

API Worldwide

South America



A Regional Sourcebook for Apocalypse Prevention, Inc.

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DGS
DYNAMIC GAMING SYSTEM

Prolouge:

Mirrors, Mirrors on the Wall

Nayla Rowi hovered over the unconscious body, her face curled with a smile as she sealed the large incision on the man's stomach. Her hands, steady as always, did not betray her. The warm blue lighting overhead flickered momentarily, sending shadows chasing each other across the walls. It was not perfect, but this hole was her sanctuary.

Rowi cleaned her utensils and put them away in their rightful places. She didn't want to have to do these things, but the company had left her no choice. Emilio's face flashed in her mind and her left hand clenched tightly. His easy smile, one dimple higher than the other, was hard to forget and simultaneously comforted and angered her. She slammed the table in a fury.

"Quiet, Nayla, quiet," she commanded herself. She took a few calming breaths and then tried to shift her attention to her latest target, one of the Brazil Emergency Response Units that Nisa was so confident of. Proud Nisa Armando, head of the Brazilian branch of API. She ruled without compassion.

She had fried Emilio's brain and taken him from her.

Nayla smiled a wicked smile, as she turned towards the motionless body lying before her, catching a glimpse of her own face in a mirror. What had once been beautiful and alive was now twisted by the evil magic she wielded. But what she did, she did for love. This justified her actions and she hadn't even cracked the surface of what she had planned for her former employer. What she was planning was big, her first step in a new direction. She would have this revenge and make Nisa feel what she had felt. It would be the most personal and cruel revenge possible.

* * *

Agent Darius Ellingsly Drake slammed his hand against the large red button on the wall. Gears groaned in protest as the main door rattled shut. Another ambush, another agent dead, and a few civilians caught in the bloody crossfire. On the streets of the decrepit slums outside Rio, or the dense and moist jungles of

the Amazon, this was South America. Death was nothing new, and came too easily.

Even more frustrating for Darius was that the responsible party for all this, Nayla Rowi, has eluded their agents at every turn. Once she had been an Elite with the company, but now her renegade band wasted API's dwindling agent numbers on her insane crusade of vengeance.

"She's too smart." The voice came from the corner, where a giant Loch stood. His oily skin was covered in blue gray scales shimmering in the bright orange lighting. His name was Crax and had been working with Darius for as long as he could remember.

"That's not it. We're too slow." The third voice was thin and wispy, almost insubstantial. Shia, a female spectral hovered, placing a translucent hand on Drake's shoulder. Shia and Drake had been in love when she was still among the living. Now there was nothing but the ghost of their connection.

Drake was lost for ideas, but he knew where to start looking. "Tell Amy to get out here, we need to have a look at some of those bodies."

Shia gave him a reassuring smile and slowly began to fade from view. A moment they had shared a long time ago, of caring and bodies and passion and the result of their love, flashed in his mind briefly.

It was important not to forget the dead.

* * *

He holds Shia in his arms, one hand caressing the small bump that was her stomach. She looks at their faces in a mirror, its pink frame chipped on one side. She gazes into his eyes through the mirror and whispers to him.

"If only we could travel through this mirror and into another world. It would just be you, me, and little Stephen."

The idea makes Drake smile, filling the mirror with his gentle toothless grin.

** * **

Nayla was prepared to face all the cruel things she had done, and all the horrible sides of her that she hid. She was strong, fueled by anger that seemed to have no end. Whenever she thought of him, it pumped blood through her veins and strengthened her resolve. Apocalypse Prevention Inc. was the right idea run by the wrong people. They should not use their power to split lovers and wipe their memories of each other. That was an obvious abuse of power, worse than anything she could fathom. And it all had been Nisa's order. Nayla had thought API needed to be fixed for years, but soon realized that was no longer possible. What she had started here was something new and uncorrupt. Maintaining it would require that her new agency take whatever it could from API to maintain the new order. She would do whatever it took to make sure the world was protected the way it should be, the way it deserved to be.

She looked at the rapist chained to the wall of her small, poorly lit work area in the sub-basement. He stared at the mirror opposite him, locking eyes with his own self, and refusing to even glance at her. She had baited him to his current situation with what was left of her female charm. The charm she had once saved for Emilio.

He could smell the danger on Nayla and knew he wouldn't survive the night. Wolves can see wolves in sheep's clothing. There was no stopping it now, though. This man's life was the next step in her acquisition of new supplies, after all.

** * **

Amy wasn't answering their calls, so Darius went in the back to find her. Aside from the main bay where they monitored most of Brasilia, there was also an equipment room, science lab, and some rooms that served as bunks, but felt more like prison cells. He first stop, the science lab, was surprisingly empty.

"Amy?"

He looked over the equipment and nothing important was missing. Then he noticed that Agent Sunin, the fifth member of their team who was killed during their last mission, wasn't lying on the autopsy table anymore. Darius hit the intercom.

"You guys see Amy? She's not in the lab, and she's dragged Sunin to do god knows what with his body."

He knew she had always been a little strange, as working with dead bodies would do that to most people, but what the hell was she doing?

Static was the only response he got. He sensed something in the white noise mocking him. This wasn't his day.

He walked towards the back of the room, eventually seeing Amy bunched up in the corner. Red liquid pooled on the floor next to her. "No...Amy, please answer me." He slid down to her, blood soaking into the knees of his API fatigues. He checked her pulse quickly. No heartbeat.

"CRAX!" He yelled as loud as he could, and reached up to slam the red emergency button. He cringed in expectation of the whirring of the alarm, but there was only silence. He slammed the button again and again, but still there was nothing. Someone had deactivated the communications system and the alarm system. Only someone who knew those systems in and out could have done this without cutting the main power and alerting everyone. He then heard a sudden explosion out in the main bay, followed by the sound of gunfire, and leapt to his feet to run to the action.

When Darius appeared in the main bay, his brain could not process everything he saw. Crax was nothing more than large pieces of sushi. Strange markings had been drawn in his blood near the bay door. Agent Sunin was standing near the bay door, about to open it.

"Sunin...what the hell are you doing!" The man was naked and shivering, holding a giant machete in one hand. A large incision had been stitched up running from his navel to his sternum, but part of the cut had been torn away by his hand, flapping loosely and leaving blood trickling down his legs.

"You've got to get it out of me...it talks to me, and tells me to do things. If I do them...it says the pain will stop. Just...push...one button. And everything is going to be okay." He started to reach for the bay door, but stopped suddenly and stared at Darius. "Get it out of me man, get it out of me please."

Darius looked down at the gun that was laying near Crax's remains. Where the hell was Shia? "I'm not sure why you're opening that door Sunin, but its not going to make the pain go away." He started inching closer to the gun, putting his hands up in an attempt to appear unthreatening. "Just calm down Sunin, just lay down, and I'll get it out of you and sew you up like new."

"It's too late, Drake. She can hear, and she won't be happy." Sunin reached for the button. Drake dove

for the gun and came up firing, but when he heard the familiar sound of gears churning he knew he was too late. Sunin dropped to the ground, clutching at the holes that had appeared in his chest.

The door rose slowly, and darkness spilled into the main bay. Most of the city was sleeping, and the moon stood vigilant above. A female outline, holding something rather large stood in the midst of the shadows. He held the gun up, and prepared to fire. Something was wrong, the gun was too light. Drake realized the clip must be empty.

"Agent Darius Elingsly Drake," said a voice, cold and calm and familiar. He turned to see Nayla Rowi stepping into the main bay, clutching what looked like a medium-sized hand mirror. Drake saw no other weapons. "I'm sorry about the others, but they are necessary collateral."

Rowi and Drake went way back and were good friends once, having started with the company together. He had heard all the rumors about her. How a telepath had screwed her mind up so bad she believed that API had ordered her and her lover's minds erased. How she disappeared in the midst of chaos after attempting to rescue someone who didn't exist. How she was out for the blood of anyone with an API badge.

"Nayla, what the hell do you think you are doing?" Drake saw the machete slowly float out of Sunin's hand, and start to make its way into the shadows and behind Rowi. Shia had finally made her move.

"Nisa took the one thing I loved."

"Nayla, that's not what really happened..."

"Don't bother Darius. We both know how corrupt the company is. We kill when it is convenient and the company tells us it's a good thing that we don't let the world know the dangers that it truly faces. It's time for API to move over."

"Nayla... your mind... do you remember Dahlia the Telepath? You must remember Dahlia, Nayla, he screwed with your mind."

She laughed a terrible, haunting laugh.

Shia was almost within striking distance, when he heard her all-too-recognizable scream. The Spectral materialized briefly, dropping the machete to the ground, but now trapped. The markings on the floor were a Spirit Anchor, the clever bitch.

"You know me Drake. I always make sure every-

thing is perfect before I move."

"Well, I've got the gun Nayla. Just put the mirror down, and lets talk."

"If that gun still had bullets you would have already shot me. And I've got something much better than a gun."

She held the mirror up as she moved towards him. In it, he could see himself, Shia, and their unborn son, Stephen. They were watching him laugh and play in a playground with other children. Darius had never seen such a beautiful smile before.

Then the image transformed and he now saw himself yelling and throwing something at Shia. Shaking her terribly, violently, homicidally.

Then, he saw himself as he was when he was young. He watched as he taunted a boy from his neighborhood on Halloween until he cried. All his friends cheered him on, laughing and pointing.

Then the image swirled and took a physical form as it lunged out of the mirror. Its hands reached for his neck, the same hands that had harmed too many before.

He heard Shia yell in a panic. Drake tried to pry the hands apart, but they were so tight, the grip was too strong. He started gasping for air and fell to the ground. The reflection looked back at him, his eyes sinister and his face contorted into a permanent grimace. He could feel the pleasure it was taking from his pain. His hands flailed at it to no avail.

Then the world went black.

* * *

Nayla stepped out of the mirror into her hole. She had already started on her next plan. She moved quietly to a cupboard against the far wall and opened it up. Dozens of mirrors reflected her image back at her from within, dozens of hands reached for one mirror. She pulled it out, shut the cupboard, and placed the mirror on the table in the middle of the room. Drawing a small scalpel across her forearm, she dropped a few drops of blood onto the surface of the mirror and it began to shimmer.

Nisa Armando and API would regret the day they made Nayla Rowi their enemy.

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Disclaimer: This book contains supernatural and magical themes, characters, and places. This is purely a fictional work and is for entertainment purposes only. Not recommended for those with closed minds or poor critical thinking skills.

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Chapter One: South America Briefly

South America holds some of the most fascinating locations on the planet. Aside from being home to the world's largest tropical rainforest, the Amazon, it is also home to the world's highest waterfall, largest river, longest mountain range, and the driest place on Earth. A continent rich in history, culture, and lore, South American covers over 17 million square kilometers of land and has a population estimated at around 372 hundred million.

Climates vary greatly across the region. The northern portion of South America tends to be tropical to sub tropical. Heading towards southern Brazil

and east of the Andes, the climate becomes warm temperate. The southern most portions of Chile and Argentina exhibit a cool temperate climate. The majority of the pacific coast is desert.

The major languages of South America are English and Spanish, except for Brazil where Portuguese is the first language. There are also several strands of native languages that have survived the assimilations visited upon South America. The most notable of these is the language of the Incans, Quecha. Quecha is a common language among the indigenous tribes, especially within the region of the

Always Trust the Locals

The ingenious people of South America are an important source of information for API field agents. It is important for them to understand the different customs and rituals of individual native tribes. The locals are either frightened by the supernatural entities they cross or worship them. This often determines whether their instinct is to protect them or to aid API agents. Whatever the case, the natives can serve as guides through the rainforests or offer knowledge that can unlock many of its beneficial secrets.

Andes Mountains. It is essential for field agents to be able to communicate with the natives, whether they are dissolving a dangerous situation or gathering intel on a supernatural sighting or occurrence. Therefore, Quecha is often a requirement for those working out of the South American HQ, especially where handheld translators are unavailable.

The governments of the South American countries have started to unify in a fashion similar to the European Union, thanks in part to the success that the EU has enjoyed. The treaty implementing the Union of South American Nations (USAN) was signed in May 2008. As of 2010 they were operating under provisional status, backed firmly by API's office. As USAN grows in power, the handcuffs on the Brazil HQ loosen. The main benefit of USAN's formation is the promotion of free movement between member countries, allowing API to relieve a lot of the headache from spreading their resources out across 19 different countries.

South America has a unique feel to it, from the barrios surrounding Buenos Aires to the elegant skyscrapers of Brasilia to the awe inspiring Amazon Rainforest.

Violent Beginnings

API branched to South America during the initial Portuguese conquests in the early 16th Century. Joam Oliveria, a member of the Circle of Ten, originally traveled to Mexico with Cortez, but fled the bloodshed there during the Spanish war with the Aztecs. The Portuguese told strange stories from their voyages into South America, tales filled with monstrous beasts and human sacrifices. Joam was

The Offices

The API offices are located in Rio de Janeiro in Brazil, headed by Nisa Amando. While they are often short on resources (both equipment and agents), their leader, Nisa Amando, attempts to efficiently deal with any situations that arise. Her best trait is her ability to diffuse situations through skillful negotiation and recognize when action is necessary. One of the major obstacles for this branch of API is the massive amount of uncharted and uncivilized land that covers the country. This can make it difficult for the API offices to keep track of every threat that sprouts, and allows for situations such as the Dog Pack (page 53) to arise within their jurisdiction. Nisa is a proud woman, but there are times when it is necessary for her to ask for backup from the US offices.

astounded at the pure beauty of the world and discovered a place where the supernatural thrived and humans begged for protection from the unknown.

South America was a constant landscape of conflict, and Joam fought until his death to negotiate peace among the threats, both natural and supernatural. The Brazilians won their independence in 1822, and a Brazilian HQ was installed in Sao Paulo. The original headquarters were destroyed months later in a vicious explosion, official reports claiming it was the work of Portuguese loyalists in retaliation for the freedom Brazil had won. The blast succeeded in destroying the building, and killed a number of agents across all levels of the hierarchy, including the company head of the South American branch. This was a shocking blow to the fledgling Brazilian branch of API. Those who weren't killed in the blast were forced to flee and go into hiding.

In 1926, the first materials were moved to create the statue that is now known as Christ Redeemer. A colossal representative of Jesus Christ with his hands outstretched was built over the next five years, overlooking most of Rio de Janeiro. This was the site the company finally chose for a new base, and they used the statue's construction to cover their new HQ built inside of Corcovado Mountain. They then used the constant renovations and touch ups to the statue to allow them to update and expand the HQ at timely intervals.

Sinister Suspicions

It is now known that the Council Most High (page 41) was attempting to thwart API's foothold in South America. During the first few centuries of API's reign in South America, the CMH had not taken them as a viable threat. As the company started to spread their influence and enforce their beliefs on the country, the members of the CMH called for action. They knew if API was not stopped, the CMH would land in its crosshairs. Their attempt failed and their theory was proven many years later.

Object of their Unknown Desire

While very few gangs that are not run by some demonic force even know of the existence of the Shadow Trade or equipment from other dimensions, a few have discovered its secrets. API knows and tried hard to keep this knowledge out of gang hands, also knowing that local authorities are in real danger if they don't do their job correctly. The company is aware of this threat and have kept a tight watch on the major gangs, such as Primeiro Comando da Capital (PCC) in Brazil and Fuerzas Armadas Revolucionarias de Colombia (FARC) in Columbia.

Drugs and Guns in South America

While beautiful landscapes and diverse indigenous wildlife populations dominate South America's resume, its darker side is the cause of concern for local authorities, and API. Devious demons have long ago realized how vulnerable humans are when they are under the influence. Buyers are often lured to isolated meeting areas to be devoured or pass drugs out to addicts and feed on multiple victims at once. Others simply monitor the flow of drugs to the end user and find easy targets at the end of the line. The countries of South America are not lenient on drug traffickers, a few allowing for possession of marijuana for personal use, but not giving much ground elsewhere. Still, drug trafficking is still prominent due to corruption of local authorities.

Aside from the unusual threats that Apocalypse Prevention, Inc faces, they also run into trouble with organized crime. API only concerns itself with drug trafficking if the drugs themselves have been enhanced supernaturally or are of other worldly origins. The inverse is not true, as local gangs are known to meddle in matters that they do not understand, often creating unforeseen complications for agents in the field. It is easy for these situations to spin out of control as the gangs are usually well armed, fearless, and more organized than the average demon. API never seeks out conflicts with any organized gangs, but Nisa Armando constantly reminds her people how important it is to prevent them from being exposed to the dangers that API protects the earth from. They already have the infrastructure in place and could easily spread and distribute anything fast-

er than API could track it. She has an understandable fear that some supernatural threat might take advantage of the more organized gangs and use the hierarchy and resources already in place to whatever ends they want.

The Shadow Trade

The Shadow Trade is the supernatural Black Market. While other organizations like it exist all around the world, the Shadow Trade is the largest. It is a network of beings that deal in all items otherworldly. The names of all involved are well kept secrets and anyone thinking of exposing one of these creatures is usually dead before they've finished their thought. It is used primarily to sell and move wares under the guise of illegal weapons or equipment. They also rig explosives to their goods in case local authorities intercept the shipment to further effort to protect their anonymity. Runners are used to transport their goods in person and often magic to keep their identity protected. Much like the mafia or a gang, once you are involved in the Shadow Trade there is no going back. Anyone who tries to separate from the network retains far too much dangerous information linking other beings to the Shadow Trade.

The API is aware of the Shadow Trade, but have had little success tracking down anyone with any useful intel. Nisa Armando has created a specific task force designed to sniff them out, headed by her cousin, Sergio Armando, who runs the group independently of the rest of API. This group is kept secret to the other API offices, and only the most trusted officers within South America know of its existence.



There is good reason for so much secrecy. When the Company first discovered the Shadow Trade in 1990, Nisa was the commanding officer in the raid. They stumbled upon a small group of Gyks (page 70) and humans who were sorting out API-grade cybernetics and equipment. If anyone in the other offices found out that there was a group of unknown beings distributing API equipment, Nisa's head would be on a platter.

Amazon Rainforest

One of the new Wonders of the World, the Amazon Rainforest is a breathtaking spectacle. Immense in size and diversity, it covers a stretch comparable to the forty-eight contiguous United States, and one fifth of the world's fresh water is in some form of circulation in the Amazon River Basin.

Several of the world's animal species find their home within the Amazon's border. Among the vari-

ous birds, frogs, and insects, are the tapir, vampire bat, anaconda, jaguar, and piranha. All forms of predator roam the jungle, and their prey often goes to interesting lengths to avoid being eaten. Many utilize poison as an effective defense system, usually accompanying bright colors on the creature warn any onlookers. All of these are viable threats to API agents moving through the Amazon, as poisonous insects and frogs have no concern for armor or any high tech equipment that agents might be carrying.

The Amazon River is the highway of the Amazon Rainforest for both visitors and the indigenous population. It is fresh water and contains both beautiful and dangerous creatures. It is the largest river in terms of volume and second only to the Nile in length. Traveling the Amazon via its river can be an effective means, as moving through the Rainforest is usually slow and dangerous on foot. However, it is difficult to hide while traveling along the Amazon, and those utilizing it are often easy targets for anyone watching from the shore.

No Cell Phones! No Cell Phones!

While most cities and major towns in South America benefit from cell phone coverage, much of South America is untamed wilderness. The GM should note that agents operating in the jungles of the Amazon or remote villages probably won't have cell phone coverage. Satellite phones, along with other equipment normally accessible to entry-level agents, can solve the problem, but only with the right requisition forms.

The Sins of the Sons

The Earthfather and Earthmother had two sons, Orid and Synn. They both came to Earth when Oasis was invaded by order of the Earthfather. Orid has fled his people in search of those who can help him return to Oasis. He has fallen into a deep state of grief since he left his father behind and can no longer call upon the Mohan's ability to change forms. His brother Synn, on the other hand, has rallied other Mohan to his side, extremists who believe that the Mohan are not doing enough to save the planet. Synn finds it disgraceful that their people sit by watching another world turn into the same wasteland that Oasis became. He has managed to unlock his power so he may take shape whenever he wishes. Some see Synn's ability to shapeshift at will as a blessing of his actions from their ancestors.

The Mohan, demonic guardians of nature, have lived among the tribes of the Amazon for centuries. Each Mohan is linked intimately with the forest and a specific native tribe, both of which they are very protective. They normally hide their presence, but will come to the aid of their chosen tribes or the forest itself when either is threatened. The Mohan are seldom found outside the forest, except for those that have forsaken their past and their own dimension for Earth and its material pleasures.

The Amazon was also the site of the portal that brought the Lochs to Earth and is home to a large number of unregistered Lochs. Of these Lochs there are two key groups, known as the Rampagers and Orphans. The Rampagers were angered by their leader's death, searching for a vicious and courageous death in battle. The Orphans are mostly elder Lochs nearing death or the weak and diseased who are nearing the Dark Horizon. Both groups once op-

erated out of Rillaz Village, found within the Amazon (See Demon Codex: Lochs for more information).

The Seed of Oasis

The Seed of Oasis is located in the very heart of the Amazon, hidden within the depths of its flora and fauna. It is the home to the Mohan on Earth and contains anything they brought with them when they left their dimension, Oasis. This place is ruled by Moa'ti, the Earthmother. The Earthmother and API have been in contact before, and reached a mutual agreement to leave each other alone with a few exceptions. The Mohan do not have to register with API, and in return they aid agents traveling through the forest. However, in an effort to protect her son, Synn, the Earthmother did not reveal that he travels the forests slaughtering those who lay waste to it (For Synn's write up see page 73). While she does not condone his actions, she knows what API will do if were to discover them. This would result her making a hard choice: lose her son or break her truce with API.

The oldest living Mohan, Moa'ti has under gone a tremendous transformation since arriving on Earth. It is from her that the Seed of Oasis was born, and it has transformed her into a living fixture of her people's new city. She now no longer resembles her kind at all and instead appears as a giant tree with a beautiful face centered near the trunk. Through the Earth, she receives all the sustenance she needs and communicates intimately with the Amazon itself. It is in this way that she tries to keep track of her children and is also able to lead astray anyone who might penetrate their city.

The Mohan have always received their directions from Moa'ti, and she works tirelessly to protect the Amazon. Her only internal conflicts have risen when her children's actions cloud her normally sound reasoning. Other than that, she owes debts to no other organization and follows no other goals than to protect her own people and their new home. It is this symbiosis that has caused the tribes of the Amazon and the Mohan to grow so close.

Help from the Mohan usually means the cooperation of the tribes of the Amazon as well. But as most tribes have embraced the Mohan and have a long history with their supernatural protectors, there are few tribes that rejected the Mohan, seeing them

as foreign intruders in their world. These tribes take great pride in killing them and using pieces of their dead bodies as trophies. It was clear to API agents after learning this that each Amazon tribe should be treated individually and not assumed to be one larger group working towards common goals.

Andes Mountains

The Andes Mountains span the Pacific coast of southern South America. They are the longest mountain range in the world and one of the highest. Several plateaus serve as homes for major cities, including Quito, La Paz, and Medellín. The highest peak is known as Aconcagua and is one of the highest mountains in the world. There are also a number of active volcanoes within this range.

The Andes can be split into Northern Andes, Central Andes and Southern Andes. The climate often changes depending on location, elevation, and season, and varies greatly over short distances. Like the Amazon, the Andes are riddled with endemic species. They are known for their wide diversity of amphibians, the giant Andean Condor, and the Spectacled Bear.

Fat Harvesters

A strange legend has spread in the towns and villages of the Andes Mountain region. Victims have been found dead and stripped of all their fat. Local police claim this as the work of vicious criminals who then sell the lard to pharmaceutical companies for manufacturing purposes. Some API agents believe, however, there is something much more sinister going on here. Investigations into this have been few and nothing has come of them yet.

Brazil

Encompassing the majority of the Amazon Rainforest and the Amazon River, Brazil contains a wealth of beauty and history. Adding the major cities of Brasilia, Rio de Janeiro, and Sao Paulo, Brazil contains millions of acres of untamed wilderness, the fast paced and energetic lifestyle of the big cities, and everything in between. Brazil is well within the grasp of Apocalypse Prevention, Inc, as it is home to the South American headquarters. The location for the HQ was a logistical one, as Brazil is the fifth

largest country in population and area, making it a challenge in and of itself.

Brazil is well known for being Portuguese speaking, the main language used across almost all forms of media. The country is now ruled by a Federal Republic, composed of both a President, who is Head of State, and a Congress. They utilize a similar checks and balances system as the United States.

The country is filled with demonic and public relation challenges. API resources must be split between the giant Amazon Rainforest, while also dealing with the Shadow Trade and hidden threats within the major cities. Another dangerous group has formed called the Ghosts of São Paulo (page 49), gathering together a volatile collection of criminals, cyber docs, and bionic-obsessed demons.

Rio de Janeiro

The home for the South American HQ for over 80 years, Rio de Janeiro is a hot spot for both tourists and demons alike. Originally, it served as the capital of Brazil, until Brasilia was built 1960 named the new capital city. There are a number of landmarks within Rio de Janeiro, the statue of Christ the Redeemer, one of the largest futbol stadiums in the world, the Marcarana stadium, and the famous 4 km long Copacabana beach.

