospog virus, have breached the storm front to find the ruined Andoc Research Facility. On the way, they meet some of the more unusual and deadly local inhabitants.

Read aloud or paraphrase:

After a day's rest on the front, where you indulged in world famous army cuisine, Commander White sends you off into the woods with a handshake, some general directions to get to the site, and three satchel charges of C5 plastic explosive to use on Andoc. You have been walking for about an hour, and Core Earth is now fully out of sight. This is pure Takla Ker, the es-

sence of primeval savagery, and you're starting to feel a little ... cramped. The Deep Mist envelops you, engulfs you, and, at the same time you struggle to keep yourself from being engulfed by the realm. Gritting your teeth (or fangs, as the case may be), you press on.

The Action

Andoc Medical Research Facility is located approximately 25 miles south of the point where the Knights enter the Living Land, and it takes a while to reach it on foot. This scene comprises that hike. It ends on the outskirts of the facility (or what's left of it).

All travel is done on foot. If one of the Knights has a vehicle and his player starts whining about autocratic Gamemasters, too bad: the jungle is entirely too thick and unpredictable to drive through.

Gamemaster Note: The Living Land is renowned for its dangerous inhabitants. Make sure the Knights are beleaguered, pestered and attacked as several times on this journey. A few occurrences suitable for this task are:

Shestike Forest—the Knights wander into a bizarre grove of what appear to be hairy trees, their branches enshrouded by the mist. Suddenly, the slender trunks bend and the Knights are set upon by a pair of hungry shestikes! The two creatures hunt together, standing side by side and then crouching down on their prey. They won't leave the Knights until each of them has fed.

Shestikes (2)

See page 94 of the *Living Land* sourcebook.

Ugresk Nest—taking a breather, the Knights sit down and discover a nest of Ugresk eggs, which proceed to hatch a number of vicious and violent young ugresks. The young'uns, anxious for their mother, start snapping and clawing at the Knights.

Ugresk babies (1 for each Storm Knight)

DEXTERITY 6

Flight 7

STRENGTH 13

TOUGHNESS 14

PERCEPTION 9

Find 10, Tracking 10

MIND 7

CHARISMA 8

SPIRIT 8

Intimidation 11

Possibility Potential: none

Natural Tools: bite (damage value 15), claws (damage value 14), wings (speed value 10)

If any of the players express affection at the sight of this miracle of life, have the ugresks snap and claw at that player's Storm Knight viciously. The babies aren't that threatening, but are noisy—they will start to attract unwanted visitors from the jungle. A cruel GM will have the mother ugresk return to the nest before the Knights can slip away. See the *Living Land* sourcebook for details on this creature.

These are only the highlights. The Knights must still survive the "mundanities" of the Land—that is, they must hunt for food, they must deal with the reality, they must try not to get lost or lose all their equipment. Dealing with these phenomena is best explained on pages 65-70 of the *Living Land* sourcebook.

Use as many or as few of the inhabitants and features of the Living Land as you wish; too little would not be true to the dangers of the prehistoric savagery of the realm, and too many will undoubtedly drag the players too far from their main objective.

Variables

If the Storm Knights are forced to use one or more of the satchel charges given them, they have a damage value of 16 and a blast radius of 0-3/6/10.

When the Knights reach Andoc Medical Research Facility, cut to "Scene Three: Our Fortress Tall."