This awesome city is broken into four zones: Centro, Zona Sul, Zona Norte, and Zone Oeste.

Centro

The downtown section of Rio is both its historical and its financial center. Home to intimidating cathedrals and famous museums, all alongside the head offices of some of Brazil's largest corporations, the center of Rio de Janeiro is tremendous in both its architecture and history. Petrobras, Electrobras, and Vale, – multinational oil, energy and mining companies respectively – are world leaders in their industries and also have their headquarters in Rio. One of the main reasons why API's HQ has stayed here is that it allows the company to keep an eye on the deep pockets of these corporations. While Nisa cannot afford to be paranoid and invent enemies were they don't exist, money means power anywhere on Earth and many demons have put this together.

Zona Sul

This high profile and rich section of the city is the site of Rio's famous Atlantic coastline, including the Copacabana Beach. Sugarloaf Mountain rises out of the sea and overlooks Zona Sul. It can be ascended in a cable car, allowing for a beautiful view of the entire city. Zona Sul is also dotted with botanical gardens and one of the city's urban forest parks, the Tijuca National Park. Brazil's most famous private college is also located in the Zona Sul, the Pontifical Catholic University of Rio. The South Zone is also home to one of the world's largest media conglomerate, Organizações Globo, which has their hands in every type of media distributed in South America. It even has holdings in the food and real estate industries.

Operating within the shadow of the city's richer sections is the Arms Dealer. His or her true name is unknown, but the Arms Dealer is believed to be a human who lives among the high society of Rio. In reality, the Dealer is a member of the Shadow Trade who has a horrifying way of dismembering victims for their cybernetics or as morbid reagents for ad-

epts to practice their arts.

Zona Norte

The physical manifestation of Brazil's love for futbol is the Maracana Stadium, found in Zona Norte. One of the largest stadiums in the world, it holds close to 100,000 fans at full capacity. Future host to the 2014 FIFA World Cup and a major site for the 2016 Summer Olympics, the Maracana Stadium is the site of important matches both past and present.

Aside from the Stadium, the North Zone is the location of the Imperial Palace, where past Brazilian emperors resided, which is inside of one of the most famous parks in Brazil, the Quinta de Boa Vista. In addition to being a spot for public universities, the North Zone is also home to many of Rio's famous samba schools.

Zona Oeste

Farthest from the center of the city is the West Zone. It contains an amalgam of high-class neighborhoods and poor ghettos. Aside from this Zona Oeste is known for being a location for many of



the finest Cyber Docs in the Western Hemisphere. These are often the cleanest and most successful joints that can be found anywhere in South America.

Rio continues to grow, spreading and modernizing as it maintains a high volume of tourists, which in turn brings more money to the economy. High rises and new housing are constantly sprouting up along the edges of the city.

Doctor Clock

Doctor Clock is the most sought after cyber doc in the world, even known to those with only basic knowledge of cybernetics. Appointments can be made only by referral, and his price is three times as much as an average cyber doc, but his success rate is 97%. Operations that fail where the patient is not killed are reimbursed twice the initial fee. Doctor Clock is a stickler for timing and refuses to see a patient again if they are late or miss their appointment. Some believe that he is a practitioner of the Path of Time, utilizing magic to aid his operations, but he works in solitude so there is no one to back up these rumors.

Doctor Clock is an important contact for API. They let him operate as he wishes and, in return, he provides them with details on particular clients or provides them with tips when he catches wind of something big. In the supernatural world, there is no client confidentiality. He does realize that this puts him in a dangerous position and requests that API agents are discreet when they come to him or he might lose his business (or his head).

Sao Paulo

The largest city in South America, São Paulo is a sprawling metropolis. Known for being one of the grandest cities in the world, it is home to over 11 million. The city once prospered greatly from the coffee trade, but turned more towards industrialization during mid 20th century. Its economy is strongly driven by large insurance companies, law firms, and banks. While not as well known as its Brazilian counterpart, Basilia, São Paulo contains a number of spectacularly designed modern skyscrapers.

Culturally, the city has seen a recent inception of the arts. It plays host to a number of state-of-the-art music performances and the globally renowned Feira Bienal Internacional de Arte, which displays art

Emergency Response Units (ERUs)

ERUs are part of Nisa Amando's response to dealing with limited manpower. They are small outposts located in either densely populated areas or areas that would normally be out of reach that provide an instant response capability for API to any threat. This is especially important in areas where situations arise that take the majority of API's focus elsewhere. These ERUs give the company the infrastructure to take care of and instantly respond to threats in the major crowded cities.

from all over the Americas, and occurring only once every two years, it draws in art enthusiasts and tourists alike.

Operating in the dark corners of the city, the Ghosts of Sao Paulo deal in cybernetics. They buy, steal, or dismember for their product, and occasionally manage to get their hands on some API goods. They leap from rooftop to rooftop during the night assisted by Jumpers (page 64). The general populace refers to them as the gargoyle ghosts, thinking they are the ghosts of gargoyle statues on some of Sao Paulo's older buildings coming alive and searching for their prey during the night. The group actually serves as part of the structure for the Shadow Trade, but this information is known only to their leader, Papa Sin, and his closest advisors.

The hourly tolling of the Metropolitan Cathedral ringing out to the tune of the national anthem is only a small piece of the cities charm. Sao Paulo is a city that displays both the wealth and success of South America, along with the poverty that is prevalent across much of the continent.

One of the most important thoroughways in all of Brazil, the Avenida Paulista, an 8-lane roadway, is home to many of the city's major cultural and financial buildings. Along this avenue is the Sao Paulo Museum of Art, below which hides the Emergency Response Unit (ERU) in the city.

Edificio Altino Arantes

This skyscraper is South America's answer to the Empire State Building. It is also home to one of the most dangerous members of the Siga Pacote (see page 53). It is there that Enok Vrymn, a son of a Swedish rock star, operates as Banco Santander's

Nature's Bounty

To both the indigenous tribes of the Amazon and major corporations developing pharmaceutical and medical drugs, the rainforest contains a wealth of resources. Fruits, vegetables, and nuts abound, especially to the trained eye, some of which have beneficial properties. Expert shamans known locally as curanderos, use natural medicines to treat anything from a troubled childhood to multiple sclerosis.

The following are some of the herbal remedies found within the Amazon, some common and some very rare. A curandero requires at least Knowledge 5+, Medicine 5+, and Survival 6+ in order to discern the vast variety of medicines available. The Dumpster Stomach Gift helps for when one makes a mistake, but is not a requirement.

- **Ajo Sacha:** This is not necessarily a medicine, but it does cause the imbiber to become more aware of their surroundings. It is often given to those hunting as it tends to sharpen focus and senses. Ingesting this gives the character a +1 to rolls modified by VIG and INS for 4 hours.

- **Ayahuasca:** A famous psychotropic drug used by shaman to achieve their visions. However, it is also known for its ability to kill parasites inside the body and the resulting vomiting and diarrhea aids in effectively eliminating them from the user. This causes 2 points of NL damage, but gives the ingesting character a +4 bonus against Poison or Disease for the next day.

- **Cat's Claw:** One of the more famous Amazonian remedies, this vine is named after the thorns that grow upon its stem. The inner bark of the Cat's Claw is used to treat many things,

from viruses to inflammation to cancer. It is well known for boosting the immune system and ingesting a handful of this heals 5 (NL) and 1 (L).

- **Chirisanango:** Often prescribed by medicine men for those suffering from colds or joint pain. This herb also significantly raises the consumer's temperature.

- **Guayusa:** Given to aid in stomach pain. It also has the effect of causing lucid dreams, making the user aware of their surroundings even while dreaming. This is given to agents who have to be in the field for a long time and cannot afford to fall asleep. It will help them wake out of sleep if anything around them is disturbed.

- **Icoja:** Used to prevent infection, Icoja is also effective against malaria. It is an important astringent found in the Amazon.

- **Mocura:** similar to garlic it can help ailments of the respiratory tract, and also aids in burning unnecessary fat. Ingesting this heals 2 NL.

- **Piñon Colorado:** This plant is useful for fighting infections or relieving pain and itching associated with insect stings. Applying this prevents any wound from becoming infected, and cures itching and pain associated with insect stings for 6 hours.

- **Sachamangua:** This plant has a variety of uses. Prior to being ripened, the fruit can be crushed and its juices sprayed on the nose. This helps cure congestion and other pain associated with sinus inflammation. If taken orally it aids in the digestion of fat and helps with excess gas. If dried and crushed the resulting powder can treat athlete's foot.

New Resources Investigator. While not officially on any payroll, Enok's job is to discover new cutting edge areas for the bank to invest in.

Approached by Nau Sim, Vice President of Sing-Long Corporation, Enok saw a chance to use the bank's might to power a potentially ludicrous business. Enok keeps the secret mostly to himself, and instead only shows the few members of the bank's council the return on investment reports and "chooses" not to bore them with the particulars. He is a real threat because he has possibly the deepest pockets

among those in the Siga Pacote, especially while he continues to provide his superiors with the lucrative return on investments (ROI) on his projects. He has first hand knowledge of the supernatural, as Nau Sim has taken him out on a number of "business" trips. They cover their tracks by fabricating joint ventures between their companies, on projects with confusing names. Enok claims that a nondisclosure act prevents him from exposing the details of his project to his superiors and most could care less as long as he continues to provide them with the lucrative ROI he has managed.

Nau Sim has made one miscalculation. Enok has spent his life trying to impress his father and has a great fear of letting him down. If Enok was discovered, he would do whatever he could do to prevent disappointing his father, even if it meant giving up his new associates in the Dog Pack (page 53) to API.

Brasilia

A planned capital, this city was designed to be the true center of Brazil. With roadways constructed to minimize congestion and city sectors designed to suit specific purposes (most notably the North and South Hotel Sectors), Brasilia seems more like an attempt at Utopia than just another city. The city has grown at an astounding rate, however, creating problems with some of the aspects of the city's design. From north to south runs the Eixão, a highway free of traffic lights designed to help prevent traffic jams. Loops and off ramps that confuse and confound provide access to different areas of the city. The other major road way is the Monumental Eixo, running east to west, which bisects the city. It contains a few stoplights, but is similar in design to the Eixão. At the eastern end of Monumental Eixo, sits the Square of Three Powers, which is the governmental center of Brazil.

Gramphix

Within the sweeping beauty of the city, lies a cybernetic manufacturer called Gramphix, run by a secluded group of Gyks (page 70) who specialize in cybernetic design and construction. Their designs are world renown and sought after by API and the Ghosts of Sao Paulo alike. The Shadow Trade has managed to get into their pockets (without them knowing that their benefactors are members of the Shadow Trade), as it offers the leaders of Gramphix cybernetic designs from other worlds in order to sate their hunger for new cybernetics. Gramphix appears as a manufacturer of high-end construction goods, which it does indeed manufacture and supply to companies across the world as well. The money is good, but not as good as what they make from their cybernetic dealings. They have manufacturing plants all across South America, but their goods are much more rare in other parts of the world.

Argentina

One of the largest countries in the world, Argentina sits between the Andes Mountains and the Atlantic Ocean. The capital of Argentina is Buenos Aires and it is the location of the largest of Nisa's patented ERUs, consisting of fifteen agents (others average 5 agents at most). In its past, Argentina suffered from a volatile political landscape, a major result of the manipulation of the military. After a horrible political and economic crisis in 2001, from which Argentina is still slowly recovering, the stability of the nation is growing. Now its economy is relying mostly on construction, tourism, and foreign exports to return to prosperity.

Argentina is well known for its high output of motion pictures. Theater is a major attraction for Argentina, with Buenos Aires being renown for its Teatro Colon. Much like the other South American countries, Argentina loves its futbol and has one of the more successful national teams on the continent, second only to Brazil.

Buenos Aires

Finally relishing in the wake of its recent return to democracy, Buenos Aires is seeing its influence spread globally, especially in the industries of theater and film. Considered by some as the Paris of South America, its sweeping architecture is based off of many basic concepts from other major cities all across Europe. Sitting on the south coast of the Rio de la Plata, which separates Argentina and Uruguay, it is one of the most important ports in South America. The port itself is one of the main reasons that its economy has started to recover. Much like Rio de Janeiro is considered home for the samba dance, Buenos Aires is the home of the tango.

Puerto Madero

Falling into neglect in the mid-20th century, the Puerto Madero became a haven for supernatural beings attempting to stay out of the limelight. It became especially noteworthy for Lochs as its location on the water allowed them a sanctuary from the tourists and citizens of Buenos Aires. However, near the turn of the century, a revitalization project was started that began new and groundbreaking construction on the Puerto Madero area. Now a brilliant example of stylish architecture and one of the new hot spots to live,

Continent of Variety

South America is not a region of slums and shantytowns, nor is it a towering utopia of skyscrapers and office buildings. It does, however, contain both. The money is definitely there, but just in the wrong places. Many countries teeter on the brink of bankruptcy or live below the poverty line, and other places thrive and have an active tourist trade. There are so many poor who struggle to survive and so few hoarding enough money to solve all the problems of their fellow human beings. The middle class exists and is gradually growing, but there still exists a wide gap between the many without and the few with everything.

the Lochs hiding out in the Puerto Madero area were mostly exposed. Many of them attempted to register with API, while others took to the familiar waters of the Rio de la Plata.

One Loch refused to budge. His name is Bargox Fin, and has become one of the most elegant crime lords in the city. While API knows that he resides somewhere in the Puerto Madero area, they have been unable to locate him. The company assumes he has magical assistance in keeping his location secret. While known as a crime lord, Bargox enjoys spreading chaos more than actually having any crime related goals. He has a way of attracting dangerously unstable criminals to his family.

Teatro Colon

Known globally as one of the premier spots for live music, the Teatro Colon is a major landmark in Buenos Aires. It is also one of the few places that a trio of supernatural beings has performed, called Morning for the Lost. Joined by their love of music and performing under the guise of a costumed singing troupe, the trio tours South America performing wherever they can, determined to spread their creativity. The three beings, a Faun called "Lidia", a Wolf Person named "Benedict", and a Taylari known as "Aurora" have all registered with API, and Nisa has agreed to allow them to continue to tour as they seem to pose no threat to human society. Her one request was that she appoint a special agent as their manager to keep them out of trouble. This unidentified agent is human, of course. The band keeps its ear to ground and use their connection to the streets to give API a heads up on any potential threats. They

El Nino

The warming of western pacific currents is called El Nino, which influences the fishing industry off of Chile's coast. It also tends to be a period of increased supernatural activity that API no longer believes is a coincidence. Increased reports of boat destruction and disruption of port traffic along Chile's coast has lead many of API's leading researchers to believe that there is an unknown and yet undiscovered demonic race operating during El Nino events along the coast of Chile. Other researchers theorize this event could open a portal to the Loch's home dimension and allow a portion of the Vastness (see Demon Codex: Lochs) to reach into the Pacific Ocean in search of food. Whether this is the work of the Lochs themselves or not is up in the air.

are a small cog in a wide intelligence machine that the South American HQ relies on to survive.

Iguazu Falls and the Pools of Lazarus

The mighty Iguaza Falls, which upon seeing, Eleanor Roosevelt is claimed to have uttered "Poor Niagara!", are monstrous to behold. Separating Brazil and Argentina, they are a kaleidoscope of small and large falls that make up the entirety of Iguaza's might and offer a wide spectrum of waterfall beauty. Hidden deep behind one of the larger falls on the Argentina side is a major site of API's Loch research, the Pools of Lazarus. The staff, mostly composed of Linx workers, Scryer scientists, and Loch study candidates, is hard at work experimenting on cures for the Loch Contagion. They have siphoned a section of the falls deep into the cliffs, giving them a large source of constantly flowing water to conduct their testing with. The water is split between one giant pool of water and several small ones, and drains out into the Lower Iguazu River.

Due to some unknown phenomenon, the waters near the Iguazu Falls have a healing affect on those that bath in it for extended periods of times. It is this secret that the API scientists are desperate to uncover, hopefully becoming the key to fulfilling the company's agreement with the Lochs to help cure their mystical disorder through science. The Council

Most High (page 41) is also aware of the magical effect of the waters and has been searching the area trying to uncover the location of the Pools of Lazarus, and the precious research that has been conducted there.

Chile

One of the more stable countries in South America, Chile runs between the Andes mountains and the Pacific Coast. While it has known periods of peace, it is famously known for the cruelty and oppression under Augustus Pinochet's rule. Powered partially by Taylari who fought to keep Pinochet in power by taking out those that would expose or oppose him, Pinochet led a long period of government-backed bloodshed.

The country survives off of an increasing tourist trade, and due in part to many free trade agreements with other major countries, its export business is a key supplement to the countries economy. Chilean copper accounts for approximately one third of world copper. API monitors the volcanoes, most of which are in the southern half of the country, as it is there that the Cherufe are thought to slumber (page 66).

Santiago

Site of most of the major international corporations located in Chile, Santiago is home to many members of the Dog Pack (page 53). Nisa Amando has instituted an ERU in order to investigate this



suspicion and in response to Incident 117, which occurred in Line 6 of the Metro system of Santiago. The ERU is located in the basement of Santiago's tallest building, the Torre Gran Costanera, which is currently "under construction". Santiago is also the site of CODELCO, the government owned copper mining company responsible for most of the copper mined in Chile.

Incident 117

The extensive metro system of Santiago is being renovated and expanded. The Filhos de Deus (page 45), who are in open war with API, wanted to announce their return. They attacked a section of the metro system in force, ambushing over three

The Mustard trick

Buenos Aires is known for its petty street crimes. One of the more popular scams popularized by street thieves, is the mustard trick. A pickpocket will spray some condiment, usually mustard, on a tourist and then apologize and try to help them clean the stain. While they are cleaning the stain, they will offer to hold the targets purse or bag and then run with it. This trick is sometimes performed solo, while other times thieves work in tandem.

hundred construction workers stationed there. API was unable to respond initially, as units in that area were distracted with a large dimensional portal that opened up along the Chilean coast. Nearly all the construction workers either died or disappeared. The late arriving API units struggled for a few hours with the Taylari, and finally decided to use experimental sun bombs to take out that section of the tunnel and seal the Filhos de Deus off. They cited a terrorist attack to explain the destruction and bloodshed.

Patagonia

An open and expansive land, Patagonia is home to many reclusive towns and settlements. It is not surprising that the isolated wilderness and small settlements attract Changelings who are lingering in their final years. It is here that many Changelings come to die, provided with the disconnect that they need, while also feeling some semblance of comfort knowing that there are others of their kind just a few miles away also dying alone.

While API hates to disturb their passing, they are aware of this strange hiatus to Patagonia and often seek out Changelings to recruit for one last mission before they say goodbye to the world. Nisa is smart to exploit this small pool of untapped manpower to help support her spy network.

Easter Island

Easter Island, decorated with its famous moai statues, is a beautifully isolated island. It also happens to be a major organizing site for meetings of the Council Most High (page 41). Here lead members of the council, representing demonkind, meet to dole out Culls and determine membership status.

The Moai are actually statues created by the CMH to reflect each demon race that pledges its services to the powerful organization. They were also created to remind the demons on Earth that, regardless of their quarrels, they are one and there should be peace between them. They use their collective power to cloak the meetings that take place on Easter Island, in fear that API will infiltrate the island and launch a prompt attack.

Peru

Well known as being the home of the once mighty Incan Empire, Peru still holds close some of the forgotten empire's secrets. The country itself is split into three major geographic regions by the Andes Mountains: the coast, highlands, and jungle. Its major language is Spanish, but a significant portion of the population of Peru speaks Quecha as its primary language. Containing both the mighty Andes and the rich Amazon, Peru embodies the rest of South America: beauty beside poverty. It is here where various Inca sites of power lie, and where the Manchakuy (page 47) have taken revenge against the ancestors of the Spanish conquerors who defeated their people.

Lima

While surrounded by many poverty stricken slums, Lima is known as the City of Kings. The historic architecture that decorates the central portion of the city is a remnant of Spanish rule in South America, as Lima was their seat of power in South America. The center of the city, known as Centro, contains government buildings and a majority of the city's beautiful architecture. Two other neighborhoods, Miraflores and Barranco are also well known throughout the region. Miraflores is a common place for tourists to visit and home to a number of restaurants and the city's nightlife. Barranco is a beachside area, known for its nude beaches and the extravagant bars.

An enchanting fog often drifts over the city between May and October as a result of the cool Pacific Ocean to the west and hot and dry Atacama desert to the South East, known as La Garua. This fog is known throughout the region. Almost unnoticeable once it has set in, the fog does not travel alone along the coast of Peru. API picked up rumors from

various Taylari broods mentioning La Garua and the intimidating fear of it. Nisa has few resources to devote to investigating these strange tales and they have been unable to confirm them.

Nazca Lines

Consisting of geometrically perfect spirals and lines, these mysterious and ancient markings have kept humans guessing for centuries. While the date of their creation is uncertain, they were made at a time with limited technology. The Nazca Lines are found in Peru near the town of Nazca in a low-lying valley that receives little rainfall or wind. Formed by removing the top layer of dirt, which reveals the beautiful iron rich clay beneath, the Nazca Lines span hundreds of feet and are truly wondrous works of art.

The purpose behind them has been argued over by archaeologists, anthropologists, and historians. Some believe that they are an astrological calendar or a map detailing the movement of waterways. Others think that they are signals to extraterrestrial beings, perhaps landing markers. Whatever they were designed for, the one thing that all agree upon is the quality of the workmanship.

API has done some simple experimenting along the lines, finding them to be a grand site of energy. Spells cast within the vicinity of the lines cost half the Mana normally required. In addition, the lines uncannily power equipment wirelessly and without batteries. To what extent these lines can truly generate power is still under examination.

Blood and Sun: Inca Sites of Power

Some are popular tourist destinations, while others have yet to be discovered. At all Incan sites of power, spells cast from the Path of Blood or any spells requiring blood as a sacrifice have their casting time cut in half (rounded up). The Difficulty for Magic Resistance checks against these spells is also doubled.

Cuzco

Located southeast of Lima, Cuzco was once the seat of the Inca Empire, but is now a major tourist

The Fog Catchers

Indigenous tribes used to create fog catchers to provide water in an area that generates little rainfall. They were often designed in different shapes to both appease the gods and provide life-sustaining water to their tribes. In the hills of Peru, it was common for indigenous tribes to create fog catchers in the shape of the cross to appease their Spanish conquerors. Some API historians believe that this practice helped to generate the ancient myth that vampires fear the sign of the cross.

destination. Everything is drawn to the city, be it natural or supernatural. There is just something strange about Cuzco, an odd static that pervades the air and infuses it with a sense of excitement. Strangely, Gyks are the only beings not drawn here, preferring to avoid any of the Inca sites of power.

Overlooking the city are the ruins of an ancient fortress, Sacsahuaman. It is here that much of the city's power is located, the focal point for anyone trying to control Cuzco. Several supernatural threats also originate here, and API has tracked many portal openings within the fortress' broken walls. The other supernatural threat comes from those creatures drawn by the city's power stalking the surrounding wilderness. Watanna and other supernatural threats (page 69) prey upon late night travelers and sightseers.

API has some research suggesting that the Incans were either a humanoid race from another dimension or were influenced by an outside source. This conclusion was formed after studying the complex nature of their ritual sacrifices and strange allusions to their ability to actually manipulate the blood of the fallen during these ceremonies. Ancient texts and this manipulation of blood has lead to speculation that whoever these ancient people, they had access the Path of Blood but were not Taylari.

City of the Clouds: Macchu Picchu

While an ancient symbol for the might of the Inca Empire, Macchu Picchu still holds power in present day Earth. Nocturnal visits are commonplace, either by otherworldly creatures performing dark rituals or random portals spitting dangerous creatures into our world. The City of Clouds also has a strange affect

on the dying. Anyone who dies at Macchu Picchu and was not intentionally sacrificed returns to life a few hours later. They recover at a slow rate (usually over the next 48 hours), as long as they are still within the city's limits. During this period any wounds or illnesses will be cured. The powers of this site have no effect on Taylari, however, as their souls are already held by the God of Death.

While the City of Clouds can return the dead to life, those who return are never the same. They are infected with the spirits of either dead Incans or those that they sacrificed to appease their gods hundreds of years ago. Victims experience psychosis in some form, schizophrenia or sudden onset of rage are common. While this process has saved individuals more than once, those who are returned to life multiple times have no control over the spirits that have infected them. They end up clinically insane as their psychosis becomes uncontrollable.

API monitors Macchu Picchu regularly to ensure no one is using this heinous power for evil or to harm the Earth at all. Though the company's resources are often split, Nisa Amando believes that the power of death itself is too much for anyone to use. Agents thought to be fatally-wounded springing back to life, only to go rouge or be shipped off to an asylum became much more frequent after this city's true power was discovered.

Ollantaytambo

Nestled among the mountains of southern Peru, the ruins of Ollantaytambo still function as an actual city. Portions of the ruins have been built over, but the inhabitants live within the stunning Inca architecture. Ollantaytambo was the site of a great victory by the Incas over the Spanish invaders. Portions of it are rumored to be haunted, and there are ancient and dangerous Spectrals linked to the city, spiritual remnants of the battle between the Spanish and Incas. With its terraced hills and ancient stone houses, Ollantaytambo stands out among the magnificent ruins. Anyone causing malice here find out all too soon that the rumors of Spectrals are quite true.

Bolivia

Many agents suspect that the Shadow Trade originated in Bolivia. There is an unknown and

heavily guarded section of rainforest that contains strange energy readouts. No one from API has seen the physical manifestation of these energies as no investigation team sent to check out the signatures has returned from their duties. The best guess so far is that the energy readouts are some type of portal shifting between dimensions. Large shipments of stolen API goods and strange unseen technology have been seized crossing the border and some agents link the two occurrences.

In El Alto, outside of La Paz, there is a human who is rumored to have magical healing powers (page 52)

Ecuador

Site of the original discovery of the Thirsts (page 74), Ecuador is a major exporter of oil and a number of other resources such as fish and lumber. The capital city is Quito, home to a number of major tourist destinations. Ecuador combines the beauty of the Pacific coast and the Amazon forest in one. It is also site of the Galapagos Islands, which are known for their amazing biodiversity and the famous research done by Charles Darwin on evolution.

In celebration of their origin on Earth, a Thirst named Gabriel has created a strange community outside of Quito. There, he welcomes all newcomers to Earth and offers training and education on this dimension, its people, and its culture. Some even stay on to serve Gabriel and educate other newcomers. He is good natured and attempts to help anyone, even violent races, convinced that Earth is the chosen destination for all to coexist.

Colombia

The epitome of a country in turmoil, the government of Colombia has been struggling against organized crime ever since "La Violencia". Since then the revolutionary group, FARC, has seized control of nearly 40% of the country and raised their own funds through kidnappings of high profile citizens. At the root of the Colombian struggle is corruption, which makes it a difficult place for API agents to operate. Aside from being caught in the crossfire of the revolution's goals, agents cannot always rely on officials cooperating with them.

FARC groups operate both en masse and as guerrilla units, using terror tactics to scare and demoralize their opponents. Members are usually heavily armed, which make conflicts with FARC deadly for API agents.

The Kidnapping of Cesc Hermoso

While tracking an extremely juicy tip on the Shadow Trade, Sergio Amando's right hand agent, Cesc, was detained by local authorities. After being out of contact for over three days, Sergio finally sent a response team to search for them. The local police claimed that Cesc was released later that day after providing them with proper paperwork. He has not been seen since.

Venezuela

Located on the northeastern portion of the continent, Venezuela borders the Atlantic, providing approximately 1,700 miles of coastline. A major producer of oil, it has seen a recent surge in economic status thanks to their "black gold". Sadly, the country also faces problems with corruption, like its neighboring country of Colombia. Venezuela's capital, Caracas, boasts one of the highest homicide rates per capita. Making matters worse for API is the fact that there are powerful adepts hiding among the shadows of Caracas bent on stifling the company's control within the country.

These adepts are known to target odd items normally procured through more trivial crimes. In truth, these items are secretly magical relics, undetectable to anyone but their powerful order. If API gets a blip on their magical area scans, agents have found terrible ambushes that leave the company even more crippled.

Paraguay

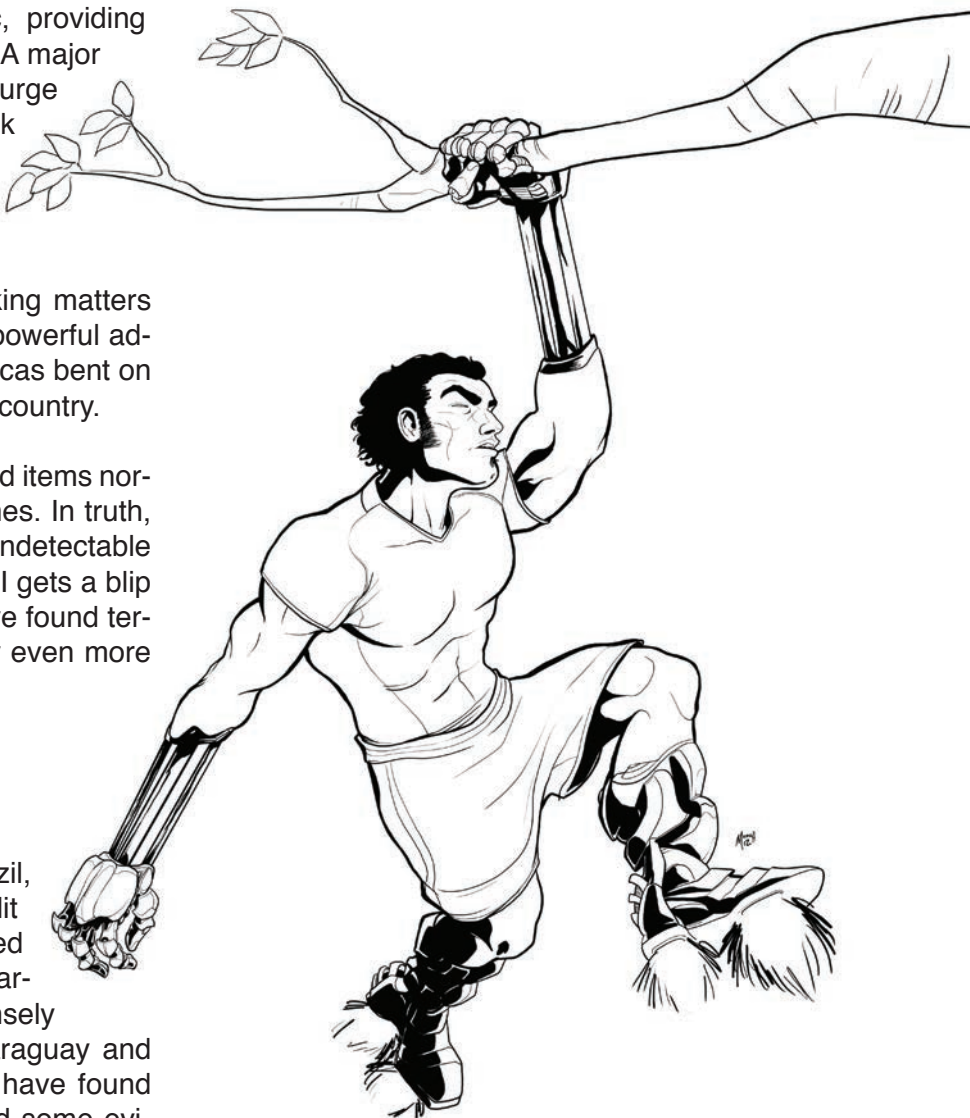
Smothered between Argentina, Brazil, and Bolivia, Paraguay is then further split in half by the Paraguay river, separated into Eastern Paraguay and Western Paraguay. Western Paraguay is more densely populated by humans than Eastern Paraguay and is the eastern half where many Lochs have found some sanctuary. API agents have found some evi-

dence of Linx and Lochs returning to their symbiotic relationship here and forming small communities at the bottom of the river, which they use to hide their presence. This attempt to remain undetected has been thwarted by local fishermen, who tell tales of monstrous fish that roam the waters.

The Oracles at Abai

It is the tradition of those who have a loved one in pain to visit the Oracles in southeastern Paraguay and seek out their fate. There are six Oracles in the city of Abai, living in a converted church filled with curious odds and ends lining every table and pew and hanging on each wall and dangling from the ceiling. In exchange for their services they only ask for food, water, and a person's lucky token or trinket.

Anyone seeking their help must approach the church carefully and enter in silence. They do not



like to be disturbed and those without appointments have fallen to strange accidents, a side effect of the Oracles' very presence. After placing offerings before the Oracles, those that seek their fate must wait in silence until the Oracles choose to respond - taking seconds for some and days for others.

The Oracles have lived their lives witnessing terrible events and living in a bubble immune to the effects of their power. In their old age, they are trying to make amends for all the unintentional pain and suffering they have caused by gifting visitors with the fate of their loved ones. They take the trinkets in an attempt to surround themselves with good luck. They have been known to offer information to other questions, but only if they find the asker sincere in both their question and purpose. They will refuse anyone who asks them something for personal gain.

Nisa Amando has issued a standing order to let the Oracles of Abai be, as she once requested their services to gather crucial intelligence on a dangerous threat and found them to be sincere. In exchange, API will not seek them out again or target them. Of course, Nisa would always talk them into more information if she needed to.

Uruguay

A common transfer point for goods traveling between Argentina and Brazil, Uruguay has been an important country for API to monitor. It is believed that the Shadow Trade has important stash sites somewhere in the country, where members hide when their goods are threatened or they think they might be exposed. There is a small ERU in Montevideo, Uruguay's capital, which serves in support of the Buenos Aires ERU and provides instant response to anything occurring on Uruguay's side of the Rio de la Plata.

In an attempt to prevent the seed of corruption from spreading through their country's government, Uruguay has designed a special task force to oversee internal affairs. They tackle government cover-ups from the inside and have inevitably stumbled upon stories that are hard to explain away. All API agents are ordered to be extremely cautious when operating within Uruguay to avoid exposure. One of the lead agents assigned to the task force, Unidad Especial de Investigación, is Lt. Jessica Rose who proved herself as resourceful and intelligent as a

detective in the Special Crimes Unit of the National Police Force.

Making matters worse is a secret war brewing on the streets of Montevideo. A group of Thirsts, distraught with how API uses their kind to kill and betray, are flooding the morgues of the city and taking over the bodies of recently deceased. While stirring up rumors of the dead come alive, they tend to find a way to be more than a nuisance to any group of agents operating within the city. They want to bring the same pain and fear to API that the company has forced their kind to deliver onto others.

Lt. Jessica Rose

Jessica is a small woman and stunning in her dark beauty. What she lacks in physical stature she makes up for in willpower. In her ten years on the Special Crimes Unit, she consistently rose in rank through stunning detective work. Recently, she has become obsessed with local legends and stories of the supernatural after her partner was killed. His murderer was a Loch, which she in turn gunned down. On the way back to her headquarters with the body, she was stopped by API agents posing as federal employees and took the dead Loch from her, feeding her a story about mutated piranhas.

Ever since then, Jessica's mind has slowly unraveled her lost memories and the numerous cover-ups implemented to keep the lid on the true threats South Americans face. She is determined to discover what exactly is going on. Whether she would try to expose API for what it is or attempt to work for them is not known. Nisa Amando tries to keep an eye on her as best she can, which isn't often.

Guyana

Lying along the northern coast bordering the Atlantic is Guyana. What it lacks economically, it makes up for in natural beauty, as the Amazon Rainforest is especially uninhabited and untouched in many areas of Guyana. However, water is not available everywhere and not more than basic health care can be found. In Guyana, the main language is the Queen's English.

Synn and Tooth and Claw

It is here that Synn (page 73) has begun to build an army without the knowledge of the Earthmother.

Following the legends of a half wolf who preyed on the local villagers and their livestock, Synn sought out Feng Howl and his pack: Tooth and Claw. Many of Feng's people have lived in full wolf form for so long that they do not remember their true origin. They have forsaken any part of their life that is human and indulge in slaughtering humans as they please, a most enjoyable hunt. He is the only one of them who lives in Half-Wolf form. Tooth and Claw has carved out a small kingdom in the Amazon within the borders of Guyana. They take what they want, and Feng uses his pack to make the local tribes fear and obey him. Feng enjoys the power he has gathered from his small conquest, but dreams bigger than the occasional romp into the civilized world.

Synn and the Mohan who follow him have intermingled with Tooth and Claw. While Feng and Synn disagree on some of their basic motivations, they both thirst for action and see humanity as a corruption of their world. This has created a dangerous situation for API and, once exposed, will serve to further the strain on the relationship between API and the Earthmother.

Suriname

Apocalypse Prevention, Inc has acknowledged a small threat in Suriname, another country rich in the gifts of the Amazon Rainforest. On the border with Guyana and lying at the end of the East-West Link, is a town called Apoera. Strange stories have been coming out of that region regarding a new religion worshipping two gods, one clothed in black and one clothed in red. Little has been done to investigate into this until it presents itself as a threat.

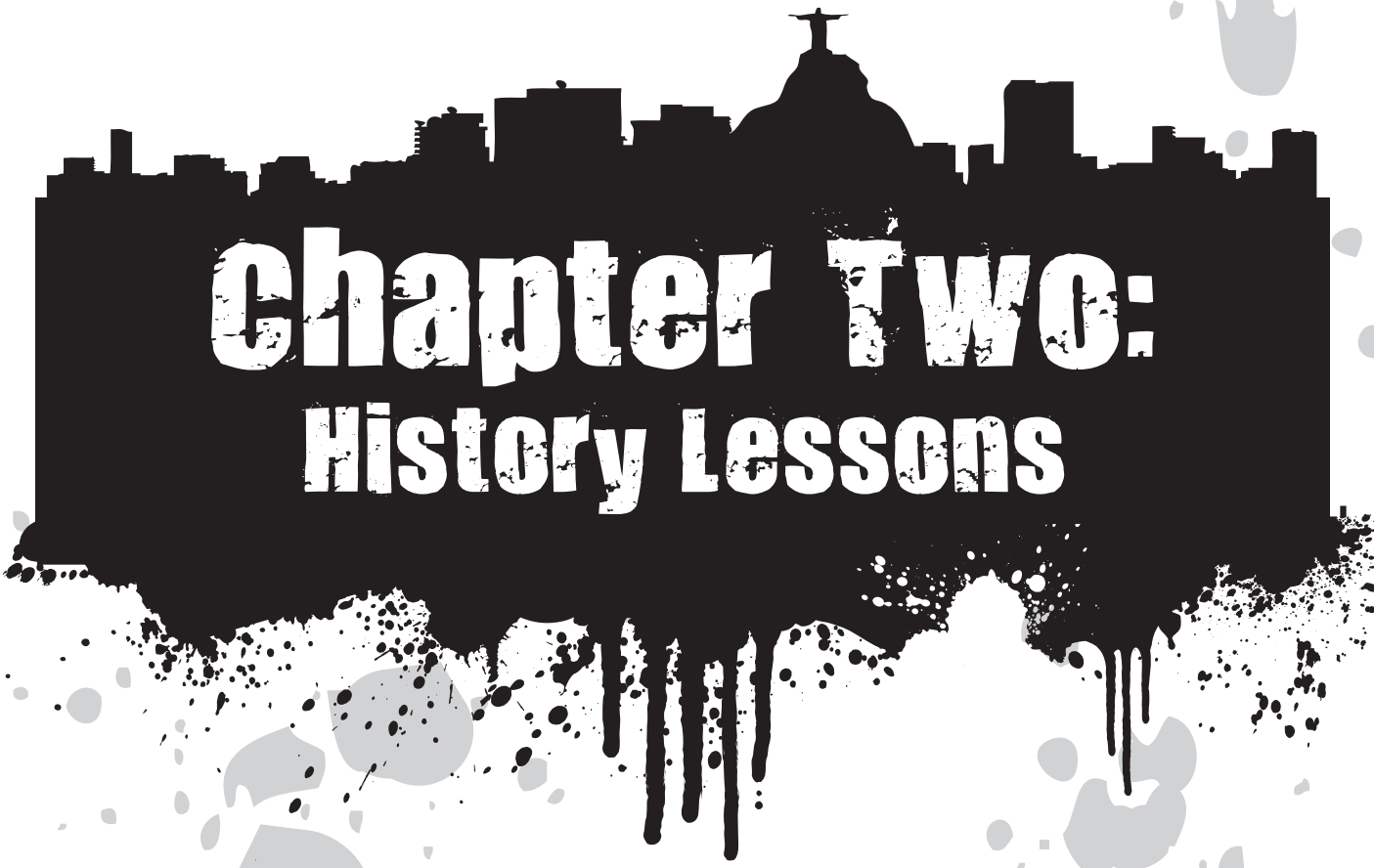
Tox (page 76) seem to migrate towards the denser portions of the rainforest located in Suriname. It is unknown what phenomenon has lead to this, but some within API hypothesize that it may be the perfect blend of plant diversity and density located in the Suriname rainforest. Dutch is the main language of Suriname.

French Guiana

Known mostly for its impressive beauty and gold mines, French Guiana is a tiny French speaking country along the north coast of South America. It borders Brazil and Suriname and is famous for a closed penal colony located 6 miles from its coast. The colony, called Devil's Island, is now a tourist destination for those who enjoy the macabre. The islands are quite haunted and those that visit often leave with a feeling of dread. There have been two documented suicides, from tourists who have visited Devil's Island, but local authorities have ruled that there was no connection between the two. API agents know better, as Nisa sent a small team there posing as tourists. They monitored a few Spectrals linked to the colony, each one in a state of terrible agony. They were in such pain and anguish that the agents' official report suggested something more heinous operating there. Some have hypothesized that there is an unknown demon controlling the Spectrals and feeding off their constant pain. Others believe the suffering is easily explained by the terrible conditions experienced while they lived and their painful deaths. Nisa has refused to act on this lead, as only two deaths connected to the site aren't enough to raise her attention.

Trinidad & Tobago

These independent islands off the coast of Venezuela do not reflect as harsh an economic background as the much of South America does. Due to the recent oil booms, Trinidad & Tobago have found prosperity trading oil, natural gas, and petroleum. It boasts decent cellular service, free education, and is the home of both steelpan and the limbo. In recent years, there has been an increasing trend of demonic immigration to Trinidad & Tobago. Many believe that this is in part to API having no constant presence there.



Chapter Two:

History Lessons

First of Many

After the Circle of Ten defeated the Rat Queen and stopped the progression of the Bubonic Plague, they looked at the world to find other supernatural threats to quash. The circle members found different corners of the world to protect from terrors from beyond, and Joam Oliveira was no different. Brought into the circle for his amazing negotiation skills, he was the one responsible for brokering a deal with the demonic races that led to the downfall of the Rat Queen. Rumors began to spread of murderous cults in the Americas, the New World, and Joam soon set sail with a maniac named Cortez who proved to be fairly resourceful in his own way.

Joam was well into his old age when he found the Aztecs and didn't have to look terribly hard to know he didn't like what he saw. He sought out like-minded individuals to coordinate a peaceful existence all the neighboring civilizations, creating a group like the Circle of Ten, with the supervision of the Spanish. The Spanish, however, were lying to him and soon swept

across the continent razing it to the ground. Joam was infuriated, but could not do anything to stop the bloodthirsty men with their eyes on Aztec gold. He hurried to safer grounds down south and died shortly after, but not before settling down and teaching his children the arts of bending others to their will.

Joam died in what would soon be Cartagena (and would soon after that become Columbia), and his membership to the Circle of Ten went to his oldest son Sebastian. However, Sebastian was frequently ill, so the entire immediate family worked on his behalf and told no one of their involvement, including the Circle of Ten. Delegation was not the way of the circle.

Devils In and Out

Sebastian's family traveled alongside the exploring Spanish and forged alliances where they could between them, the conquering Europeans, and many tribes of the indigenous people. Those areas they

could not reach before the Spaniards were seeped in bloodshed and pillaging due to the lust for power and gold, but they still managed to turn many potential slaughters into beneficial relationships. While exploring, the Oliveiras encountered their first true demons, the Filhos de Deus.

The family was no real match for a centuries-old cult of high-blood-gods, but the survivors came away with a real education of Taylari and what doesn't work against them. Lifetimes later, API would extract a hefty vengeance out of the cult and cut their numbers in half, but the Oliveira family now knew exactly what they were struggling against and steeled their nerves for a never-ending fight.

When the Spanish started loading in slaves and slaughtering the tribes who had been living there before them, the Oliveiras sowed the seeds of rebellion in an effort to save as many lives as they could. Every soul saved is another potential fighter against the monsters from other dimensions, and the struggle needed all the support it could get. Portals had been opening in the region long before the Oliveiras came to fight against those that came out of them. Many of the demons already had bases of power and the local populace under their sway or at least fearful of them long before the Oliveiras showed up. The descendants of the Oliveiras tried to wipe them out or make a deal with them, but there were too many and too far apart for them to properly deal with.

Having so many enemies causing them problems, they did the

only thing they could... remove the deadly creatures from the public eye. This was slightly more successful, but the many demonic groups had a head start with their powerbases. The Oliveiras were left struggling to catch up.

Oliviera's descendants took up the role of government officials, slave liberators, and tried as much as possible to steer their countries towards being solid, upstanding lands with good intentions. Hundreds of years later, and they were still trying. South America has always had more problems than solutions and in solving one, two others pop up in its place. A constant balance between keeping enough of the problems in check without letting the entire continent spiral out of control since the Europeans arrived took over their responsibility. The situation isn't much better in the modern day.



More on the Children

When Joam fled the bloodshed in Central America, another group was also soon on the run from the Spanish. A group of Taylari, who would eventually call themselves Filhos de Deus (Children of God) (page 45), once feasted under the rule of the Incans, but the Spanish wished only for their destruction. They ended up in Argentina, helping fuel the genocide of indigenous people in Patagonia during the 1870's. After their near termination at the hands of Apocalypse Prevention, Inc, the group hid, only funding and participating in small-time violence and petty tyrants that attract little attention. In more recent years, the Vampires pushed for Pinochet to rise to power and they hoped he would soon build an empire out of blood not unlike their previous benefactors. After he had killed over 3,000 people and tortured almost 30,000, they reveled in the spilt blood and enjoyed themselves once more. Once his government toppled, they once again went underground and enacted their schemes once more.

After years of fighting and establishing power all over the continent, a lone descendant of Joam's worked with the Circle of Ten and the United Prospectors Corp (UPC) to secure a base of operations in Sao Paulo in 1820. After it was built, the family flourished as freed slaves, bright-eyed recruits, movers and shakers of industry, and idealists ready for the fight all joined their ranks. Soon, they were enjoying their golden years with plenty of staff, magical clout, and enough power to actually affect their region rather than just combat the emergencies that arose. Like all good things, however, it didn't last.

Desperate to Survive

After the paint was barely dry in the new base of operations, a demon named Grossel popped in, via a portal that bypassed all of their technological and magical defenses, and this demon handed them an ultimatum - get out of South America or face a bloody war on all fronts from all of demonkind. Astounded by the apparent power wielded by the lone demon, the crew on the floor called for the leader at the time, Victor Adulate, to figure out what this new threat represented. As it turned out, Grossel was the front man for a group calling themselves (to humans anyways)

the Council Most High, and they claimed to represent demonic interests that clashed directly with the Circle's core mission. The council used humans for whatever purposes they wanted and saw those in the base as big a threat as a well-armed piece of pastry. They were unwilling to negotiate and left Victor with a week to figure out what they planned to do. Left with no real choice, Joam's descendents went to war. Not only did they declare war on their new unknown enemy, but also upon all demons (cooperative or not).

The company knew that they could not contain the fighting to secluded locations where civilians would not be hurt or learn of the supernatural, but they pushed forward anyway. What followed was a terrible age where mass bloodshed in the streets was commonplace and riots swept the region. In essence, they had started the war for Brazilian Independence. The conflict had been simmering for quite a while, but the company fanned the fire with magical interference and actually coerced the first volley of gunfire out of both sides. It was hardly ethical, but Victor saw little room for morality when the freedom of the human race was at stake.

As the week ended, Grossel appeared once more in the deepest most secure place within the base and, again, Victor was summoned. The two sat and Grossel asked through his wet smirk for Victor's answer. As soon as the reply of "Prepare for a war you've never seen before" was given to the Council, Grossel smiled even wider and disappeared with less than a puff of smoke. As Victor stood to leave the boardroom, a portal opened and a tremendous explosion roared through it, killing everyone in the vicinity and reducing the base to rubble. The effect was polar to what the Council Most High expected, because most of the agents were not actually inside the base at the time, making the body count rather low. Not only were they enraged by the Council's actions and motivated by the death of their leader, the agents now had no place for the council to find them. They carried out amazing feats of guerilla warfare. Striking from out of nowhere and fleeing quickly, the agents were hard to find in a sea of other humans. Demonic targets easily found by agents were terminated and lost in the turmoil of social upheaval.

The Demonic War

From the grim fighting that had bled the UPC dry and irritated the Council Most High, Marcelo Rossi emerged as a leader, though he was hardly related

to the late Victor. A distant cousin and daring mastermind of combat tactics that had killed hundreds of demons, the Circle of Ten appointed him after keeping them informed of the war situation. Marcelo was cool-headed and vicious to those who opposed his point of view, and during his leadership, the agents in the region focused almost solely on spilling blood and taking as many trophies as they could. He was opposed to rebuilding their lost base until the Council was destroyed, operating instead out of places the Council would not easily detect, places central in the conflict for Brazilian independence. Victor even stayed behind as a Spectral to coach his cousin in his new role. After Marcelo seemed to have filled his old shoes, Victor moved on.

Though it felt like it lasted forever, the Demon War was quite swift and terrible on both sides. Not only did it have disastrous consequences for demons who were not especially evil, merely sitting on the sidelines as they were either drafted by the Council or murdered by the Marcelo's agents, but the company lost hundreds of agents and made many enemies. Throughout the three years of the war, Marcelo never made it clear to the Circle of Ten that they were drastically running out of agents and new recruits alike. The Council saw them as a never-ending tide of technologically adept monkeys, but at least it was a step up from a sharp piece of dessert. After the blood on both sides got too deep to ignore, the Council relented due to pressure within their own ranks and came once again to discuss terms. They were unprepared for dealing with a descendant of Joam Oliveira on a more even footing.