SCENE THREE: Our Fortress Tall

The Situation

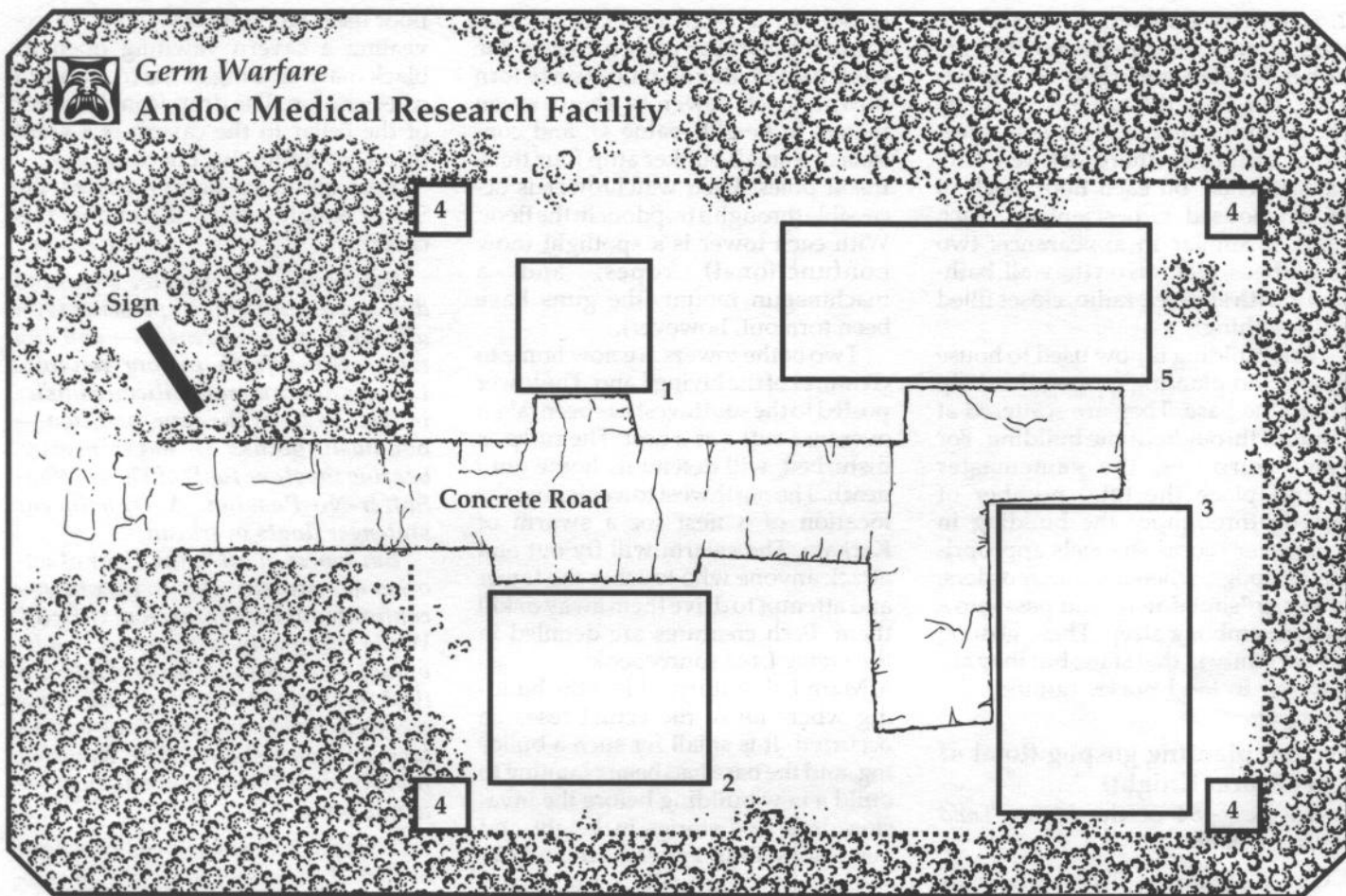
Standard. The Storm Knights arrive at Andoc Medical Research Facility. There, they must prevent the Jakatts from creating a new gospog virus and destroy an old one.





Germ Warfare

Andoc Medical Research Facility



Read aloud or paraphrase:

The vine-entangled sign before you proclaims "Andoc Medical Research Facility: Building a Brighter Horizon." The sign guards a short concrete road that wraps around and enters the station's heart. There are four main buildings and a number of smaller sheds, all covered with vines and all damages. Somewhere in this ancient ruin lies the cause for the horror you witnessed earlier, the cause for new horrors spawned by the High Lord's evil — unless you can stop it.

The Action

Basically, the Knights must scout around and look for the burial spot where the gospog viruses are created.

The Jakatts perform the ceremony like this: they take one of the main laboratory's "superplague" cultures (now transformed to lethal Living Land organisms) out of the main laboratory's storage (with the help of

Horace, who is by now so insane that he'll help anyone who gives him food), then the culture is planted in the soil, along with a gospog seed. In a month's time, the seed and virus have mutated into each other; the cell grows to exponential size and the seed's growth twists and unites with the cell, and the creature then bursts forth from the ground. Because of the peculiar nature of this gospog, they are created on a one-at-a-time basis, always using new soil.

Currently, the Jakatts at Andoc are in the basement of the main laboratory, where they have ripped away most of the floor and the plumbing below it to expose the ground beneath to plant the virus cultures. They are in the midst of doing this again (using a "superplague" culture for diphtheria) when the Knights arrive.

The Knights must wander from building to building in search of any sign of Jakatt activity, as there is no visual or audible evidence of where

the ritual is occurring. The other buildings house a number of obstacles as well.