Agreements

Marcelo and Grossel came to a few agreements, written out in a treaty that would end their war. First, both sides were responsible for dealing with their own consequences that had grown out of the war. Second, the company would not pursue members of the council in their quests for human consumption if they kept it to a minimum and kept the secret of their existence from humans. Third, the Council Most High make no further aggressive acts toward a second base or actively antagonize the company's agents.

Marcelo and his forces would stay in Brazil, but were not to make any further demands of the Council Most High. As deals with monsters went, it wasn't as bad as it could have been. The two groups also drafted up a fairly large map of South America and

divided it into sections. Some regions fell under Marcelo's control, where the Council agreed to keep their interference to a minimum, and the Council was law in other regions, where meddling from API would be construed as an act of war. The Council gave up many regions seen as too populated (or under populated), as they were of no interest to their demon leaders. The regions they prized, had the right amount of humans, an already long-standing Demonic power base, and the majority of their supporters. To give up those sections, or even to allow API to operate with a mediocre amount of freedom, would be a devastating strike at their very existence.

The company saw this agreement positively, as they gained a few places of absolute jurisdiction and a few places to encroach upon secretly. Humans and demons can be manipulated into strikes on restricted areas, and most of these acts plausibly denied by during the quarterly official meetings with Grossel.

After their losses in the Demon war, the company took on the moniker of Apocalypse Prevention, Inc. Many of the agents found this amusing, as they were already performing these duties. They were regulated to operating much as they do today, with few agents and lots of problems. Marcelo was great in the field, but proved to be too paranoid as a standing leader. He forbade the opening of another base, until he was sure the Council would not double-cross API, but he died long before he was convinced. It took two more leaders before they would finally construct another base in 1922.

API has had its hands in every government the continent had erected since they were founded, but kept that influence to a minimum. The company interferes when new policies or funding has the potential to derail their own plans, but avoid anything direct as a general rule. South America has dabbled in API politics only once in the early 2000s, when they were stretched incredibly thin by the economic downturn in Argentina, leading to riots and supernatural activity exploded using it as cover. The US branch was wading through a recession, but still had enough to consider building another large headquarters in New York. The current leader, Nisa Amando, argued that if they built one there, they would be in less of a position to offer support to South America in times of need. She convinced them to instead build the HQ in Tampa to allow such help, but she also burnt more than a few bridges in the API political spectrum to accomplish this small feat.

South America Today

Agents hailing from South America have it rough compared to other regions. US agents are seen as living in the lap of luxury and having things easy, even though they often lend agents out to other less fortunate countries. Canadian agents tend to be thought of as hardened by the elements and exceptional at surviving, while European ones are a mixed bunch of misfits and lucky agents gifted at dealing with eon old tricksters and miscreants. Having to utilize everything at their disposal just for the most basic forms of survival and combat, it's not uncommon for South American agents to take surprising amounts of firepower to deal with rather insignificant threats as things have been known to escalate rapidly.

With gang violence, over-zealous police forces, incredible economic inequality, and crime rates more than double the world average in some places, API has a lot of things to contend with besides the supernatural. These problems take up a lot of manpower and can make it difficult to find full-time agents willing to surrender their previous lives to lead even more hostile careers. As it is, short of flat-out brainwash-

ing, this branch of API is dramatically short-staffed. Agents learn to operate without relying on backup to suddenly pull them out from the fire. Those lucky enough to belong to a squad have to stick together, rely on one another, and learn each others weak spots in order to pick up their slack - so they don't all end up dead.

Scarce Finances

Along with their other problems, South America has major funding concerns. The region gets less money from the Circle of Ten than most other branches, as the head office sees the region as somewhat self-policing. After all, heavy-handed law officials and gang members are all killing each other off in the streets, so who's going to pay any attention to a tap-dancing Were-Jaguar on a busy street? The Amazon Rainforest also takes up such a large amount of land-mass and is practically uninhabited, so it shouldn't need much watching. Right?

Other regions are known to request more funding with a higher frequency than South America. Naturally, this stems from South America getting used to being



on their own and solving their problems in the dirtiest way they can. They are more than capable of rooting through various country's income taxes to skim off the top of the rich folks who live in skyscrapers overlooking shantytowns. That, combined with the bonus money seized by drug raids and bribe money that no one remembers, means that the South American arm of API is well enough off to pay their agents, bribe whoever needs it, and scrape by with some minimal research. There have been many occasions where API has raided arms stockpiles belonging to crime lords and traded them off to other API branches for cyberware and briefcases full of cash. Agents here are very good at using what is at their disposal.

With not a lot of agents to utilize the available resources, the company sinks its money into protecting the agents it does have. Extra training regimens, secret technology, advanced surveillance, and paying other people to do the little stuff all seem to be working strategies for South America. More than one private security firm has been wiped out because API sent them alone into something terrible, but the company simply can't handle every threat themselves. Contractors who live through their supernatural wakeup call are almost always recruited into API.

Having access to mind-bending devices means that API can 'coax' otherwise incomppliant individuals into helping their cause without them ever remembering. Gang members and street urchins have become unknowing stooges for valuable news that would be unobtainable otherwise. Questions of morality abound, but South American agents don't have time to consider such things. They brainwash with reckless abandon to get at the things they need and rarely see anything wrong. Through this method and reinforcement by satellites, adepts, and the persuasive abilities of their leader, South America has some of the most up-to-date and accurate knowledge of threats to the human race. Occasionally, South America tends to tease the other regions with what the information contains until they offer resources in exchange. Of course, if the information is particularly world threatening or time sensitive, Nisa Amando will tell the effected region in exchange for a favor down the line.

ERUS

To combat the major problem of getting her agents to supernatural hot spots before bodies start piling up, Nisa instigated ERUs (Emergency Response Units). There would be a fully equipped group of agents liv-

The Librarians

This reclusive group has the task of rounding up the worst sort of folks, exposing them to the supernatural, and sending them into Council-controlled territory to wreak havoc. These poor souls are always taken down by the safeguards the Council has in place, of course. This squadron is referred to as the Librarians, performing duties so far off the record that not even the Nisa Amando hears about them. The groups they send in rarely accomplish much other than the deaths of a few Council-funded Demons, but the Librarians continue their work with relish. API does this to investigate where the Council meets and hopefully get a lead. They think (correctly) that the Council actually sits in another dimension to discuss events going on Earth. Finding and crashing their think-tank with a well-armed squad is high on the company's to-do list, as it would give them quite the upper hand.

ing alongside civilians in areas with a larger tendency towards violent demon activity. These units would have places to live, enough money to survive, and be forced to sleep with their phones by their heads. Rarely do these independent cells get more than a few hours of downtime, as the area they are assigned to is often much larger than they could ever possibly patrol. Whole tracts of countryside and huge cities are assigned to one unit consisting of 2-5 agents of varying experience. Ms. Amando tries to insert an adept who knows a Path useful for travel, but much to her despair, adepts of certain paths can only spread so thin.

Much of the ERUs' time is spent flying, driving, hover-crafting, or magically transporting to locations to perform grievous acts of violence upon demons. This usually leads to close bonds between the agents and good working relationships. There are dozens of ERUs in South America, but most of them are missing key members or suffering from a lack of funding. Many units have resorted to thievery or minor extortion to stay healthy, but it is not reported, nor punished. The work they do is more important to them and their employer.

Aside from the ERUs, API keeps a supply of agents on call at their home base in Rio. These agents can be flown out or teleported to supplement an existing ERU or tackle a problem that has erupted during their absence on a prior mission. This way,

even though there is a minimal of agents, larger problems are covered. In cases where agents are spread too thin and a disaster occurs, the ERUs can be used to cover it up and hopefully punish the perpetrators.

Inopportune Circumstances

The South American branch, unfortunately, little in the way of human resources to respond to all the threats they discover, choosing to focus on the direst on any given day. On rare occasion, they reach out to the United States office to lend a squad or two, but this is generally for events on a worldwide scale. Most of the time, US agents back up another squad already knee-deep in something, but other times they cover something there simply aren't enough bodies to handle. Rarely do US agents get into the swing of how the branch works and can't wait to hop on a plane and get the hell out of there as quickly as possible.

Another problem stemming from the lack of manpower and an overabundance of equipment is theft. API's intelligence is focused outwards because that is where the major threats await, but more supplies go missing from South America than any other region. Having such a huge tract of land covered by so few and a centralized base means that API has to defend hundreds of safe houses for equipment, strategically located for agents to get what they need quickly before situations escalate beyond recourse. Several groups have cropped up to prey on API's surplus of cybernetics and magical components, and agents rarely have the time to stop them or investigate them at all. Like most giant corporations, Apocalypse Prevention, Inc sees these thefts as the cost of doing business, except with a potential body count along with it. Most stolen goods end up in the Shadow Trade (page 48) and in the hands of their enemies. API hikes up the security as much as they can without resorting to raw personnel, but most groups have a lot more time and manpower.

Most missions are vital assignments with horrific or possibly cataclysmic consequences if failed. South American agents are often left to their everyday duties unless one of these occurs. It may have started as a tiny and easily preventable event, but now, like a rolling ball of spikes, it has a growing body count. No one in the South America branch likes going out on the job (unless they have a death wish), but they would

treat a stint up north like a vacation. Other agents would seem them as unnecessarily brutal, though. After all, one misstep down here and the whole world might be gone tomorrow, so South American agents learn to shoot, stomp and disintegrate first and ask questions second.

Different Way of Doing Things

Things other API branches take for granted are usually forgotten in this region. Registration is a joke and is more often used to refer to killing a demon than its actual meaning. There are too many demons scurrying around in the ghettos and living the dream in penthouses for API to worry about unless they start to draw attention to themselves or begin making necklaces out of human parts and bragging about it to their friends. There are plenty of demons in South America, but most join the company because it's safer than where they were living before. Mob justice can be a real concern when your skin is blue and you float a few feet off the ground at times. There have even been some instances of demons keeping some of their darker traits to promote agency cooperation. Once or twice, an otherwise illegal race has been hired on to help in an area of their specialization in trade for their temporary freedom. They are then released and told to disappear or API will hunt them down once more. Some agents make a game of it.

The company takes in practically anyone due to the incredible shortage of agents. This means mercenaries, ex-cons, demons of various types, mentally unstable types, those who actually love the job, and those in over their heads are all working together, whether they like it or not. Once someone on the team can no longer pull their weight, the whole team is a liability and likely to be killed in action. Seeing that API cannot afford to lose any agents, they enforce helping each other out at every turn and building friendships between teammates. To facilitate such things, training happens in a team environment and they take any off-time together (though this is a rarity). As it happens to be difficult for agents to build friendship or families among people not employed by the corporation, agents tend to fraternize among their own ranks as well. Developing romantic interests with team members isn't frowned upon as much as in other regions, seen as just another tool to bring a squad closer together.

Punishments for rogue agents are also fairly lax. Infractions are mostly ignored, except the most severe breaches in policy, agent receiving little more than a stern call or e-mail for anything else. Severe breaches include killing an innocent in cold blood, leaving a fellow agent to die in preventable circumstances, stealing or destroying something that would make headlines, or attacking another API agent without cause. Once a severe enough act is performed, the agent is usually brain scrubbed and thrown out of the corporation altogether, or brain scrubbed and sent to a different department to be drowned in paperwork. For Elites, the agent is simply traded to another region temporarily so the loaned agent can receive psychiatric (or psychic) care that the South American branch doesn't have time to dole out. API has performed many terrible acts, but the company serves the greater good and, to them, the ends justify the means. Sometimes their viewpoints are reinforced, other times they are not.

Being a field agent can go to one's head. Not only are they doted on with special equipment, cybernetics, and medical attention, but they are also specially

trained. Each agent is encouraged to specialize in one area of expertise to then be placed in a squad in need of such talent. This way, one squad will be able to cover all of the bases during missions and not have to wait for backup that may not exist. Training usually consists of excursions into Drom (page 36) with a teacher and enough supplies to last nearly a week or so.

Alongside of the daily medication to keep their identities secret, agents also get a cocktail to provide different immunities and resistances to local dangerous venoms and poisons. This keeps them one step ahead of small-time gangs who use toxic ingredients in their street-level traps and the predators of the animal kingdom. Agents are urged to carry a special shot that diffuses any active drug found in their system, including any sort of demonic venom.

Some groups of power in the continent, especially those of the Council Most High, have been around much longer than API and do not take kindly to being asked if they want to work together. API has managed to keep the more dangerous groups on their



side or merely off the radar to avoid any undue confrontations. Not only has Nisa wrestled control of the continent into API's weak grasp from several hundred big-time masters of demonic forces through her daring acts of speech, she continues to try to have them working towards her goals in their own ways. Having the phone ring with Nisa Amando on the other end can end centuries of hatred before the phone bill hits the double-digits, so there are not many returned calls to her office.

Headquarters

The headquarters for API South America is in Rio de Janeiro, below the 130 ft tall Christ the Redeemer statue on Corcovado Mountain. The base was installed in 1922 on the mountain after the previous base was attacked in Sao Paulo. The constant stream of locals and tourists helps mask the comings and goings of API agents, and helicopters overhead are not out of the ordinary. Having bored the foundation out of solid rock, the company made a perfectly hospitable location and then proceeded to shut it off from the outside world by sealing up the only way inside and putting in an elevator. Now the base is only accessible via the disabled washroom in the tourist information center. Once inside, a secret word is spoken and a localized sonic scrambler removes anyone who enters or leaves from the minds of anyone watching. Then a large glass elevator opens up and whisks agents down several flights with a terrific view of the bustling headquarters below. To get larger items inside, the HQ has an active teleportation pad to utilize instead. On the bottom floor, the majority of the marble base can be seen and a Spectral secretary will guide wayward agents (her name is Ana, she is quite attractive, she likes paintings, and she won't date anyone).

Having only one entrance keeps security high and traffic fairly minimal. Most employees in the main HQ rarely leave the base unless they have a rare day off. Available agents are either kept on call on site or are part of an active ERU elsewhere in the region.

This is one of the smaller bases within the entire API operation, but houses more computers and communication technology than most other regions. This is used to keep in touch with their agents in the field, other regions, governments, and monitor situations as they develop. Nothing in the base is overly fancy or sophisticated, as the budget is generally in the red. Briefings are read to whole teams off of plain printer

paper, most of the place is lit by florescent tubes, and posters adorn the walls, instead of paintings. The halls always have one or two people hurrying information from one point to another, since large amounts of intelligence flies found through cyberspace end up in important inboxes.

Paranoia

South America is on their second base, so it was built with much more advanced safeguards. Not only is the entire base pumped regularly with nerve gas that the regular staff and agents are immune to through their daily meds, but every wall is also sealed with magical glyphs that render magical travel through them quite difficult. The floor is rigged up so that every room in the building can become electrified to knock out or kill specific individuals in any one room at any time. Being that the base is also hooked up to infrared cameras and weight sensors, the electrocution is 100% accurate, but has only seen use once or twice when Amando was feeling especially slighted. If all these measures were to somehow fail, it should be noted that every employee, from the mail clerks to janitors, is forced to endure a solid month of a rigorous training regime every year in Drom. Anyone trying to take one of them hostage should be prepared for a long stay in the hospital.

Having such a varied temperature means all sorts of demons flock to South America. For API, this also means they'll have at least one or two Demonic agents on call at any time, ones that can easily transverse any part of the region. Problems sometimes occur when two large events erupt in the same sort of environment, but API has enough technology to keep most agents comfortable in the most dangerous places.

Most field-capable agents are not necessarily able to be part of a team that they are happy with. Many squads inevitably end up with a pair of operatives who cannot see eye to eye and have no real way of resolving it. There are no replacements without death, but only three reports in the history of South America of teammates killing coworkers in an effort to gain a more agreeable colleague. Instead, they often come to blows, but figure out how to not upset each other. They may not be friends, but agents must be able to rely upon one another to provide backup and possibly save each other's lives.



Our Fearless Leader

Joam's decedents were all but completely wiped out by a systematic assassination plot rolled out by Augusto Pinochet's brutal regime, demonic attacks, and revenge. The ability to change people's minds with a few words can gather some terrible enemies quite quickly, especially when they are in the process of taking over a country. Apocalypse Prevention, Inc tried to shelter the bloodline, but most of them fled too far out of reach for their already-strained power structure to follow. There were a few survivors, but only one descendant stayed in the market of making enemies. Nisa Amando was a prodigy with the gifts of their bloodline, able to work wonders with the psyche of humans and demons alike. It wasn't long before she was brokering groundbreaking deals between different demonic races, corporations, indigenous tribes, warlords, crime cartels, and who or whatever worked in API's best interests.

Ms. Amando doesn't have time to regularly meet with lone agents or squads, but has been known to broadcast motivational speeches on big screens for large gatherings of API employees to view. When dark times loom ahead, or when the death of key agents rocks the morale of the region, she knows how to deliver a speech to lift anyone's spirits. This has turned into a weekly affair due to the lifestyle of agents in South America.

Nisa Amando sees herself as a corporate shark, feeding upon the weak or underprepared. Partnered with her amazing intelligence and data supplied by the

company, she is formidable opponent in any boardroom. She usually opens a meeting with a reiteration of what she's after, her projected and almost certainly correct assumptions about what the other side wants, and how they can both achieve their desires by working aside one another. Her keen insight gives her a full understanding of how the other party could work to betray or withhold facts from her, making it easy to throw her enemies off balance by informing them of their most hidden plans. Nisa doesn't agree to anything that leads to an eventual human death toll of more than a hundred, unless it saves many more. API is here to keep the human race safe from harm, but the way to achieve that is sometimes built upon the graves of a few people who won't be missed. Yes, she checks her morality at the door when entering a negotiation.

If Amando is in danger of being outmaneuvered in a boardroom, she always has a good tactic to fall back upon: blackmail. Information fed to her through API has more uses than simply keeping the world safer for humans, and she uses it to further whatever agendas she has. All the strings she pulls ultimately lead back to API's deeper control over the region, but some of the things she manages to gain can be baffling without being privy to the big picture. There have been many big businesses and Demons alike strong-armed into helping API against their better intentions due to the information Nisa had on them. Blackmail has saved many lives in the region and Amando will use it only as a second to last resort. The last one being flat out murder which she thankfully has only had to do once as she encountered a Demon immune to

brain scramblers and magical interference. She knew next to nothing about the new arrival to our dimension and it wouldn't budge on its stance, so Nisa had it drowned.

If Ms. Amando were in charge of a Region that only had one large problem, she would have it easy. Being able to negotiate her way through her problems means that one large problem would soon be a large solution. However, being in South America, she spends her time in a carefully orchestrated balancing act of spinning plates where only the smaller plates break and the biggest stay spinning. As soon as she focuses on one problem, another one creeps up demanding the same. Many times, she has attempted to use her massive influence through negotiation upon the Council Most High, but as they use a proxy in the form of Grossel, she can only influence his thoughts rather than the entire Council. If she ever manages to track down all the members at once, the meeting would end up being quite favorable for API and the Council would be fairly powerless afterwards.

Nisa runs the South American branch from her main headquarters in Rio de Janeiro under the Christ the Redeemer statue and barely has time for sleep that is unaided by magic or uninterrupted by breaking news even in the sanctuary of Drom. She is constantly on one of her phones talking to whoever needs to have an altered viewpoint or in a meeting. She rarely has time beyond these things, but when she does she is recruiting new agents from those who are more than a little hesitant in joining up. When she was younger, she enjoyed swimming and Archery, but hasn't had the time to indulge herself in years. When she can, she also greets newly discovered demonic races to fulfill their desires in an effort to win them over to API's side of the struggle.

In times of desperate need, Amando's very presence has been used to squeeze the last parcel of information out of an especially strong-willed individual. Just mentioning her name will get someone to squeal. Her biggest success was when she figured out a way to keep a gigantic demon from devouring 90% of the Rainforest. The beast was a baby who had outgrown its home dimension and was moving onto bigger places so it could expand. Nisa ended up finding it a good home and the dimension it had come from became quite useful.

Drom

The dimension known as Drom is robustly smaller than our own, but its time is bigger somehow. Time drags on in comparison to our dimension, with weeks or even months go by in Drom while only moments pass here. Even though the entire dimension is only 50 miles or so across and anything going beyond the boundaries would simply begin to break down as the universe erodes them, its usefulness is boundless. Drom, with its mostly free-floating rock formations and bizarre foliage resembling razor ferns, makes for a perfect place to train agents, run time-consuming software backed with generators, and provide a flop-house for Nisa herself. All these things could be accomplished with life on the other side if the portal barely moved.

Only Elite agents and above are allowed entry on a non-training basis. To reduce temporal feedback (and someone's body being scattered), entrance is instant with a blinding flash and a popping noise accompanied by a spell cast by one of six Adepts who know it. Drom also acts as an prison for demons that may be of use later on for any number of reasons.

Keeping Drom useful to South America relies on utmost secrecy. Not only would demonic threats steal it and use it for their own purposes, but other API branches would find it invaluable as well. Ms. Amando fears that telling the Main Branch of API about it would lead to a takeover. Of course, being a small dimension, there wouldn't be enough room for everyone's agents and the South American branch would be slowly frozen out. Nisa may be a master negotiator, but she has already stretched the leniency of the US branch far enough with the Tampa base. Its existence must be kept a well-guarded secret, lest South America lose it as an asset and lose even more agents from their lack of training or being ground down by exhaustion.

Notable Characters

Nisa Armando

"The Great Negotiator"

Race: Human

Passion: Rivalry (other API branches)

Age: 42

Background: Nisa was relatively young when she first started to irritate the supernatural and exercise her methods of demonic dispersal. By age 14,

she had already quelled uprisings against humanity and brokered deals without her parents' knowledge. Her mother and father were still being targeted by multiple hostile groups, along with other known Oliveira descendants, and were in hiding. Nisa, however, wanted to take the fight back to the demons, and continued to make deals. She eventually took Apocalypse Prevention, Inc over from a man who didn't have the necessary skills to wage an effective war against the enemies of mankind.

Personality: Not one to merely let others do the fighting on her behalf, Ms. Amando regularly puts herself in the line of fire in the boardroom with dangerous species. She regrets every life lost in the pursuit of a greater world, but long ago realized that its a necessity. Nisa does not see her life as greater than any other agent in her employ, but realizes that her gifts can save many more lives than if she were in the field. She doesn't like being let down or forced to wait for tardy victims in the boardroom. Ms. Armando is constantly under incredible stress from the millions of lives counting upon her decisions, but buries it deep within her psyche, knowing she is the only one fit for the job. She has been tracking down her known relations in an effort to find another with her inherited gifts for negotiation, but she is so far the last. One of her cousins, Vasco da Silva, seems to show some small promise, but is stuck on using his talent for personal gain.

Appearance: Nisa is just over five feet tall and never smiles unless she's in the relative safety of Drom. She wears business suits and skirts, her dark hair kept short. Occasionally, she smokes fine cigars, but only to make other people uneasy during meetings. Her facial features often seem muted as she rarely breaks her astoundingly unflinching façade.

Secrets: If any other branch found out about the dimension of Drom, her hold on it would slip and South America would lose a valuable edge. Nisa wouldn't kill an agent to prevent this knowledge from getting out, but she's not above brain-scrambling them. Beyond that, she can get her hands on just about any other piece of intel she wants.

Special Abilities: Nisa can change even the most devout hearts and minds with a single phone call. A text message wouldn't work, but even just knowing that she doesn't agree with someone can be enough to change their mind. She isn't going to talk a sane person into committing suicide, but she could easily get a valued employee of a rival organization to turn into a spy for her own ends. The power lies in her voice, as it sways the listener to believe in almost everything she says. One meeting with her, and you're never the same.

Implementation: Nisa is best used as a shadowy figure ruling from up high. If the agents never meet her, they're doing a good job and likely elevated to the rank of Elite, or they are doing a disastrous job and need to be scolded. She handles failure poorly, but recognizes that collateral damage happens in the line of duty. It's when people get hurt and the job remains unfinished that she tends to have a sit-down with the agents responsible.

Jack Vera

Race: Human

Passion: Greed

Age: 26

Background: Growing up in a family of corporate moguls, Jack certainly learned a few things about shady dealings. He would go on to bring these lessons with him into the world of underground fighting and extortions schemes, working as a bookie and gambling master. Despite his extracurricular activities, Jack was a strong force in keeping his home neighborhood clean and often took to fighting demons directly. This heightened when his parents were killed by a wayward Tox.

Shortly after, Jack was recruited to Apocalypse Prevention, Inc. He took a liking to what the agency had to offer, but hated the drop in his pay grade. He quickly liquidated his assets and brought his cash with him, so he never wants for anything. Jack shares a squad with Hernan and Gernamo, but doesn't care too much for the Mohan. He sees the world through the eyes of a true capitalist and the Mohan cannot be bought, regardless of his attempts. Even though he doesn't particularly like Hernan, he would still trust her with his life.