The Compound

I. Main Command Building. This was where the military officers and civilian government agents assigned to Andoc kept their paperwork and communicated with their people in the government. Now it is all torn apart; files, dossiers, and tables are strewn about, and a large hole is torn into the eastern wall.

A find total of 16 will give any Knight searching the room part of the file on these new diseases — some sort of project involving the members of "Project Proteus," dating back to before the invasion. The file talks about the creation of a few extremely dangerous virus cultures based on certain diseases once prevalent on Earth, but now nearly gone — anthrax, cholera, diphtheria, leprosy, etc.

There is nothing else in this room.



2. Scientists' Quarters. This is where the scientists were quartered; they are rather Spartan and rigid in appearance, but then the scientists had no choice in the matter. This is a three-story building; there are ten tiny "apartments" on each floor, each of which housed two scientists. Each room is similar in appearance: two single beds, pictures on the wall, bathroom with shower, radio, closet filled with clothing.

This building is now used to house the second planting gospog that help guard the base. They are scattered at random throughout the building. For game purposes, the gamemaster should place the total number of gospog throughout the building in whichever rooms she feels appropriate. Gospogs, when not under orders, prefer to "shut down" and pass into a state resembling sleep. These gospog are currently in that state; but they will respond to loud noises (gunfire, for example).

Second planting gospog (total of 2 per Storm Knight)

See page 84 of the *Living Land* sourcebook.

3. Guard's Quarters. This is where the guards of the station slept. Unfortunately, they are all dead. Now the only person living there is Jack Horace, the former lab assistant who lost his mind. The building consists of a large central room containing two rows of fifteen cots each, with a footbox at the end of each cot, and a small room where the soldiers ate (the mess hall). Both rooms have been relatively untouched. Horace sleeps in a cot at the end of the central room; his only belonging is a journal of incoherent ramblings and symbols, lying on the floor next to the cot. A *science (biology)* or *medicine* roll of 14 or higher reveals that the notations reveal to the diseases developed for use at the facility (see above).

Most of the soldiers' weapons have been taken to supply the gospog forces elsewhere, but a *find* total of 9 will produce an M16, with a half-clip of ammo, hidden under a pile of rags in one of the foot boxes.

There is nothing else of interest in the room.

4. Watchtowers. There are four of

these, one at each corner of the site, formerly marking each corner of the electrified chainlink fence (since torn down). Each tower is about seven meters in height (value 4), and consists of a small bunker atop four thick metal poles. Each watchtower is accessible through a trapdoor in the floor. With each tower is a spotlight (now nonfunctional) ropes, and a machinegun mount (the guns have been torn out, however).

Two of the towers are now home to creatures of the Living Land. The tower posted to the southwest has been taken over by a rufka as a nest. The rufka, if disturbed, will defend its home until death. The northwest tower is now the location of a nest for a swarm of Karkata. The swarm will fly out and attack anyone who touches the tower and attempt to drive them away or kill them. Both creatures are detailed in the *Living Land* sourcebook.

5. Main Laboratory. This is the building where all of the actual research occurred. It is small for such a building, and the base had been planning to build a new building before the invasion. It is two stories in height and very blockish in appearance and design. Most of the walls are now covered with vines, and many of the windows have been shattered. It has been over a year since people actually passed through this building. The first and second floors are all laboratories that have been trashed and plundered by the Jakatts. All of the truly dangerous substances and products (such as the plagues of Project Proteus) have been taken into the cellar by the gotaks or were destroyed in the axiom wash. There is a stairway on the first floor leading to the basement.

Vile Consecration

The stairs wind downward past the basement level (similarly stocked as the first two floors; largely empty) and lead to the cellar, where materials are stored. As the Deep Mist has crept downwards and clouds the stairway and the cellar, gamemasters should play the ominous nature of this scene to the hilt. Keep the players on edge in describing their descent — reveal little and imply a lot. Much of the cellar

floor itself has been cracked open, revealing a cavern yawning open its black maw, leading to the true area of consecration. The drop from the floor of the cellar to the cavern is a scant meter, so rolling isn't necessary.

Real aloud or paraphrase as the Storm Knights reach the end of this cavern:

Before you, you perceive a mass so dire and deadly that its presence is an affront to all your senses — and any with strong faith in any religion. Edeinos dance about a silicon canister in the middle of the cave, and two — obviously gotaks — hover nearby, bearing the stone tools of Those-Who-Suffer-No-Passion. A translucent stalenger floats overhead.

But worst of all is the sight of another monstrosity akin to the one you confronted at the "Front Door to Hell." While obviously a different "individual," the writhing mass of infected flesh and plant life is of the same creation. Suddenly, one of the gotaks sees you and shouts. The chanting Jakatts cease their ritual and rush towards you.