Personality: Jack enjoys a good party and spending lots of money, on himself or otherwise. Typically found off-duty in a pool or with a bottle of hard liquor in his hand, Jack encourages others to follow his example by inviting them to join in. When trouble arises, Jack is quick to respond and takes everything on with great gusto and fervor. Rare is the time where he will not defend his teammates and flee from battle, even if he does it drunk.

Appearance: After being heavily augmented with cybernetics, Jack has some fairly obvious implants that made him stand out in a crowd. He uses an image inducer practically all the time, helping him to keep his outgoing attitude without scaring people. He appears as he did before he became nearly half-metal: An athletically built man in his early twenties with dark hair and finely cut clothing to show off his build.

Secrets: Jack enjoys being an agent and stopping the world from blowing up and all, but he actu-



ally prefers being rich. Not only does he use API tech to acquire money from civilians and the criminal underground, but he's crossed the line of taking small amounts from his teammates as well. He's not out to hurt people, but he is no fool to the amount of monetary problems API in his region is suffering from.

Statistics of Note: Health 45, Stamina 39, Initiative +15, AR 5/4, Movement 10, Actions per Round 3, Magic Resistance +5, Acrobatics +11, Athletics +12, Deception +6, Fortitude +11, Perception +6, Persuasion +9, Intimidation +12, Survival +13, Vehicle operations +10

Combat: Jack usually takes an automatic shotgun into combat with him to intimidate people into falling in line. He's not above using it to make his point either. **Bonuses:** Strike +6, Parry +2, Dodge +5, Grapple +2, Roll +8, Damage +4.

Special Abilities: Jack has Jumpers (page 64), a Backup Heart, Chest Armor Plating, a Bionic Arm with Hand Missiles, and a Bionic Leg with a Holster. All, except the Jumpers, are found in the Apocalypse Prevention, Inc corebook.

Implementation: Jack can be a part of the players' squad to show the alternative ways other agents deal with the situation in South America, or can be a cautionary tale about how good agents can go bad.

Hernan

Race: Mohan

Passion: Approval

Age: 32

Background: After her coming of age ceremony, Hernan was personally selected to help serve with API by the Earthmother. She is one of the rare Mohan that live in the city away from their traditional forest home, but is still unaccustomed to life outside the Rainforest. She has been assigned to an ERU in Chile and lives among the Humans in an effort to protect the environment from within their own society.

Personality: Hernan is driven to prove her effectiveness to the Earthmother by being the best agent API has ever seen. She sticks to the mission, but still wants to learn all she can about how humanity spends it's time. She spends the majority of her time with her squad soaking up all the knowledge she can. In the meantime, she typically wears earphones that loops the sounds of the Rainforest to keep her calm. She doesn't enjoy life away from nature, but puts up with it to serve her species better.

Hernan's typically a spotter for Germano when he's sniping, since Jack prefers to work alone. She tries desperately to get along with her teammates, but due to the close quarters of the ERU and the differences in cultures, tempers often get out of hand. The worst episode ended with Jack hurling her MP3 player into a swimming pool and Hernan barely clinging to sanity.

Appearance: Like the rest of her species, Hernan has dark green skin, but she utilizes an image inducer to appear as a tall, muscular woman with tattoos. She is tall for her race and incredibly strong. Even though her eyes are often curious and demure, her inducer shows only a stern expression.

Secrets: Hernan has discovered tobacco and hates herself for burning plants to keep her nerves steady. She has tried to quit smoking almost once a week, but so far it hasn't stuck. She would do almost anything to prevent the Earthmother from finding out.

Statistics of Note: Health 49, Stamina 35, Initiative +8, Movement 12, Actions per Round 2, Magic Resistance +10, Athletics +16, Fortitude +10, Knowledge +8 Perception +12, Intimidation +9, Survival +18

Combat: Hernan usually takes on opponents in hand to hand, forfeiting any technological advantage other than a spear. **Bonuses:** Strike +8, Dodge +6, Parry +11, Roll +5, Grapple +11, Damage +4

Special Abilities: Hernan has the snake form of some Mohan.

Implementation: Hernan is a prime example of what some species will put up with to keep the peace with API. She's under a lot of pressure from her bosses so long as it serves her Earthmother well. Players could learn much from her example if they were to join her squad or use her as an important contact.

Germano Azinheiro

Race: Human

Passion: Protection

Age: 53

Background: Germano watched his family be torn apart by a pack of Wolf People caught in the throes of their lunacy. After his grieving and subse-

quent long-range, high-caliber vengeance, he was recruited by Apocalypse Prevention, Inc and put immediately to work. As he once worked keeping poachers off animal reservations, Germano was used to long hours with a rifle by his side. He is one of the rare agents in South America without any cybernetic implants, and he has no intent on getting any. When off duty, he sometimes acts as a trainer for snipers in Drom.

Personality: Hardened by the death of his family, Germano remains distant to those outside of his squad, but retains his good intentions and his manners. He won't take well to those with inflated egos, but won't go out of his way to take them down a notch. He enjoys reading and studying insects when not on the job.

Appearance: Germano looks about 20 years older than he actually is. He's collected a fair amount of wrinkles and his skin is almost leather after being exposed to the sun for so long. The small amount of hair he still has is light brown. Germano tends to view Jack as a pompous jerk and is usually correct. They bicker and argue, then go out and drink off the tension.

Secrets: Germano has been literally haunted by the ghost of his wife. She talks to him in his dreams, goading him on to be happy, but he will not let himself forget what took her from him. Little does he know that API uses her to keep him on the hook with the company. The company tells her that it's for his own good to wreak havoc on those that killed her.

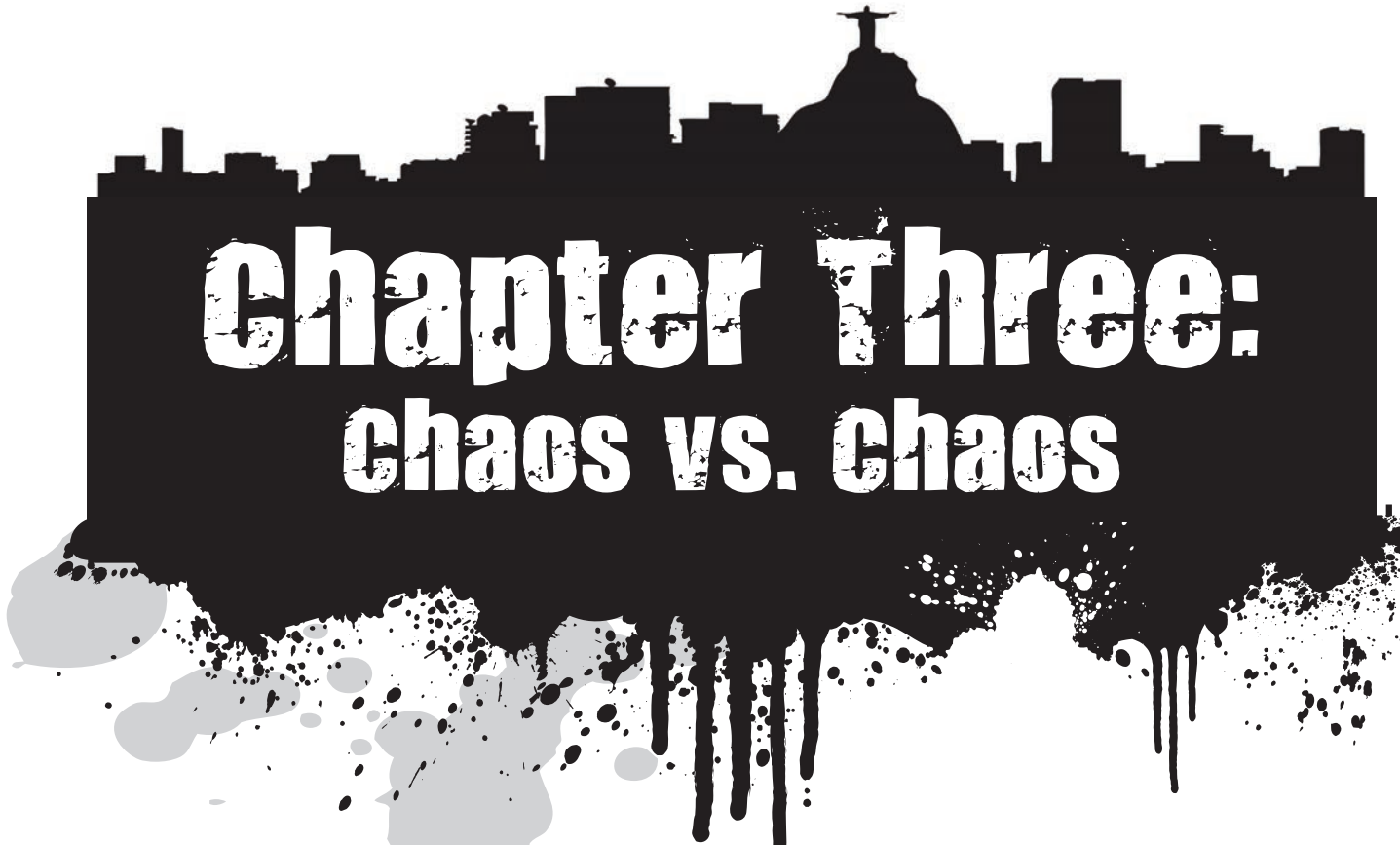
Statistics of Note: Health 32, Stamina 28, Initiative +4, Movement 8, Actions per Round 2, Magic Resistance +3, Athletics +8, Deception +11, Fortitude +3, Knowledge +10, Perception +15, Survival +8, Vehicle Operations +6

Combat: Germano typically remains a fair distance away with an anti-material rifle to help out his squad with unseen backup. It's not unusual for soured negotiations to end with a demon's head becoming separated from its body from Germano's intervention.

Bonuses: Strike +11 (+15 with rifle), Dodge +8, Parry +3, Roll +2, Grapple +6 Damage +1

Special Abilities: None, other than taking the bee off a flower at 700 yards with a high-powered rifle.

Implementation: Germano can be attached to the player's squad after they suffer a death or can simply be called in to provide cover fire or assassinate a target while the players run interference with their bodyguards. If the players do well, he'll get along with them nicely.



Chapter Three:

chaos vs. chaos

There are tons of groups after power and influence in South America, and Apocalypse Prevention, Inc is only one of them. If API knocked out a big chunk of the Drummers (page 50), the Ghost of Sao Paulo (page 49) would move in and grow stronger. If they concentrated on the Skinners (page 51), Il-legals would skyrocket and form big gangs, giving the Council Most High (page 41) even more room to expand. Whatever group API chooses to focus on, all the others are stronger when they change their target. Every problem is growing rapidly and only those who rise above the rest should receive the most attention.

To use this chapter most effectively, the GM should give the player's a weekly briefing on what the big threats are and who is the most active. Agents on the street tend to know the biggest current threat, so they report the results back into HQ while command sends Elites to deal with big problems and teams like the players to handle anything before it becomes a big problem. The weekly briefing should be full of information taken from informants, cooperators, other agents, surveillance, portal openings, and any other tips and hints from varying levels of trustworthiness. Missions should take care of threats that didn't get done last week while one of the upcoming ones should be hinted at.

For example, *"There's a group from the IPA was spotted by the industrial complex downtown. We think they're going to trash one of our satellite communication arrays, so you need to take them out quickly. A pack of Wolf People attacked a tour bus last night, but no one was seriously hurt. A Taylari Mortus rampaged through a fair last night, but no one has seen it in hours. It's presumed alive and well, but hidden until hopefully the sun goes down. If we've got time, we'll conduct interviews and scrub anyone's brain that needs it."*

If they take out the IPA, the next report might read, *"Good job with the Agency. Now we've got two more reports of werewolf attacks, one where a whole emergency room was filled, and the other where photos were taken and uploaded to the Internet. Oh, that Taylari from last week? Turns out that was a prelude. We've got six different sightings all within one night. Reports point to a turf war that's already spilling out into the streets..."*

Mix a few things together and serve. Your players might hate you, but they'll be too busy to act upon it.

The Council Most High

Otherwise referred to as “The High Council” (when they’re around) or “The Bastards” (when they’re not), this group consists of a large conglomeration of a variety of demons that deals with interactions between humankind and demons. The similarities between API and the CMH end there, however.

The Council formed eons before API set foot in the region, after the first portals opened up in Brazil and Paraguay before a handful of horrified tribes. The demons, ones generally unheard of these days, forged an alliance to make life easier for other races to settle here and live with humans as their rulers. The Council sees humanity as people see trees: living things, full of history and stories to tell, but really quite handy to cut up. They are not entirely monsters, but see Earth as theirs to command. Having too many humans on it is affecting the world in drastic ways, and the Council would like to see this dimension around for many more years to come.

To suit this end, the Council sends those who desire the use of humans for their own purposes (child-bearing, blood, soup, fancy hats, etc) with a Cull notice. This deems them worthy of finding a select band of people and using them in any way they see fit... so long as they keep a low profile and use magic to obfuscate their identities. It isn’t the CMH’s goal to suffer horrible repercussions, like angry mobs or fish men on the news. Being exposed would bring them much more trouble than it would be worth, as they would no longer be allowed to use humans in such ways anymore.

The Council prides itself on its sweeping power, but actually has little influence over world events in recent times. As portals continue to pump in new demons to Earth with each passing week, their stranglehold on who did what and when has begun to slip. Demons race around the streets attacking people, and API is often lurking right behind them with a sonic scrambler erasing the events from memory. So why should anyone listen to the limits the council sets out? To increase their influence once more, they have dramatically punished demons who stepped out of line by either exiling them from Earth or outright murder. Many demons who live dangerous lives already or who run with large groups (Ghosts of Sao Paulo, The Drummers, Os Cavaleiros de Fogo, etc.) all but ignore the Council and continue in their ways

unopposed. The leaders of the CMH have resolved to concern themselves with smaller groups and powerful individuals.

API and the CMH loath each other, but are both too concerned with other things to actively attack one another. Demons see registration as a joke at best and a personal insult at worst. When API liquidates a member of the CMH, compensation is demanded of the same caliber - an eye for an eye. The leaders of the council don’t associate with humans, but instead send one of their favorite lackeys, Grossel, to make demands of the company instead.

Most of the deals API has struck with the group revolve around persecuting and suppressing the work of the Interdimensional Publicity Agency (page 45). The council wants nothing to do with demons being outted, as that would make them obsolete. If everyone knew, the council would be powerless to stop demons from making their own decisions and doing whatever they liked without fear of consequences from their self-imposed leaders.

Playing in the Council

Running a game set within the CMH might be an interesting break from human-focused API games. This way, every player would be expected to be a demon of one sort or another, and if one player still wanted to be human, they might be a slave, a traitor against the human race, or even a food source. Games would revolve around enforcing the council’s will upon other demons under their sway, increasing their powerbase, reacting to API encroachment, and any other orders from above. This sort of game, while clearly against human interests, doesn’t have to come down to being clearly anti-human with characters cooking people and such. Council enforcers would mostly just ensure other demons followed their strict instructions. It would be similar to an API game, but with more monstrous activities going unpunished.

Characters could be any sort of legal or illegal demon, but would have less access to cybernetics or things humans take for granted, like internet access or fine dining. They could even be looking to escape the constrictive grip of the Council Most High and defect to API, which would be detrimental to their health and the lives of their loved ones if they are found out.

Grossel

Race: Strang

Passion: Approval

Age: 296

Background: Fatter than most of his race, of which he is the only one on Earth, Grossel lives a life of disgusting indulgence. He eats mostly live flamingos with the legs removed, but other large birds are equally tasty. He cannot stand the thought of eating something dead, so these birds are swallowed alive. This large 3-eyed toad demon acts as the voice of the Council Most High to the humans of API and loves nothing more than telling them bad news. Grossel is fantastically lazy and uses the magic of the council to teleport around rather than use his once-powerful legs.

Motivations: Grossel was brought to this dimension by the council to serve and obey. It's a cushy life, being the servant of a bunch of fat cat demon lords, so he intends to do a good job and keep his life exactly the way it is.

Statistics of Note: Health 12, Stamina 4, Initiative +5, Movement 6 (12 hopping, 20 swimming), Actions per Round 1, Magic resistance +20, Perception +20, Persuasion +15, Deception +20, Discipline +2, Intimidation +2, Linguistics +15, Athletics +3.

Combat: If Grossel senses a fight, he disappears with the help of the CMH, which keeps a very close eye on him. Even if Grossel cannot see it coming, the CMH would pull him out of the way of an obvious attack back to their dimensional HQ. However, a well placed sniper round or quiet incantation could escape their notice and leave Grossel quite obliterated. In a fight where he was stuck, he would immediately surrender, cry, and soil himself (perhaps in that order). **Bonuses:** Strike +6 (kicks only), Parry +6, Dodge +11, Roll +2, Grapple +4, Damage +4 (kicks only), Entangle +8 with tongue.

Powers: The Strang can swim almost indefinitely. They only need to breath every few hours or so and can ignore all but the most determined strangulation attempts. Other than his near-god-like power of retreating, Grossel's greatest power would be in the fantastic amount of firepower the CMH would bring down upon whoever killed him. It would restart the Demonic War, and there would be no truce or peace until one side had been wiped out. Even API knows this and wants to keep this poor excuse for a demon alive.

The Council Most High itself is actually quite small, consisting of a mere 31 members, each representing their individual races. Each race may have a handful of kind on Earth or a thousand, but all of them want different things. Some crave to better integrate into the human race, others require the bones of children pulped into a paste, some want magic, and others are just jerks. The council brings the concerns of their races to meetings, which take place in a different dimension, then argue about what they want and why it is more important than other requests. Usually, not unlike their human counterparts, they approve the direst pleas and ignore the rest until the next meeting. Such gatherings happen once a month or so, unless there is an emergency (which is practically every time API defends itself against demonic threats).

When the council is roused to action, they generally perform one of five actions: issue a cull order, punish a rouge demon or pesky human, settle squabbles between two demons, start an investigation into something unexpected, or come up with a new rule for how demons interact with humans. Most of these things require involvement from API after the dust has settled, but the CMH would not contact the company unless it was to make a threat. The council may not want another war on their hands, as the last one was too much of a headache and nearly revealed their existence, but they certainly do not value demands of any human organization, especially Apocalypse Prevention, Inc.

Making an enemy of the council is not wise. The usual punishments are death, banishment to another dimension, or being eaten by a particularly favored demon, but they have been known to be much more inventive at times. Going after the victim's family, transforming them into twisted, still-living sculptures, or wiping their memory clean and kicking them to the curb are all within the council's power and level of entertainment. A move against them from API would kick off another war, and the corporation wouldn't have the numbers to win, nor a civil war to cover it up. The council would win, but the secret would be out. Both sides know this and keep a tenuous truce, each seething through their teeth at the other.



Nayla Rowi

Rarely do threats to the entire future of mankind come from the company itself, but when it does, it is most dire. Nayla Rowi, a promising field agent and Elite went rouge nearly two years ago. It has not been reported to API's head office yet and it never will, unless things change dramatically. The fact that an Elite agent who had access to all the equipment she desired dropped off the map and resurfaced as an enemy is nothing the Brazilian higher-ups want getting back to the other branches.

The story goes as follows: Nayla Rowi and another agent developed romantic feelings for each other, eventually deciding to leave the company and settle down. Knowing the corporation would not approve if they attempted such a thing in secret, the couple came clean and hoped for the best. The information went all the way up the food chain to Nisa Amando, leader of the South American branch of API. Her decision was a solid "No dice". The couple was split up; he would be sent to Mexico, and she would stay in Brazil. Their memories would be wiped

of each other and that would be the end of it.

Nayla argued, but soon she was in restraints and about to lose the last year of her life. She managed to escape, but was too late rescuing her other half's memories of them together. Nayla disappeared into the Amazon, and it wasn't until a shipment of cybernetics was seized on its way to a secret base that she was caught on a security feed.

Now she is in the business of making life much harder for Apocalypse Prevention, Inc. She is convinced that the best way for API to continue is to come public. If everyone knew about demons and the supernatural, recruits would skyrocket after the initial shock. She began stealing equipment and resources from API in order to establish another company that mimics Apocalypse Prevention, Inc, but out in the open. She also sells supernatural information to local governments, crime lords and whoever else asks for it, as long as they offer enough to help fund her organization. Nothing more in this world makes her happier than selling information on demons to a group and seeing them get along just

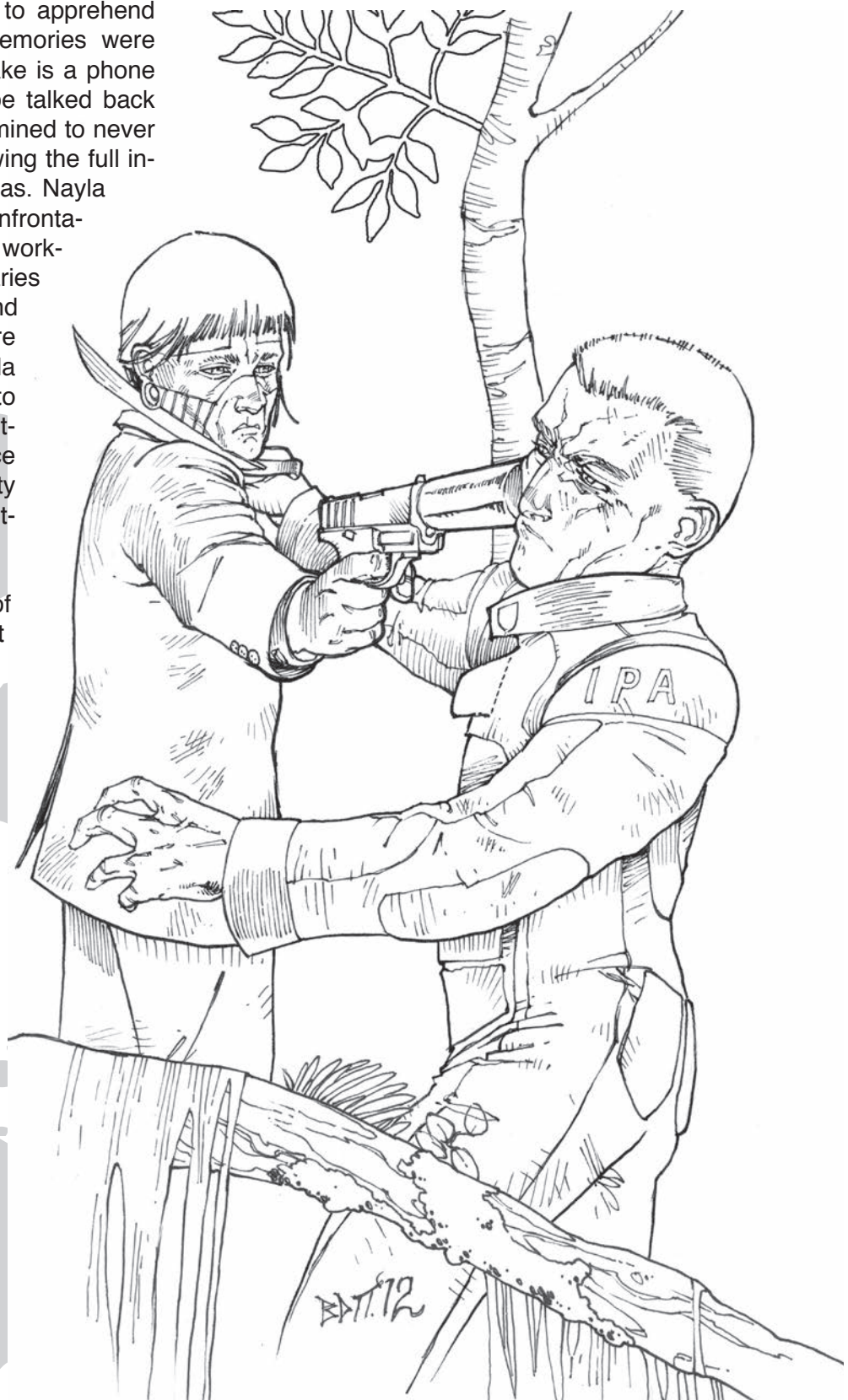
fine afterwards, completely disproving API's mission statement of secrecy.

The one thing about this Ex-Elite is she never actually fell in love with a fellow agent. Asking her his name only draws a blank. In reality, her mind was compromised during a mission to apprehend a powerful telepath and several memories were implanted in her head. All it would take is a phone call with Amando and Nayla could be talked back into the fold. However, Rowi is determined to never let her get a word in edge-wise, knowing the full influence the South American leader has. Nayla tends to avoid contact and direct confrontation with API and their agents, instead working against them through intermediaries gained from blackmail, threats, and even promises of great rewards. There have been three incidents where Nayla has hijacked API communications to convince agents to do what she wanted, posing as a superior officer. Since then, API has had to step up security and change passwords more frequently.

She knows the inner workings of the company, making it easy to skirt around computer systems, security, and the company's tactics. She has spiked spell component deliveries, disrupted and hijacked communications, rerouted weapon transports, and distanced herself from the backlashes that inevitably appear from API. She knows the name and personality of almost every agent in the region from hacking into API's files on a regular basis, allowing her to set quite effective traps. She is aware of Drom, but knows that she'd never get anywhere close to it. So far, API has yet to catch her off guard, but they have forced her to abandon a few hideouts.

Nayla Rowi is slowly losing her center of morality through her meetings with Dahlia, the telepath who poisoned her brain in the first place, as Dahlia is getting more and more desperate for re-

sults. She hates API for her own personal reason, assumedly involving her father. Nayla is making their life difficult, but now Dahlia is putting her own plans forward for revenge. She is slowly putting the seeds of violence and death into Nayla's mind, so the Inter-



dimensional Publicity Agency can continue on as a distraction to her own schemes against API.

Already, Nayla's own personal campaign of revenge has taken a twist towards the macabre and her body count is on the rise. Her latest technique is to implant compact mirrors in the guts of unwitting accomplices and push her fingers through then using the Path of Mirrors. The pain of having one's insides rearranged is often a fabulous motivator. She usually uses criminals and other lowlifes, but her patience (and mind) is gone and more than a few API agents have fallen to her growing rage.

Interdimensional Publicity Agency (IPA)

When Nayla Rowi went rouge, she started up a rival organization trying to bring undeniable proof of the supernatural to the public. She plans to use the fear generated to recruit more agents, train them, and smash demons apart, all while staying one step ahead of API. Utilizing the Internet to hack social media sites typically disallowed to API agents, she contacts individuals who share certain outlooks and interests conducive to joining her cause. She then arranges a meet up with even more compelling evidence of the supernatural and offers training to defend against it in a fairly hands-on way. Another faster and sloppier way to do it, which Rowi only uses in dire situations, is to use a controlled Spectral to possess a person just long enough to expose them directly to the supernatural and abandon them. IPA agents quickly sweep in and "rescue" them, proving how effective they can be.

Rowi plants false leads to throw attention elsewhere while she and her compatriots perform operations at a different location. Typical things the IPA gets up to while no one is looking include public displays of magic and demons, teaching others magic, raiding cyber-docs for parts, stealing money and weapons from the military or crime lords, and hijacking television or radio for demonstrations of unearthly powers. The IPA would have exposed the world to the supernatural many times over by now had it not been for API.

The South American branch goes to great lengths to cover up Rowi's workings against the company from the other branches of API. The company can't be everywhere at once, however. The IPA

is increasing in numbers quickly and soon might be able to let the supernatural cat out of the bag. Of course, if that ever happened, other branches of API (especially the US) would descend upon IPA like an orbital strike, and they would be annihilated. Nayla is aware of this, but imagines she's good enough to escape mostly unharmed.

The IPA keeps no headquarters, instead moving between abandoned warehouses, slums, rented office spaces, and indoor stadiums. There she trains her operatives in hand-to-hand combat, evasive maneuvering, stealth skills, computer hacking, emotional manipulation and generally turning them all into special agents, complete with tech gadgets stolen from API and the Shadow Trade (page 48). They don't use sonic scramblers as it goes against their ideals, but have a few telepaths on hand to misdirect any captured API agents. They publish photos on the Internet, leak private information about agents to the press and generally make life harder for API agents. While their mission becomes more effective with more members, the IPA is still quite small in comparison to other threats in South America. Less than 200 members belong to the group, and more than 150 of them are unable to hold their own in a combat-laden environment. They are the hackers, amateur adepts, information brokers, quick-talkers, and desk jockeys that make any organization run correctly. The other small slice of the company are the ones trained by Nayla to break legs, but still rely on the non-combatants to be their handlers.

Apocalypse Prevention, Inc responds with brain scrubbing on a wide scale, the use of narcotics in the drinking water in locations with IPA activity, and informing the public of a large-scale viral marketing campaign that has gotten out of control. The company has actually had to produce movies involving the events leaked to the public twice just to do damage control. Only one of them won an Oscar, however.

Filhos de Deus (Children of God)

As monsters go, these are some of the worst. Keeping their own species in cages after their first death, these vampires wait for the day to unleash all of them upon mankind like a crazed army of super-strong warriors that want nothing but blood. Having

learned terrible lessons from the Incans about human suffering and the ease of sacrificing children, they have been waiting for just the right time to strike humanity and unleash their many Taylari Mortus upon the world. Saturating the Earth in blood before claiming it as a Taylari-ruled planet seems fitting. Domination means little to them, but soaking in blood harvested out of screaming men and women is their ultimate goal. They keep all their family members around after death in large Oubliettes (dungeons with only one access point on the roof to prevent escapes) and feed them a steady diet of kidnapped victims. Their containment and maintenance of the Taylari Mortus is quite meticulous, as they lack the special gifts of the Two Thousand Sleepers (See API Worldwide: Canda). Since their inception, however, they have amassed hundreds of Mortus.

They have tried to push humanity over the brink into full on genocide and have come incredibly close several times. The Filhos de Deus see mass murder as a way to spill blood and strike fear into humankind to make them pliable and pitiful. It is easier to establish themselves as rulers if the populace is softened up and sufficiently cowed. Having humans do it to each other just makes their lives easier. The Filhos are constantly on the lookout for the more sociopathic yet charismatic humans to then back into positions of power. From there, they use the dupe to set up dictatorships and finally begin massive amounts of bloodshed they revel in. The last time they tried, during the 1930 military coup in Argentina, Apocalypse

Prevention, Inc found out about their involvement, found their stores of Mortus, and fried them all. The Filhos de Deus lost vampires that had been with the family since the 1300's Their rage was unfathomable, but like most creatures that age slower than humans, they were able to hold it in check and escape. The knowledge their vengeance would come in time was all they had to comfort themselves.

As API had no way of tracking them and they had not yet broken the rules of the Council Most High (page 41), the Filhos de Deus were left to their own devices for decades. First, they desired the replenishing of their supply of Taylari Mortus. Since their disastrous quelling at the hands of API, the Filhos changed their strategy. No longer are their Mortus locked up en masse. Instead, each was assigned to a single living Taylari for protection and feeding, their detention and safekeeping. Many of these Taylari invest in straightjackets and soundproof rooms in an effort to keep their grandparents safe and silent. The Mortus are spread out around the continent, moving frequently as not to arouse suspicion from neighbors. Creative use of Thralls to watch over and keep in touch with one another lets everyone know who is safe and if any of them have been compromised. Their army is in waiting until another opportunity for genocide rears its head.

API's Reaction

Peace talks with the Filhos de Deus are fruitless. There are no true leaders for the group, just family members who have been around longer and are wiser than the others. Decisions that affect the whole family are voted upon by all members, so convincing one Filhos to turn means nothing to the organization as a whole.

If API ever narrowed down where the Filhos were hiding out, the outcome would be terrible without a largely coordinated attack. The Taylari would warn each other and unleash their Mortus, using Blood Magic to add as much damage as they could. If the raid came in the daylight (as all efforts to contain a Taylari nest should), the Mortus would be wrapped in plastic bags and dumped in the sewer to be carried away by the currents and found again later. API agents would swiftly find themselves surrounded and theoretically outnumbered by Taylari with a grudge going back centuries.

Our Bright Future

The Filhos are not sitting by idly while API gets more powerful. The current candidate for their political puppet is Ana Gallo, a senator for Brazil and a rising star with the correct contempt for humanity. With the group's help, orchestrating her rise into a more powerful and influential position will ensure Brazil ends up in a terrible place. She has no idea who is backing her campaign, but the money is too good to pass up.

The group is pursuing another equally horrifying plan in case its first doesn't work out. They have learned of a book written by the first Taylari, which is believed to include spells to reverse the Mortus state and exalt the elders to near-godhood. If they were to find this book, if it exists at all, the entire world would be crushed under their heel.

Of course, the API of today is nothing like the one that the Filhos faced all those years ago. They have heard stories and rumors, but don't know much about how their foes operate any more. With proper reconnaissance, equipment, and manpower, API could manage to dismantle the entire group. It would be almost impossible to prevent one or two from slipping through the cracks, however, without knowing about the sewer escape route.

Manchakuy (Those to be Feared)

Although the Incans were mostly killed off by smallpox, most of the population blamed the mass extinction of their people on the Spanish who enslaved them and brought the disease over in the first place. Strong believers in reincarnation, the Incans knew they would return once more to this world and seek vengeance for the wrong perpetuated upon them by their conquerors. In recent times, this has begun to actually happen.

The Manchakuy, men and women of minor Incan descent, have begun terrorizing the Spanish-speaking communities around Lake Titicaca. They attack victims with Tumis (ceremonial knives with curved blades like a rounded spade) stolen from local museums and make no distinction between man, women, or children when picking whom to kill next. Local police forces have found entire households turned into sacrificial bloodbaths during the night with no sign of the perpetrators.

As the body count began to rise, API took an interest when an interview of the first Manchakuy to be captured was televised in the late 80's. This man claimed he was a regular stone carver until he was haunted by a ghost of his 100-year old ancestor. The ghost drove him mad and wouldn't let him sleep until he trepanned himself. When he managed to kill himself by ritualistically removing his internal organs and placing them around his cell while still alive, as if preparing to mummify himself, API ordered a team to investigate. They found that the rituals and items used were indeed ancient Incan relics being used by people who had previously never known them. There were over 70 missing people who matched the ideal candidate for becoming a member of Manchakuy, but no sign of any of them could be found. The group also appeared to be hunting the descen-

Ancient Blood (3 BP)

The character is a direct descendent of the Incan bloodline. Most are drawn to Incan places of power, feeling comfortable there, and their dreams are periodically plagued with ritual sacrifices and vast pools of crimson. Ancestors speak to them through their blood, granting them access to the 1st Circle of the Path of Blood. They can never access the 2nd or 3rd Circle of that Path, however.

dants of Spanish conquistadors who came to South America hundreds of years ago, but there are far too many for API to keep tabs on.

The few members of the Manchakuy who have been captured by API simply rave about a ghost with the distended head who speaks to them in the night. It tells them to kill specific people and teaches them the ways of their ancient ancestors. Even if they resist, it is as if their actions are no longer their own.

The Manchakuy hunt in groups, using large black dogs acting as mystical lookouts. The dogs are able to sense instantly whether someone is a magic user, if there are ghosts nearby, or even disguised demons as well. These dogs are sacred to the Manchakuy, and the group will not endanger them in any way other than taking them along to ritualistic killings.

The group's secondary goal, outside of killing the Spanish, seems to be seeking out the soul of a fabled priest lost to their enemy hundreds of years ago. They kidnap any children over the age of 5 matching the correct criteria for reincarnation (same eye color, demeanor, sense of humor, etc) and send them through a portal into a random dimension. Provided they remember their magic from a previous life, they'll be fine. So far, no children have survived the trip and returned home. If they were to find their lost priest, he would lead them into a new age of Incan society where they would reenact the old ways and cause enemies to tremble in fear.

The leader of the Manchakuy, a Spectral going by Wiñaypaq (forever), has a conical shaped head indicative of a high class Incan and a very good memory. Whether or not the victims and perpetrators are actually the descendants of a long line of opponents remains to be seen, but Wiñaypaq doesn't seem to care or inform his followers. He has a quick temper, but knows when to abandon his plots and

The Mask of Traal Lewous

While the Manchakuy seem bent on the destruction of their age-old enemies, Wiñaypaq is also seeking the burial mask of his father, Traal, who was a doctor and a dancer. Well, that's what he tells people. In reality, Wiñaypaq was visited by a demon at a young age who wore the mask to cover his monstrous appearance. This demon taught him much of the afterlife and how to control his spirit even in death. Wiñaypaq hopes that if he can uncover the mask, he can figure out which sort of demon wore it and gain even more insight into the spirit world he now inhabits... bringing him even more power.

retreat rather than face defeat once more. So far, they have been able to stay out of API's radar, and he'd like to keep it that way. Of course, the zealous too often step out of their bounds in the name of what they believe in.

The Shadow Trade

This group is known as the most extensive black market network, with access to illegal cybernetics, weapons, and magical artifacts, including API-brand items. They also deal in more exotic requests, which can range from rare chemicals to slaves or sacrificial offerings of any species. Members of the Shadow Trade use special markers and signs to contact each other and only deal with referred clients. While the overall volume of goods traded may not be as much as other black markets, what it lacks in quantity it more than makes up for in quality. They deal in only the rarest and most sought after goods. If you can get it someplace else, then the Shadow Trade has no use for it. The Shadow Trade has members in every major city in South America, and they have almost every resource for any job available. More than just common thieves, members within their ranks are language experts, master pick pockets, and the best assassins around.

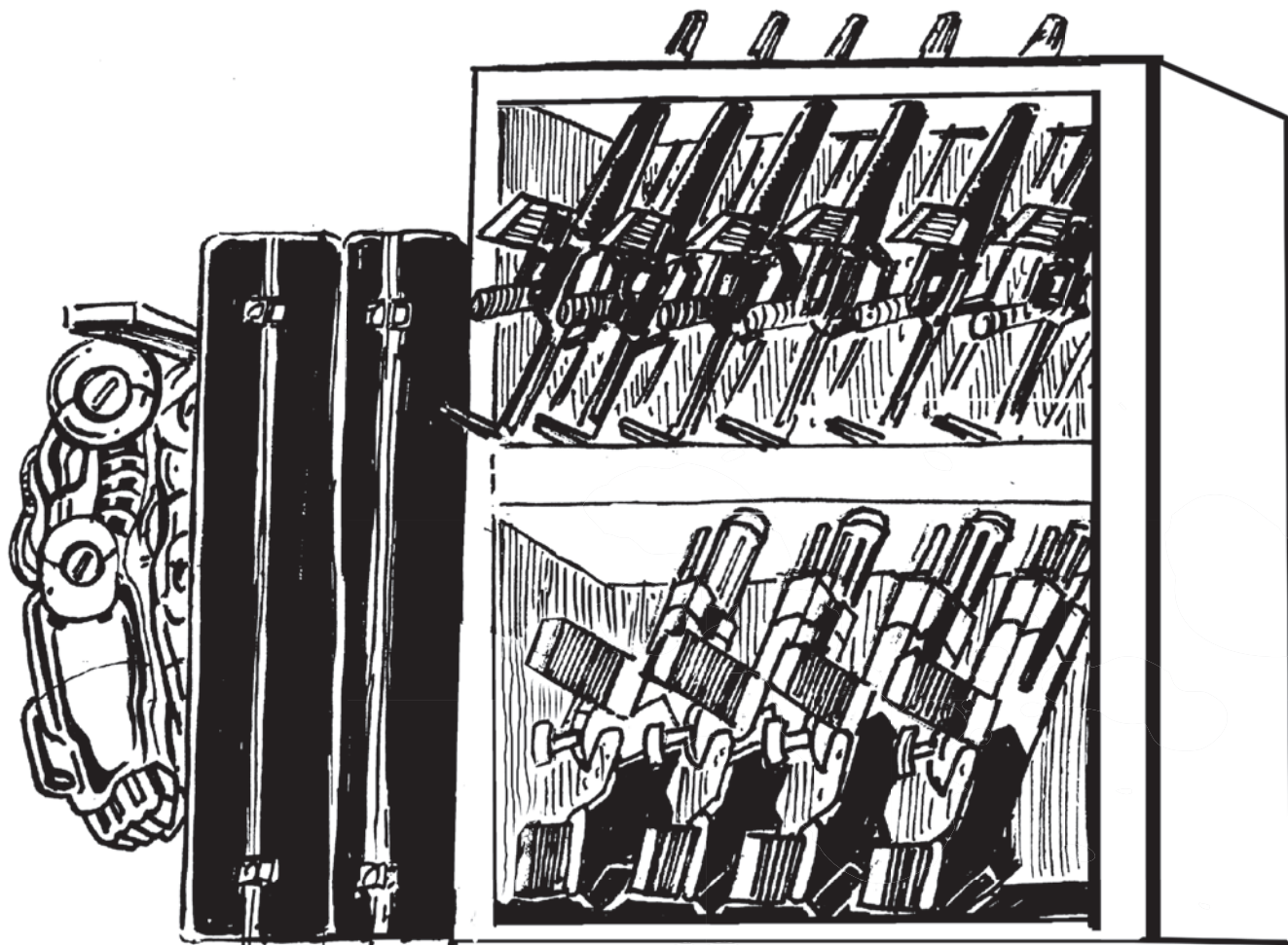
The Shadow Trade was originally composed only of Gyks, led by Vicrus Crell, who blended into the background of the various human communities in South America. They searched through Earth's most precious pieces of technology, finding most human tech was vastly inferior to anything the Gyks knew. Vicrus did, however, discover a small API hideout

sporting technology far beyond anything else he had seen. Instead of stealing their goods, he simply watched them, finally following them back to a larger API base. He further discovered work had begun on new software that would replicate the Gyk's Artificial Intelligence Program (A.I.P.) for Elite agents. Unwilling to share his race's secrets, Vicrus Crell hired demons to infiltrate API and steal the software, thus eliminating any technological competition. Integrating the new software with his own A.I.P, he created the most advanced intelligence modification program in existence today.

Hunted by API, Vicrus was forced to go underground, but developed an elaborate system for contacting and organizing raids to trade or steal goods. Soon, Vicrus had a network of resources that would take a life of its own. Those too vocal about their information were killed, either by other members of the Shadow Trade or by people looking for the goods that they had lost. This enforced that members of the Shadow Trade had to work with the utmost secrecy and live their every day lives like they were normal citizens (demons and humans alike).

As Vicrus faced the short life span of his species, he put together his master plan. Infiltrating the most secured area of Gramphix, Vicrus and a few of his closest associates stole the prototype for a cybernetic skeleton, replacing his neural and internal organs in a surgery that took more than five days to complete. Finally shed of his racial weakness, Vicrus continued to recruit and meld some of the greatest minds into his organization.

Their exact member count is unknown, even to Vicrus. Most members use fences and Shadow Trade contacts who connect members and eliminate the need for potentially dangerous face-to-face meetings. Fences have small communicators that only transmit scrambled voice calls, using special code names to confirm that they are talking to the right person. When a freelancer comes to a new fence's territory, they anonymously leave their communicator, and when leaving a region they will usually contact the fence to get it back.



Useful for Everyone

Due to the way of life in South America, API itself has had to rely on the Shadow Trade for information and technology in dire situations. These visits are never officially sanctioned, but nor are they punished if found out. It is rare that agents find themselves without a lead in an important case, but if they do, they can always seek out the Trade and begrudgingly request help.

API is still on the hunt for Vicrus, a thief of precious technology from the company that they would love to recover. Agents are encouraged to interrogate anyone they discover are from the Shadow Trade, but information given usually leads to dead ends or lack the correct codewords. Not all members are willing to die for the organization, but only the highest members of the Shadow Trade are likely to have any knowledge of worth. Shootouts usually end with dead members of the Shadow Trade, but that doesn't get API any closer to exposing the organization or Vicrus.

Ghosts of Sao Paulo

In the worst part of Sao Paulo lives a drug lord by the name of Papa Sin. Sin is a known Wolf Person who employs a great deal of cyber-docs and scroungers to help keep his rapidly increasing gang knee deep in cheap cybernetics. Most of the gang members have Jumper implants (page 64) that allow them to leap clear over the slum roofs and get the drop on their targets (so long as the building can support their weight). The fact that cyber-thugs are running around making life difficult for regular citizens isn't exactly API's problem, but they have run into API and escaped without a brain-scramble... and that can be a problem. Sin knows there is another group investing in cyberware and wants to wipe them out and steal their supply.

The Ghosts don't have the resources to launch an all out attack on API, but always tend to show up at the worst possible time. This is usually due to their scroungers being able to follow the tracking devices implanted within API cyberware. While a squad of

agents is busy dealing with another threat, it's not uncommon for a few Ghosts to show up and ruin things. They are really more about stealing cybernetic technology and bringing it back to their cyber-docs to reverse engineer it than anything else, but can become murderers in the blink of an eye toward whoever gets in their way or looks at them funny. The fact that most South American agents have cybernetics makes missions where the Ghosts turn up that much more plentiful.

What Papa Sin is truly obsessed with is Gyk technology. His engineers have no idea how to make it work and Sin has all sorts of misconceptions about how it will make him immortal, change the world, slay his foes, and any number of other outlandish claims. Sin is desperate for the Ghosts to capture a live Gyk so he can finally figure out what makes their tech so wonderful and use it on himself.

The Ghosts don't have it easy either. Some have botched implants and cyber-docs are often too overworked to offer help before infection and death set in. Ghosts are easily replaced from the slums after being promised untold power through cyber-augmentation, and it's not uncommon to have a new Ghost get blood stained parts from previous members. Desertion is non-existent within the group, as

Doctor, Doctor

The cyber-docs that are so essential to the Ghost's continued operations are too important to let roam free. So, Sin holds them as hostages. They work on his Ghosts, and he lets their family continue to breathe. Papa Sin sends a small force of Ghosts out every month or so just to keep tabs on where the doctors' loved ones are located. The medical slave team would rather be doing anything else than work for the Ghosts. But unless they think they can escape, reach their families, and get them to safety, they won't budge. Even in an API-sponsored firefight, the doctors stay put until one of them sees Papa Sin bite the bullet. If that ever happens, the doctors will take their families, some of which think them dead, and disappear.

If API had the time to investigate missing person reports, many of the doctors would be on that list. Their families have no idea where they have gone or what sort of predicament they are in. They would do almost anything to recover them including helping API agents with a rescue.

they all know their implants can be tracked. So unless they are willing to self-amputate, they're stuck with their gang. They live in constant fear that if they wreck their implants, Sin will kill them or worse. In truth, Sin doesn't care about his crew and if they no longer can support cyberware, they are stripped of their implants after having their head caved in by a new recruit who acts as their replacement.

The Ghosts operate out of the slums with a makeshift factory of sorts, kicking out residents of shantytown buildings and connecting them with other parts stolen from homes. This large sprawling complex is terribly built, frequently has parts of the roof fall in, contains no windows, and could be kicked apart in a matter of minutes by the right kind of muscle-bound brutes. However, it is surrounded by people who are terrified of the gang and under their control. These people will sound alarms immediately if they see anyone approaching, so the gang will show them mercy or a place in the Ghosts. In the gaps between corrugated sheet metal that act as walls, the violent flickering of blowtorches and welders can be seen crafting and maintaining the Ghosts.

If confronted directly in his lair deep in the worst slums of Sao Paulo, Sin will sic his crew on the perpetrators while he flees into the nearby shantytown that he knows like the back of his hand. Sin's body is 80% cybernetic now, and he can use his slew of cybernetic upgrades to lose pursuers. Once he believes he is safely away, he will detonate the implants of anyone he believes to be captured to leave behind less evidence of his activities.

The Drummers

The Taylari have become a quickly growing problem in the slums of Rio de Janeiro. The Drummers were once a proud Vampire Family in a upscale neighborhood, but they have now become something truly terrifying for the residents. After several coups and power shifts, the original members are all but dust, and the only traces of them are graffiti left on the walls of old hunting grounds. Now, children originally turned to attract sympathetic adults for their blood now control the human traffic trade. These 'children' once sat in subway stations and begged for coins until their victims got close enough to knock out and drag back to their adult masters. They grew tired of this routine and the locals were catching on, so they killed their offending masters



and began to run the streets their own way... violently. Whole blocks and neighborhoods disappeared in a wave of blood drinking, and API's response was swift and damning. Only a few escaped and decided to do things differently.

Smaller nests of inexperienced Taylari were started to draw attention away from the ones who actually know what they're doing. These nests are overconfident and know little of their history or weaknesses. They prowl the streets with Taylari Mortus on catch poles, banging on home-made drums or trashcan lids, and taking offerings from locals too afraid to fight or flee their horrible oppression. The locals treat them like gods that desire blood-tithes for fear of their terrible powers demonstrated in frequent outbursts of rage. Apocalypse Prevention, Inc tries to shut these nests down quickly, but only a handful of them are ever actually reported.

The Drummers aren't interested in deals or talking out their problems. If API makes a demand of them, they will immediately go to war, starting with the big mouth in front of them and any friends that may appear to have their back. Even when forced

into a corner against superior firepower, the Drummers will choose to go down in a blaze of glory rather than negotiating.

The Skinners

There is big business in the exploitation of animals for their meat, skins, fur, and bones, but the big money is in demons. The IPA (page 45) took notice of a large group of hunters complaining quite vocally about the big and dangerous things they couldn't kill due to wilderness protection and regulations against extinction. The agency took the liberty of compiling a short list of registered demons and leaking it to the hunters in hopes of acquiring a few new recruits. Instead, the group of hunters went on a slow, calculated hunt, picking off each of the targets with extreme precision. None of them joined the organization.

Now exposed to the supernatural, the hunters couldn't just stop. Nearly forty more demons lost their lives in the following year, each one giving up where more of their kind could be found. Bagging

demons for pets, meat, clothing, or even decorative furniture quickly became a lucrative business to those who know to ask for it. Other items are sometimes sold at top dollar to people who have no idea what it once was originally.

When API figured out how the hunters found their first victims, they put out an alert to all registered demons and relocated them. This sparked an outrage as many demons believed that API was no longer capable of keeping them safe. Many protested that staying unregistered was safer.