The Knights have two options: fight or flee. If they flee, they will be pursued by the Jakatts and the gospog virus up the stairs and out of the building. It has been instructed to prevent any interference with the ceremony. Once outside, the creature will attack and attempt to feed on as many Knights as possible.

If the Storm Knights fight, they first have to deal with the gospog virus and the stalenger overhead, who attack and fly away again and again at a particular Knight (the weakest in appearance). Close behind are the Jakatts. The gotaks remain in the rear, continuing the ceremony. They will not attack until finished. All of these creatures, of course, will fight to the death.

Edeinos warriors (12)

See page 34 of the *Torg Adventure Book*.

Equipment: hrockt spears (damage value 12, range 5/10/15)

Edeinos Gotaks (2)

DEXTERITY 10

Dodge 11, missile weapons 11

STRENGTH 10





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TOUGHNESS 10**PERCEPTION 8**

Language 9, tracking 9, trick 9, scholar (Core Earth tech) 9

MIND 9

Survival 10, test 11, willpower 10

CHARISMA 8

Taunt 9

SPIRIT 11

Faith (Keta Kalles) 16, focus 15, intimidation 12, reality 12

Possibilities: three per Storm

Natural Tools: claws (damage value 14), teeth (damage value 12), tail (damage value 11)

Equipment: stone dagger (damage value 13)

Miracles: cause pain, intense fear, reverse emotions

Gospog Virus (I) See Scene One: Front Door to Hell

Note: This Gospog Virus is "armed" with the viral mutation similar to diphtheria. For game purposes, it has the same mechanics.

Stalenger (I)**DEXTERITY 8**

Dodge 11, flight 11, stealth 11, unarmed combat 12

STRENGTH 8**TOUGHNESS 8****PERCEPTION 9**

Find 12, tracking 11

MIND 9

Artist 11, survival 11

CHARISMA 7**SPIRIT 9**

Faith (Keta Kalles) 11, focus 12

Possibility Potential: some (35)

Natural Tools: tentacles (damage value 12), pump flight (speed value 11)

The Jakatts fight to the death to protect their "project." They have four plague cultures left in the cavern, including the one involved in the ritual the Knights interrupted. Each contains a culture for a different disease, with a difficulty to cure of 18. If a Knight is exposed to a culture (or to the gospog virus), that Knight will have to look to magic, religion, or a higher technology

to cure her; Canada possesses no knowledge on the diseases other than what is stored at Andoc.

Doing the Job

In order to succeed in their mission, the Knights must blow up this building with the C5 explosive given them. A *heavy weapons* roll of 12 will enable them to plant each satchel charge and set it for 1 minute; it will explode exactly on time (keep track of rounds). Unfortunately, this method requires that a Storm Knight either sit on the charge (giving it an acceptable tech level) or cause a long-range contradicton (see the *Torg* rulebook).

The Scientist

Outside the main lab building, in beating their hasty escape, the Knights will probably encounter Jack Horace. Horace, a husk of a man, is totally beyond coherency and has no ability to relate to his surroundings. The



Jakatts kept him alive and fed because of his knowledge of the laboratory, and he wanders around the site aimlessly. Unless the Knights haul him away from the building, Horace will perish in the blast of the explosion.

Aftermath

The successful destruction of Andoc and the shutdown of this "operation" will be a major boost to the Canadian war effort. Their standing in the eyes of the Canadian government will be greatly augmented, and they may be approached to work for them on a permanent basis. If the Knights return to the Living Land again, from the Canadian side, they can expect both

cooperation from the Canadian military command and antagonism from the Jakatts of the realm.

If the Storm Knights fail in their mission, then Baruk Kaah's gotaks will continue to grow virus gospog. Pleased with the results, the Saar will dispatch the creatures to the Western and Eastern Lands. Canadian authorities will be hard put to defend their original production of the virus and to contain the spread of the creatures. It is unlikely that they will ask the help of the Storm Knights again.

If the Knights rescue Jack Horace and take him to the authorities, he will be placed under the care of the country's top physicians, who will aid him on his recovery of mental health.

If he is ever returned to "normalcy," he will become a steadfast ally of the Knights.

Awards

If the Knights destroyed Andoc (and perhaps rescue Horace) award them 12 possibilities at the end of the adventure.

If they destroyed the Jakatts and the active Gospog Virus but did not destroy the dormant viruses or the facility, award the Knights 9 possibilities.

If they failed to accomplish either task, award them no possibilities.



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