API mounted a manhunt for the top Skinners and laid a trap by spreading the rumor of a Changeling orphanage in a certain location. When the hunters showed, API neutralized them and took them by surprise. They have all been incarcerated and are under control, but the remaining hunters have gone underground and now chose their victims more carefully.

The Skinners are composed of mostly human rights activists who view all of demonkind under the same umbrella of 'they're not us'. They see demons as animals with a much higher chance of killing people for recreation or food... the ultimate hunt. The few hunters remaining have drafted a small manifesto proclaiming mankind's dominance over these abominations. If API or the CMH got a hold of it, the two forces could conceivably ally themselves together for a brief time in order to wipe out the Skinners before they grow. Who needs another pro-human movement anyway?

The Skinners only meet up to hunt for prey and arrange such meetings over the Internet using a variety of codewords and preset, secret locations. E-mails read like a few friends arranging a fishing trip. Unfortunately for approximately 50 demons a year, this is not the truth. The remaining 24 Skinners continue to stalk their victims and stay one step ahead of those who hunt them.

www.1speciesundergod.net

The website that the Skinners use to rant about how humanity is the chosen race and how all humans, regardless of race, religion or creed, need to beware of devils. It generally goes on about how great humans are and how non-people are not. To anyone in the know, it speaks volumes about their stance towards demons. To anyone else, it comes

off as a well-maintained and expensive looking site for crazy people.

The Skinners don't use the site to arrange hunts or any other sort of business, but sometimes use it to recruit new members (about 2 per year). The majority of the hunters are not religious, but it tends to attract the right kind of people.

API has seen the site, knows that it is used by hunters, but doesn't see the harm in letting it sit there. The company watches the site meticulously and waits for it to display something of use for them to track down the Skinners once and for all. If it was updated with false information, API would be on a wild goose chase.

The Chosen Temple

A great healer walks the streets of El Alto in Bolivia, curing the sick with a touch and a kind word. He is unable to walk the streets without being swarmed by a horde in need his help. He denies claims of being the reincarnation of whatever messiah people want him to be and simply stays as Ando. He has attracted a large following, catering to his needs, but wears bandages around his face to prevent people from finding out about his past.

When API found out about Ando, they figured he was either a poorly disguised Carrier or an adept with a poor attitude towards concealing his abilities. Once they heard more reports of outright curing massive diseases, broken limbs, failing vision, pains, aches, cancer, fungal infections, near-drowning victims, headaches, delusions, heartbreaks, and impotence, they figured he might be something new.

Hold on

So what exactly is Ando? This is left to the individual GM, as there are just too many possibilities. He could be a new Demon type, a group of adepts posing as one person, a mass hallucination, or maybe some powerful spell that went awry, grew sentience, and now creates new perfect clones of those people it touches waiting for the moment to have them all rise up and attack. Ando is a great story hook, so we suggest he be used in a way that best supplements your ongoing story.

Whatever Ando was, he needed to be captured and at least have his habits curbed.

And when the company came looking for him, he realized the importance of having deathly loyal followers. Ando was hidden and rushed away so more people could benefit from his miracles. On the run, he now stays inside and allows his followers to bring him food and recruit others. He has saved so many lives that most of his followers would die for him to escape from API once more.

API hears of Ando every once in awhile, but the trail is always cold by the time agents reach his last known whereabouts as he is moved as frequently to keep him safe and to ensure his touch reaches others. Of course, it's only a matter of time before API catches up and a large fight ensues leaving many of his followers dead. The company cannot afford to let him wander around, but in the meantime he is enjoying spreading joy to those he can. Ando doesn't much care for API or their mission; he just wants to help the entire world feel better.

Siga Pacote (Dog Pack)

The Amazon Rainforest is a big place. In fact, only about 4% of it has been explored by mankind and the rest is about the size of the continental United States. In other words, South America is crawling with unregistered demons. Not many of them venture out of the jungle, but those that do rarely come to API's attention unless they make a large nuisance of themselves or purposely seek them out. The company knows about the variety of portals due to their Amazonian monitoring system, but understaffing and proximity makes it a constantly barking dog – record it, but do nothing unless people start turning up dead. They focus on the ones opening in cities and deal with the problems that come with them. This method bites them in the rear sometimes, but more often than not, nothing comes of it.

API is not the only entity aware of the portals in the Amazon. The Sing-Long Corporation, a forestry company with natural sounding chemicals and fancy showrooms of how great their company is for the environment, had a portal open in the middle of one of their unregistered soil-testing camps deep in the Amazon. API ignored the portal, so Sing-Long dealt with the problem itself. Employees went crazy, ran screaming into the jungle, and generally turned the

Big Deal Liquidators

While the Dog Pack knows little about API, it does know agents are dangerous and on the lookout for the same things they are. The group has invented a small company to investigate, retaliate, and liquidate any suspected API operatives or headquarters. Big L, as it is called by those who work there, has over 100 employees, generally escaped criminals, mercenaries, corrupt police, and practically anyone else they can find with half a brain and a firearm. These people look into anything could possibly be related to API, determine if it's a threat, and then kick its door down. Of the several they have tried, they have gotten nothing. They've found a few demons and adepts who know even less than the Pack does, but sooner or later, Big L might get lucky.

situation into a firefight. The Lochs that came through were all but wiped out, and the workers were scarred for their lives, but the CEOs of the company watched the security tapes and were intrigued.

It didn't take long for Sing-Long to form a conglomerate group of other companies seeking to find more portals and other demonic races to use to their advantage. Knowing the true nature of what they were exploiting was irrelevant; if it had a fancy power or looked different, it could make them money. Hundreds of camps were thrown together deep in the jungle by dozens of corporations bent on having portals open up near them. Tox-skin sofa coverings can catch a handsome sum on the open market. Heck, even Tarks make great bodyguards if you train them right.

They call themselves the Dog Pack, essentially a group of like-minded individuals digging through dirt for what they desire. In truth, most camps find nothing, while other camps disappear completely. Rare camps find something fairly run-of-the-mill to API, but amazing to the world of regular citizens. The costs are always overshadowed by the discoveries. Ones that find anything share their secrets with the other companies, so they can fully capitalize on future profit.

It was only a few months ago that API ran into one of these camps. An immense portal opened just off the coast of Manaus and agents ran into a Dog



Pack camp of people in hazmats rounding up Mohan into cages and transporting them via riverboats to another location. API shut them down hard. In fact, after the camp was seized, the corresponding company was run it into the dirt in just under a week. A careful and small investigation was undertaken to find out what had destroyed one of their companies and the Dog Pack found people in suits and glasses were making friends with their golden-geese. They interrogated the demons in custody and found out all they could on API. There wasn't a lot, but there was enough to go on. The Dog Pack now know to avoid the outskirts of the rainforest, trust what is on the security cameras and not what their memories say, and hold meetings only with well-informed armed guards outside the room. If the Dog Pack got their hands on API technology, they would quickly become a profit-driven powerhouse able to go toe to toe with API in South America. As far as the company knows, however, the threat was a small one that was easily squashed. The next time these giants collide might end up on more even footing.

To properly dispose of the Dog Pack, API would have to figure out which seven corporations out of the thousands operating in South America are members. After divining that info, API could seize their assets, buy them out, frame their CEOs, jail them for human rights violations, headhunt their best employees, and practically do them all in without firing a single shot. However, if all of these aren't done simultaneously to each corporation, the Dog Pack is likely to go underground to reorganize. They might not know much about API, but they have plenty of adepts and cybernetically enhanced thugs on their payroll willing to go after their enemies.



Chapter Four:

Secrets of the Amazon

Rules of the Jungle

Surviving in the tropical conditions of the Amazon is not easy, especially for the unprepared. Disease, poisonous creatures, and heat are a few of the obstacles that the jungle presents. Torrential downpours that leave everything soaked can also lead to dangerous mudslides that threaten to take out villages.

Hyperthermia

Operating in the extreme heat of tropical forests mixed with high humidity makes anyone susceptible to overheating. Vehicles should be well ventilated and/or air-conditioned or will overheat rapidly. Passengers should dress appropriately or reach heat exhaustion much faster than they normally would.

Resisting the effects of hyperthermia becomes more difficult as temperature increases, and GMs should take into account the clothing characters are wearing, the intensity of their physical activity, and the current humidity.

Clothing Modifiers

Covering Only the Bare Essentials: +10
Summer Clothing: +3
Lightly Armored: -5
Heavily Geared: -15.

Physical Activity Modifiers

Standing Around +5
Walking -2
Running -5
Constructing a Shelter -5
Full sprint -10.

Difficulty Ratings per Temperature

71-80F	Simple (10)
81-90F	Difficulty (15)
91-100F	Moderate (20)
101-105F	Difficulty (25)
106-110F	Tough (30)
111-115F	Difficulty (35)
116F+	Legendary (40)

Movement

Moving around in the jungle is not as easy as moving through an open field or on paved roads. Those unaccustomed to life in the jungle generally move at 1/3 normal Movement, while seasoned travelers move at 3/4 their normal Movement. Natives and creatures of the jungle move at their normal Movement.

Rain

While rain is normally a welcome respite for the hot and tired, it can be lethal in certain areas. Rain temporarily staves off the effects of Hyperthermia, but if the rain doesn't stop, it gathers in pools and make everything slick to the touch. Any Crafts checks suffer a -5 penalty if attempting to work during a rainstorm or a -10 penalty if in the middle of a torrential downpour. The ground becomes slick and slippery, and characters must make a successful Balance check if they want to try to move at their normal Movement. If they fail, they fall to the ground and must take a Stand action.

Unless waterproofed, even electronics and cybernetics have a chance of malfunctioning. This should apply only to items exposed to the rain which are not meant to get wet. Internal cybernetics or concealed gadgets probably won't malfunction due to rain.

Mudslides

As rain falls steadily down from the sky and soaks into the ground, areas become extremely loose and the ground begins to erode. Mudslides form where whole chunks of earth tumble down on whatever is below. Everyone buried by the Mudslide takes 3 (L) per minute unless they make a Tough (30) POW + Fortitude check. A victim can attempt to dig themselves out with a Difficult (25) POW + Survival check, with each roll representing three minutes of effort. After ten minutes stuck underneath the mud, suffocation may set in (page 75 of the API Corebook). Characters in the path of a mudslide may make a Balance check to try to hold their footing and get out of the mudslides path.

Abilities that aid characters in moving or combating on icy terrain also apply to areas slick with water from rain. Similar to fighting on Icy Terrain, characters must make a Simple (10) Balance check or fall after making any physical Action or Reaction. A Stand Action is required to get back on their feet.

New Magic

Path of the Mark

Tattooing is an art prevalent throughout South American cultures. The Mohan (page 72), upon arriving on Earth, taught Amazonian tribes to infuse their tattoos with the power of nature. These very specific rituals and tattooing styles were taught to tribal shaman to help their people defend themselves. The skill of applying these marks is a well-kept secret, usually given as honors to great warriors or heroes. Magic has taken on its own life now, and even those Mohan who originally taught the natives this special power would most likely not recognize or understand the rituals anymore.

Applying the Tattoo (3 BP)

Upon choosing this Path, the player must pick a base tattoo and start with its Level One ability and Mark bonus. Using a magical tattoo does not consume Mana, but the adept can only activate it a number of times equal to their INS/2 (Rounded up). This is the total number of activations and does not change if the character acquires more tattoos. Proper sleep of at least 5 hours is required to recover these charges. Each type of tattoo is its own Path of magic and counts toward the total number of Paths an adept can learn. Marks can be upgraded a level by spending 1 BP.

Marks can be used as an Action or Reaction (Speed 1, Stamina 3). When activated, the character chooses an ability to use from those available. For example, a fully upgraded Mark would allow them to pick from three different abilities. In addition, the bonus for each Mark is always active any time the Mark is used. A Mark cannot be reactivated until the sacrifice for that Mark has expired.

Animal Transformation

Those with the Path of the Mark gain the additional ability to transform into the animal of their chosen path. The ritual can take up to 10 hours to complete and requires the adept to sacrifice 10 Health and 10 Stamina, which does not regenerate until they leave this form. This change can be hastened to 10 minutes for 20 Health and 20 Stamina. The adept may stay transformed for a number of days equal to their VIG before reverting back automatically.

They become a completely mundane version of the animal of their Mark, but enjoy any natural abilities they would normally. For example, turning into bird gives flight, while turning into a snake may grant a venomous bite.

Mark of the Avian

Bonus - Like a Hawk:

The adept gains the sense of a master predator and receives a +3 bonus to all Dodge checks. Their sight is also increased to see clearly over 1000 feet away and see any motion up to a mile away, given appropriate conditions.

Sacrifice: They suffer from nearsightedness for 30 minutes. They can carry glasses to remedy the issue, but cannot wear them while the tattoo is active or their eyesight will not function properly. During this period, they have a problem making out faces and reading further than a few feet. All Ranged attacks suffer a -4 penalty.

(1st) - Face of the Predator

The caster takes on a killer instinct, increasing the Difficulty of Fear checks against them by 3 (or they receive a Fear rating of 12 if they had none before). They also receive a +2 bonus to Intimidation and Persuasion checks. The effect lasts for 5 minutes.



(2nd) - Early Bird Gets the Worm

The adept receives the speed of a bird, moving at up to three times their normal Movement for 1 minute. During this time, they may perform a Rush Attack Action (Speed 5, Stamina 2) with an additional bonus of +3 Strike and +2 Damage.

(3rd) - Glide

The character's arms sprout thick flight feathers that fade from black to white from base to tip. These allow the caster to land safely when falling or leaping, automatically negating any damage from a fall of 50 ft or less. They must make an AGY + Acrobatics check to negate damage from farther drops:

50-75 ft	Simple (10)
76-100 ft	Moderate (20)
100+ ft	Tough (30)

Any damage taken from a missed check is further reduced by 1/4 (instead of 1/2). Effect lasts for 1 minute.

Mark of the Bear

Bonus - Strong Hide: A thick coat of hair and fat forms over the character's body, granting an AR 2/1.

Sacrifice: The adept's body shakes off its extra hair and fat, revealing a now withered and exhausted frame from the transformation. All physical Actions, like combat rolls, suffer a -2 penalty. These effects last for 15 minutes.

(1st) - Inner Strength

The character receives a boost of Temporary Health 10. If they have any remaining Temporary Health after five minutes, this can be used to heal any lost Health from their normal total.

(2nd) - Hibernation

The caster goes into a deep sleep and cannot be woken up by any normal means. They regenerate 1/5 of their Health and Stamina every minute until completely regenerated and they wake up naturally. Any close combat attacks against them during this period automatically succeed and ranged attacks gain a +5 bonus. Only magic can wake a character from Hibernation, but if an adept is woken up prematurely, they suffer the Mark of the Bear Sacrifice for 24 hours.

(3rd) - Rend

For a number of Rounds equal to their VIG, the adept takes on the powerful physical demeanor of a bear. All their Damage is Lethal Damage and any close combat actions receive a +2 (including damage). Furthermore, the character may ignore any Knockout or Shock effects while in this form.

Mark of the Monkey

Bonus - Primate's Agility: During the duration of the activated ability the character receives +3 to Athletics and Acrobatics checks.

Sacrifice: The adept loses some of their control over their muscles, suffering a -1 penalty on all AGY-based checks for 15 minutes.

(1st) - Like a Monkey

The character gains a +1 bonus to AGY-based checks, including combat modifiers (Strike, Parry, Dodge and Roll). This lasts for 5 minutes.

(2nd) - Primal Suit

The adept's hair thickens, forming a coat all over their body. This protects them from the elements reducing any damage from hot or cold sources by 2. The coat also has an AR of (1/1). This lasts for 10 minutes, but can be extended to 1 hour by sacrificing 6 Health.

(3rd) - Monkey Screech

The adept emits a monkey-like howl that stuns opponents momentarily. Victims suffer a -1 penalty on all checks for five minutes and all Actions and Reactions occur at +1 Speed for the rest of the Round.

Mark of the Piranha

Bonus - Race to Feed: The adept receives the darting quickness of the piranha whether on land or in the water. They can move at 1.5x their Movement on land and 2x while in water.

Sacrifice: They are significantly drained, losing 5 Stamina instantly. They also cannot recover stamina for 1 hour.

(1st) - Frenzy

When dealing damage to an opponent at 50% Health or less, the adept deals +2 Damage. Effect lasts five minutes.

(2nd) - Gills

The adept gains the ability to breath underwater, but lose their ability to breath air. They can switch between the two with an Action (Speed 6) within the duration of ten minutes.

(3rd) - Schooling

The adept's form blurs, appearing like there are multiple versions of the character darting at and attacking their target. They receive +2 Actions for the Round, with additional bonuses of +1 Damage and +2 Strike.

Mark of the Serpent

Bonus - Snake Strikes: The adept may use Coil and Strike (page 43 of API Corebook) at any time during the duration. They also receive a +3 bonus to their Initiative bonus

Sacrifice: They take on the appearance of a serpent for 15 minutes. Their eyes turn yellow with a vertical pupil and their skin becomes rough and slightly scaly. They suffer a -5 penalty to all CHM-based checks (except Intimidation) during this period.

Tattoo Shaman (3 BP)

A rare skill, the Tattoo Shaman is a revered member of the tribal communities of the Amazon. There are imitations, both natural and supernatural, but only the Tattoo Shaman of the Amazon have fully harnessed the power of the Path of the Mark, able to apply it to those whom they deem worthy of this extraordinary power.

A Tattoo Shaman can apply a total of 6 BP of tattoos per year, spread among any number of recipients at they see fit. They cannot tattoo themselves, however. The procedure itself takes days to apply and is a true test of the endurance of both the artist and the "canvas". The artist is enveloped in his work and must concentrate extremely hard to recreate the images necessary and summon the life force of the earth to infuse those images with real power. They eat and drink very little during this time, and do not speak. Anything that interrupts this process for more than a few minutes will ruin the ritual. The person being tattooed must go through long periods of complete stillness and has only brief moments to break for eating and calls of nature.

(1st) - Forked Tongue

The adept's tongue transforms, providing detailed sensory information of their surroundings. They cannot be surprised and can pick up scents accurately within a 100 yard radius without a check. This lasts 30 minutes.

(2nd) - Heat Scent

The adept can sense when things are greater than 2 degrees over or under the ambient temperature, and targets' general vicinity in relation to the user (Range of 20 ft). This allows them to see in completely dark environment and gain a +5 bonus to Perception checks. This lasts 30 minutes.

(3rd) - Python Grip

The adept's arms become vice grips, able grip up to 300 lbs of weight with either hand. The grip instantly cuts off air if grabbing someone by the throat, and can break bones if squeezing for enough time. After a successful Strike to initiate a Grapple, they deal an additional +5 (L) per Round on Strangulation attempts and gain a +8 to all Grapple checks. This lasts for 1 minute.

Mark of the Spider

Bonus - Sixth Sense: The adept begins to sense their surroundings, becoming master of their very own psychic web. They gain a +4 bonus to any Perception checks.

Sacrifice: They suffer from returning (or rather crashing) to their normal senses. The adept suffers a -2 penalty to any Perception check for 30 minutes.

(1st) - Strength of the Spider

This adds +1 (L) to all close combat attacks or turns their Non-Lethal damage to Lethal. Effect lasts five minutes.

(2nd) - Wall Walking

The adept's hands and feet ooze a sticky substance that allows them to stick to any surface no matter its orientation. They must make a Moderate (20) POW + Athletics check to stay attached if someone attempts to dislodge them or they only have one point of contact with the surface at any time. They may sacrifice Stamina to receive a +2 bonus to this check per point (maximum of +10). Effect lasts for 5 minutes.

(3rd) - Web Rope

The character's hands ooze a sticky substance that can form up to 100 feet of material as strong as steel cable. Anything attached to rope up to 50 pounds automatically sticks to it unless disturbed or yanked off. For up to 150 pounds it requires a Simple (10) POW + Athletics check to stay attached to the rope, a Moderate (20) check up to 300 lbs, and a Tough (30) check up to 450 lbs. The character can also throw the rope at any surface to swing or climb up the rope with the same checks, based on their weight and that of their equipment.

The Path of Wealth

Life in South America is plagued with a grievous social imbalance due to the lop-sided state of economics. The few have a lot of money, while the many have none. Greed runs rampant, causing an inability for many to move beyond class barriers. However, sometimes the imbalance is caused by magic... like that of this path.

Dealing with money and lifestyles, the Path of Wealth is unnervingly common in places like Brazil and Columbia, as the average adept comes into money quickly and uses it up just as fast. Money is a universal language. Even if no one can understand what the adept is saying, the Path of Wealth still functions.

(1st) - Money Trail

Mana: 10

Casting Time: 1 Round/1 Round

Duration: Instant

Range: Tough

Resistance: No

Effect: The adept can instantly see what the previous owner of a bill or coin has been purchasing with actual physical tender for the past 3 days anywhere on Earth. Electronic purchases or items paid for by credit or debit cards cannot be gleaned, and this spell only gives info for the time the bill or coin was in the target's possession.

Another use for this spell is to track the other money also carried in the target's wallet. In all likelihood, it will be broken up quickly as the target spends the cash, but a smart adept can tell how much money is spent and where. They receive a +2 bonus to track down their target using this method.

Sacrifice: 1 (L) to break the skin and bleed on the money, which is also lost when the spell ends.

Upgrades: Reduce Mana, Effect Bonus (1 week > 3 weeks > 6 weeks), Range Bonus *(Target can be tracked across dimensions), Reduce Recovery (12 > 8 > 5).

(1st) - Pawn Broker

Mana: 5

Casting Time: 4/3

Duration: One negotiation

Range: 20 ft.

Resistance: Yes

Effect: The adept forces anyone she is speaking with onto the barter system. Anything offered is accepted at its monetary value even if the target doesn't have a real use for it. The adept must own the item or service offered and cannot just grab anything lying around that is not theirs. Any Persuasion checks the adept makes pertaining to the sale gain a +4 bonus.

Sacrifice: The adept cannot buy or sell anything for 4 hours after the spell has worn off. Even if they want to, they just cannot make themselves do it.

Upgrades: Reduce Casting, Reduce Mana, Reduce Recovery, Effect Bonus (Persuasion +2, Max: +10)

(2nd) - Looking the Part

Mana: 10

Casting Time: 6/8

Duration: 30 min

Range: Self

Resistance: No

Effect: The adept instantly appears as if they are flush with cash or absolutely dirt-poor. The benefits are exactly the opposite from one another:

- **Rich:** They look like they can pay for anything beyond reproach. In this vein, people go out of their way to make their life easier or to fulfill their wishes in an effort to either get a monetary reward later or simply as a status symbol. Loans are given without worry, cars can be borrowed, favors can be done, etc. Utilizing the power this way also attracts a lot of attention, as the caster stands out like a sore thumb unless knee-deep in other actual rich people or celebrities. The adept receives a +4 bonus to CHM-based checks, but are almost impossible to miss or forget about.

- **Poor:** Their clothes become rags and dirt seems to cling to their skin. The adept is largely ignored by anyone of a higher social standing, unless they try to enter high-class restaurants or other areas where the destitute are unwelcome. They suffer

a -4 penalty to CHM-based checks with members of a higher social class, but a +5 bonus to Stealth as well.

Sacrifice: The adept has to burn a \$100 bill or any single item of equivalent value.

Upgrades: Reduce Mana, Reduce Casting, Reduce Recovery, Duration Bonus (1 hour > 2 hours > 4 hours), Range Bonus (Touch), Effect Bonus (+4 to CHM-based checks, Max: +20), Effect Bonus (+5 to Stealth checks, Max +20)

(2nd) - It's On Me

Mana: 12

Casting Time: 7/4

Duration: 10 min

Range: 20 ft.

Resistance: Yes

Effect: This spell allows the adept to switch monetary influence and spending ability with a target of their choosing, effectively swapping Wealth Gifts. It isn't to say that the money from their pockets teleports away, but rather their bank and credit cards go to the others' accounts. If the target only uses physical money, the spell is useless. So, if an adept can make a quick deal to buy a boat and switches his Wealth level with a nearby successful businesswoman, she ends up with the bill after the spell wears off.

Adepts must be careful, as the targets that they hit with this spell now control their finances for the duration too. If the target books a cruise while the adept is running around, it comes out of the adept's pocket later as well.

Sacrifice: Burn a receipt belonging to the target. The adept also suffers -1 Wealth for one week.

Upgrades: Reduced Mana, Reduced Casting, Reduce Recovery

(3rd) - While Others Starve

Mana: 25

Casting Time: 3/6

Duration: 1 week

Range: Touch

Resistance: Yes

Effect: The adept can place a monetary curse upon their target and the things they purchase. Cars break down, sunglasses provide no actual shade for their eyes, plastic surgery sags, houses fall over or deeds are lost, but most importantly, any purchased food stops providing nourishment. Things owned before the spell cast are safe, and the target can steal or make things themselves so they operate just

fine. The spell continues until someone who makes less money than the target gives them something selflessly. The item can be anything so long as they give it freely. Most targets learn to be kinder to others within the duration, while others starve to death.

Sacrifice: The adept must physically insert money of some note into their skin. This usually denotes a permanent loss of 4 Health for the spell duration. 2 Health returns when the spell runs its course.

Upgrades: Reduce Mana, Reduce Recovery, Reduce Casting, Duration Bonus (2 weeks > 1 month), Range Bonus (50 ft > Line of Sight), Reduce Penalty (Recover 3 Health, instead of 2)

(3rd) - Dirty Money

Mana: 22

Casting Time: 1 min\5

Duration: 1 Day

Range: Touch

Resistance: Yes

Effect: After performing any type of crime, the adept make a clean get away. The spell is cast on a \$100 bill at the scene of the crime, which must be present at the crime. Whomever the mage slips the money to afterward will be charged with (sometimes even confessing to) the crime. The investigating unit just realigns their investigation onto the new target and forgets about the old one.

The person who ends up with the note has a perfect recollection of performing the crime, seeing the scene exactly as the caster saw it. If the dupe thinks hard enough, they can also remember the details in what they were actually doing that time (requires a Tough (30) INS + Discipline check). This leads to several questions, confusion and second-guessing life decisions.

Once the bill has passed on the contained memories to a target, it loses its magic. Some adepts utilize this spell for other purposes, like passing secret codes, sending messages, giving instructions on a dead drop, etc. If the bill isn't slipped to anyone, it loses its magic in a day.

Sacrifice: A full minute of chanting while squeezing the bill, infusing it with the events of the next 10 minutes. They also suffer a permanent -1 Knowledge Skill loss (or 5 XP).

Upgrades: Reduce Mana, Reduce Recovery, Effect Bonus (Records 20 min > 40 min > 1 hour)

New Equipment

The Negotiator

Durability: 5, **Size:** 1, **Cost:** API-Issued

Description: This device was created to give an edge during a negotiation. The target's bladder, sweat glands, hunger, irritation, calmness, and most other small, but distracting things can be manipulated. It can only perform one function, which must be preset before the meeting, however. The target makes a Difficulty (25) INS + Discipline check or suffers the programmed effect after two minutes of exposure. Clever agents use this to keep their opponents off guard, but the agent would be in a dire situation if they found out. No one likes to be manipulated.

Emergency Immunity Booster

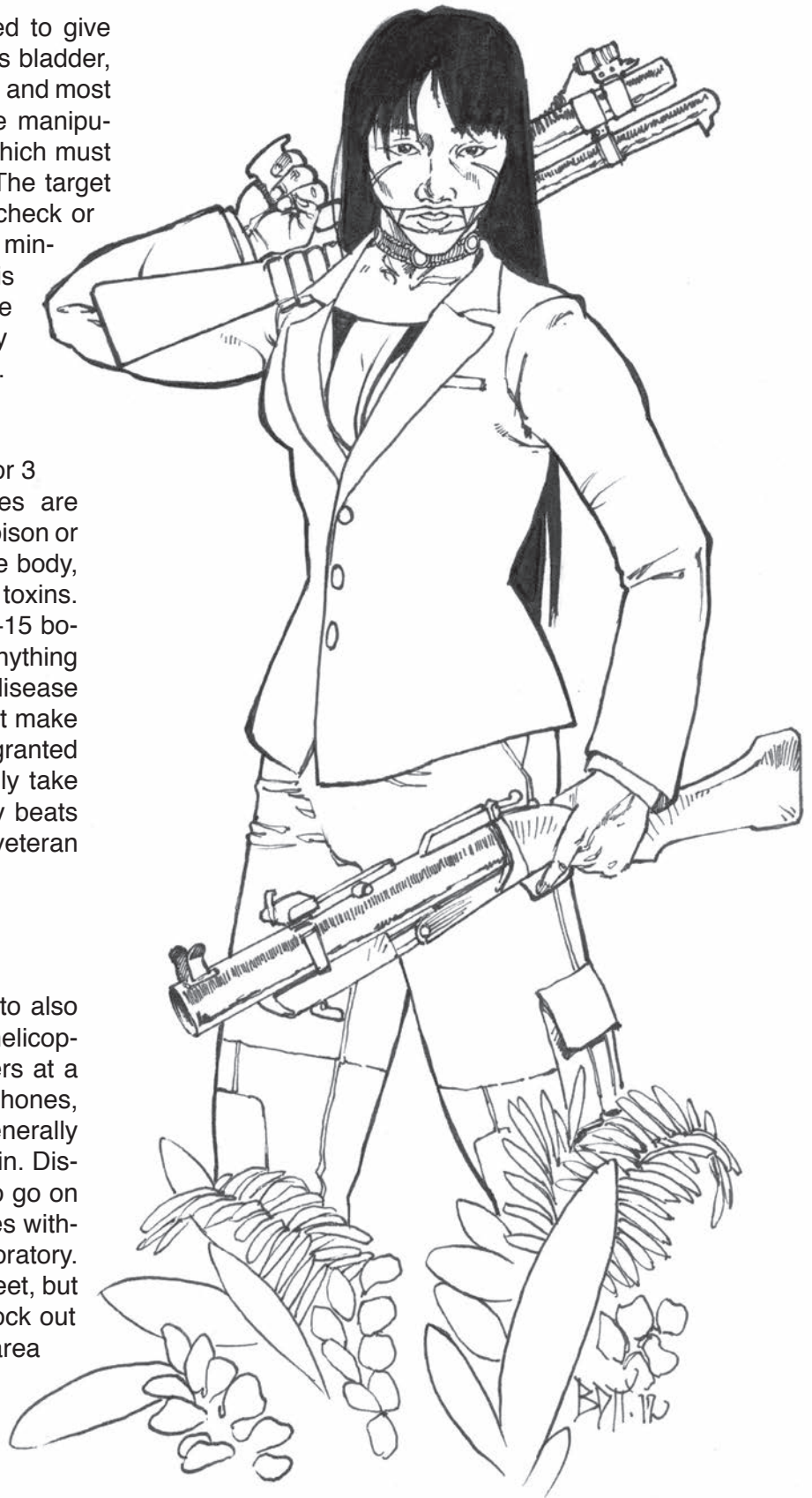
Durability: 3, **Size:** 1, **Cost:** API-Issued or 3

Description: These medical mixtures are last resorts for the most desperate after poison or venom attacks. It is incredibly hard on the body, but acts as a catch-all cure for all sorts of toxins. The character who injects it receives a +15 bonus to VIG + Fortitude checks against anything biologically foreign in their system, be it disease or poison. Afterwards, however, they must make another VIG + Fortitude (30) without the granted bonus or suffer 10 (L). Wary agents rarely take what is dubbed "The Shot", but it usually beats the alternative. Even the most decorated veteran takes a booster with them just in case.

Focused EMP

Durability: 5, **Size:** 1, **Cost:** API issue

Description: This device was made to also stop modern cars or pacemakers, make helicopters fall out of the sky, wipe out computers at a distance, short out cameras and cell phones, cheap (non-API) cybernetics, and generally make anything electronic never work again. Disguised as a laser-pointer small enough to go on a keychain, the device can be fired 5 times without having to be reloaded in an API laboratory. The beam has a range of just under 100 feet, but the device can also be overloaded to knock out every electronic equipment in a 30 foot area (uses up all of its charges).



New Weapons

Automatic Shotgun

Size: 3, **Cost:** 4

(Speed 2, Stamina 3, Damage 15 (L), Range: 10/20/30, Payload: 8 with shells or 32 with a drum, RS: 2/shell, 4/drum)

Used in military or mercenary groups to breach rooms and clear streets, the Automatic Shotgun is capable of fully automatic firing and is devastating in close quarters. These guns are rare and expensive, but good at what they do.

Grenade Launcher

Size: 3, **Cost:** 4

(Speed 3, Stamina 6, Damage 14 (L) to target and 7 (L) to 20' Radius, Range: 40/80/120, Payload: 6)

With the variety of grenades available, the Grenade Launcher can be used as a non-lethal crowd disperser, a brutal room clearer, or an anti-tank weapon in a pinch. With its arcing shots, the weapon can also fire over buildings and other obstacles.

Machine Pistol

Size: 1, **Cost:** 3

(Speed 2, Stamina 2, Damage 6 (L), Range: 10/20/40, Payload: 25, RS: 3)

Small and deadly, these pistols are rapid firing and fairly accurate. Users tend to burn their magazines quickly in short-range combat, as these weapons aren't suited for long-range skirmishes.

Anti-Tank Launchers

Size: 3 **Cost:** 3

(Speed 10, Stamina 7, Damage 40 (L) to target and 20 (L) to 15' Radius, Range: 100/200/300, Payload: 1, RS: 8)

A big solution to big problem, the launchers are generally single-fire rockets capable of blowing large holes in buildings, armored vehicles, giant monsters, and lone gunmen alike. They are slow to fire, but make a big mess when they hit something.

Anti-Material Rifle

Size: 3, **Cost:** 4

(Speed 6, Stamina 4, Damage 30 (L), AP 20, Range: 300/600/900, Payload: 10, RS: 5)

Long ranged and incredibly rare, they can punch torso-sized holes through armored cars and bring down helicopters with one shot. For more accurate shots, they can be mounted on a collapsible tripod.

collateral damage

The new weapons presented in this chapter are pretty devastating in terms of raw power. The ability to blow up an armored car from a distance in one shot is a formidable talent, but everything here is exceptionally good at hurting bystanders and knocking down buildings as well. Using these guns without amassing an unnecessary body count is incredibly difficult. Most demon hideouts are well within urban areas, filled with innocent people. This makes these weapons good for threats, but not for actual usage. Even in the rainforest, there is far too much life to endanger for practical use. Other dimensions and world-ending beasts are where these things come in handy. However, even though these weapons are rare and deadly, it doesn't stop those with fewer scruples from using them against API.

Minigun

Size: 6 **Cost:** 5

(Speed 1, Stamina 10 or 2 with Heavy Weapons Upgrade (page 64), Damage: 20 (L), Range: 200/400/600, Payload: 1500, RS: 15)

The ultimate weapon for pouring bullets into targets at an incredible pace. A rotating circle of barrels and a large storage unit for ammunition makes up the bulk of this terrible weapon, which can only fire Long Bursts (page 71 in API Corebook). Usually mounted on helicopters or jets because of their massive weight and tremendous recoil, the Minigun can be carried and used by some specialized infantry who have the appropriate cybernetics.

New General Cybernetics

Sonic Implant (3BP)

Durability: 20 (10/10)

API barely uses this implant due to its high cost. Not only does it require major throat surgery, removal and replacement of the lower jaw, but also a steady stream of maintenance. The metal of the throat and jaw implant can be plainly seen after the surgery, too bulky to cover up. However, once installed, the implant is incredibly powerful. Three charges are loaded into the implant via a cavity in the larynx region and fired off at a slow pace (Speed 15, Stamina 6).

Anyone in a straight-forward cone shape takes 15 (L), ignoring any non-magic armor, and needs to make a Difficulty (25) VIG + Fortitude check or they remain deaf until the end of the battle. Those killed by the device tend to have their heads explode, their bones turn to powder, or simply blast apart. The device takes 2 Rounds to reload and must be done with the assistance of another person. It has an effective range of 60 ft, but anyone up to 75 ft away takes 7 (L) and makes the VIG + Fortitude check at a Difficulty (15).

Jumpers (2 BP)

Durability: 15 (8/8)

Shantytowns are easy to get lost in and make it easy to lose pursuers. Jumpers are installed in the heel and up past the shinbone, making chases through slums much more interesting. To activate them, the character just clicks their heels together and jumps. Some agents like to whisper, "There's no place like home" before hand, but it's hardly necessary. The character rockets up to 50 feet minus 3 ft for every point of VIG above 2 they possess and landings are usually safe. The jumpers are capable of leaping 15 times without being refueled with a specialty liquid engineered from rocket fuel. Landing on a target does falling damage, except applied to the cushion and not the jumper. Characters with the "Giant" gift only go up half the distance, while those with the scrawny drawback go up an additional 3 feet per level of the drawback.

Heavy Weapons Upgrade (3 BP)

Durability: 10 (3/3)

To lift and use heavy firearms, an agent either has to be inside a vehicle with the weapons fitted to it, have phenomenal strength (like a Tark), or possess this upgrade. The cybernetic upper torso and shoulder are replaced, as are the bones in the hips and arms. Shock absorbers, extra strength for lifting, and extra storage for ammunition are all installed within the agent. This can be placed on top of existing implants since it contains no real armor. The agent's carry and lift amount is doubled, and they can use Miniguns (page 63) easier.

Monkey Arms (3 BP)

Durability: 15 (5/5)

Monkey Arms are extendable cybernetic arms that replace the cyborg's forearms. Used as a quick getaway, to sucker punch someone in a bar, or to snatch something, Monkey Arms can extend up to

20 ft and still allow the user to fully operate their hands. They add a +2 bonus to Acrobatics checks and have a variety of uses. It takes an Action to extend them (Speed 1 per 2 feet, Stamina 4). If attacking someone while extending their arms, they add +2 Damage. The arms also allow the user to travel through trees via their arms like a monkey at 2x their unmodified Movement in dense trees.

Trimmers (1 BP)

Durability: 5 (5/3)

Trimmers can be installed as a modification to any existing cybernetic implant, and are simply two sharp machete-like blades that spin. The angle at which they cut can be altered by the neural interface. They can cut through most thick plant material and are usually used by agents traveling through the Amazon. They only reach a foot past the area where they are installed during operation and cannot be drawn into the implant or out of the implant quickly.

Bonuses: Speed 4, Stamina 1, Damage +1 (L), +4 Parry.

Gramphix Industries Implants

Gramphix Endoskeleton (5 BP)

Durability: 100 (8/5)

Extremely rare, the Endoskeleton was first developed by the Gyks at Gramphix as a solution for their shortened life span. The Endoskeleton replicates fluids, hormones, and enzymes needed for everyday functioning, and completely replaces the internal structure of the character. For humans, this includes their endocrine, digestive, circulatory, and excretory system, while serving to supplement and support the other systems of the body. They can no longer reproduce and no longer need to use the bathroom, as their waste is simply collected in a large internal tube that empties every 6 hours.

Normal life spans are doubled, but the surgery involved is extremely extensive and only has a 25% survival rate. Doctor Clock (page 15) is the only cyber doc to post a survival rate of higher than 50%. There are a number of half-priced knock-offs on the black market, but they usually occur major malfunctions after a few years, leading to death. INS and IQ are both reduced by 1 after installation, while POW and Vigor are increased by 1.

Gramphix Beacon (1 BP)

Durability: 5

The Gramphix Beacon is a small homing beacon, supported by the Gramphix Industry satellite. It can communicate with its counterpart tracker from anywhere; the tracker is a small handheld device that displays the exact location of the beacon anywhere on Earth. This can be an upgrade to any previous cybernetic implant.

Gramphix A/V (1 BP)

Durability: 3

The Gramphix A/V is utilized by intelligence agents and spies. It installs on the optic and auditory nerve and can transmit everything that the user sees and hears to any device connected to the Internet. The image and audio is always perfectly clear. However, any significant head trauma usually renders this implant inoperable.

Gramphix Trailblazer

Durability: 200 (60 for cockpit shielding pilot) (50/15)

Originally developed by some of the brightest minds at Sin-Long, the Trailblazer is a large robotic suit designed after their formation of the Dog Pack

We don't need no stinkin' gun laws!

Many countries in South America have surpluses of guns, and there are vast amounts of being sold over borders into other countries. It wasn't hard keeping most agents knee-deep in bullets and things that rattled them out at an incredible rate.

Having the appropriate paperwork to haul around an anti-tank weapon and an automatic shotgun is easy for API to manufacture and is fairly easy for them to justify to bystanders on the street. "We're with the police. Special Agency" makes people nod sagely before running for cover. For a squad to not have a fully automatic weapon or two is unusual. "Better to have it and not need it than to need it and not have it" gets pushed aside for "We'll need it" more often than not.

API sends investigators from other regions to pursue major mishaps of agents with itchy-trigger fingers, but tend not to unless the problem is serious. An agent wandering around with a recoilless rifle isn't, but if she took to shooting down passenger planes in her spare time with it, it is.

(page 53). Trusting only the greatest craftsmen with such an important piece of equipment, the Trailblazer blueprint was given to the experts at Gramphix to construct. It is designed for moving through the jungle when magical means are not available. It is about 25 ft tall, and seats a pilot front and center shielded by a reinforced and transparent silicon cockpit. Two arms extend from the sides with working hands, used to grip and tear, and two buzzsaws two feet in diameter. The two legs are well constructed and surprisingly nimble for moving through the dense jungle. Anything that the Trailblazer cannot move through, the buzzsaws are more than capable of cutting through. There are also two shoulder mounted, magically reinforced nets that are used to capture beings as they exit portals. Each net can capture up to 10 human sized beings in one shot. The Trailblazers have been instrumental in the Dog Pack's location and kidnapping of dimensional travelers appearing out of the portals.

- Saw Buzz (Speed 4, Stamina 5, Damage 25 (L), Range 10 ft)

- Net Launch (Speed 2, Stamina 5, Damage 3 (NL)) - Targets must make a Tough (30) AGY + Acrobatics check or they are caught in the net. Nets are magically reinforced (AR 50/10 and Durability 20).

New Antagonists

Anacondas

Description: The anaconda is one of the most feared creatures of the Amazon. They kill their prey by constricting with their muscular bodies and swallowing them whole, digesting them over a period of days or weeks. They can grow up to over 17 ft long and are primarily aquatic.

Motivations: They will attack anything that strays too close to the water and isn't deterred by the size or appearance of any potential prey.

Statistics of Note: Health 18, Stamina 24, Initiative +6, Movement 10, Actions per Round 3, Intimidation +8, Stealth +5

Combat: It surrounds its victim with its strong body, preventing them from expanding their lungs and drawing breath. This will not affect beings that do not use an internal cavity to draw in air in order to breathe and survive, but will still deal crushing damage to them. **Bonuses:** Grapple +12.

- **Constrict (Speed 8, Stamina 8, Damage 4 (L) per Round):** The anaconda must make 2 successful grapple checks against its victim to surround them with its body and start to smother them. After

the first Round, their victim can no longer breathe and risks being suffocated.

Cherufe (Fear 25)

Description: A demon made out of molten rock, the Cherufe lives in the hearts of the volcanoes that line the west side of South America, mainly in Chile. These gigantic beasts are almost 200 ft tall and tend to cause earthquakes and volcanic eruptions while they are awake. They sleep for years and only awaken when hungry, where they demand appeasement from the humans that live in the surrounding area. Their volcanoes erupt when they are angry or have just given birth. Young Cherufe leave to start a volcano of their own through the molding of rock and stone over the course of many years. Their trek to a distant mountain often comes along with the attention of API. Giant lava monsters stomping through towns tend to make people upset.

Motivations: They live only to eat, sleep, and breed. When they have to eat, they agitate the volcano until either it erupts or a tribute of food in the form of a human arrives. They are incredibly territorial and will fight another one of their species that attempts to invade its nest.

Statistics of Note: Health 160, Stamina 125, Initiative +8, Movement 30 (from their stride, not their swiftness), AR 20/15, Actions per Round 2, Magic Resistance +10, Discipline +12, Fortitude +20

Combat: Their massive size allows the Cherufe to stomp their foes, crushing and burning with their attacks. It takes a whole squad a long time to take down one of these rare beasts so it's a good thing they are usually slumbering. **Bonuses:** Strike +10, Damage +20 (L)

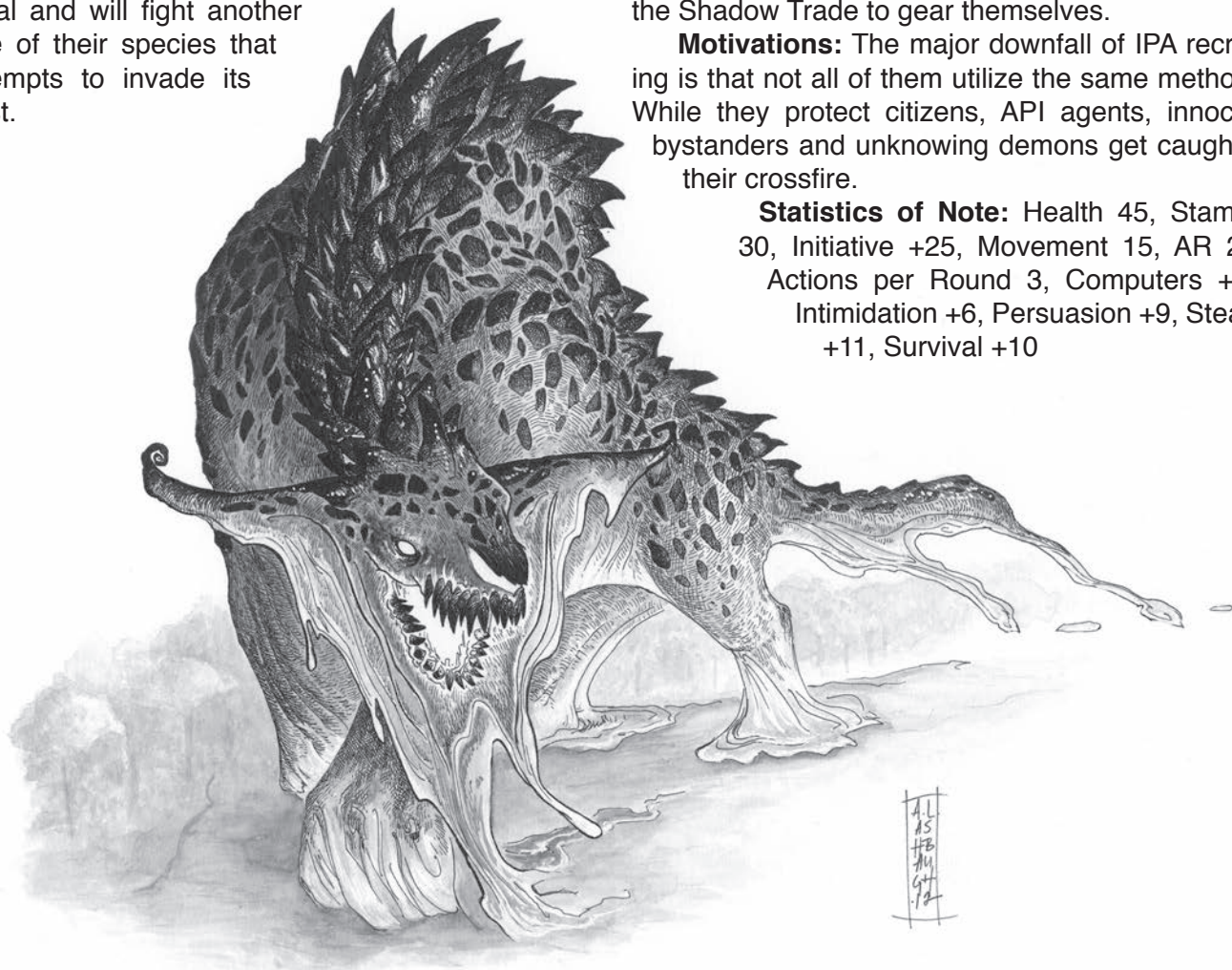
Powers: Cherufe are completely immune to heat and fire damage of any kind. They know 1st and 2nd Circles from the Path of Elements (Fire). Touching the creature deals 6 (L) per turn without armor.

Inter-dimensional Publicity Agents

Description: Those beings recruited by Nayla Rowi to serve in her agency share her goals and beliefs. However, unlike API, she does not have as thorough training and recruiting processes, taking what she can get. She does not have the extensive funds and manpower of API either. Her agents are, however, well armed from stealing and dealing with the Shadow Trade to gear themselves.

Motivations: The major downfall of IPA recruiting is that not all of them utilize the same methods. While they protect citizens, API agents, innocent bystanders and unknowing demons get caught in their crossfire.

Statistics of Note: Health 45, Stamina 30, Initiative +25, Movement 15, AR 2/1, Actions per Round 3, Computers +10, Intimidation +6, Persuasion +9, Stealth +11, Survival +10



Combat: They use stealth and surprise on their side. IPA Agents like to get the drop on people when they are least suspecting them, and make a complicated situation even worse than it was. **Bonuses:** Strike +9, Dodge +7, Parry +6, Roll +8, Grapple +10, Damage +3

Powers: They have up to 7 BP worth of cybernetics or magic.

Jaguars

Description: The jaguar employs solitary stalk and ambush hunting style. They will always spring from cover, often attacking prey from a blind spot. Another factor separating the Jaguar from other large cats is its powerful jaws, used it to deliver a vicious killing blow. They bite their prey in the back of their head between their ears to crush the skull and pierce the brain, instantly killing their victim.

Motivations: If it needs to eat and you are in their territory, beware. Jaguars do not kill for sport, but they are very good at it.

Statistics of Note: Health: 28, Stamina 26, Initiative +15, Movement 19, Actions per Round 3, Intimidation +15, Stealth (Shadowing) +15, Survival (Tracking) +12

Combat: Jaguars prefer to hunt within the confines of the jungle where they can use the cover provided to leap on their prey unnoticed. **Bonuses:** Dodge +5, Roll +8.

- **Snap (Speed 4, Stamina 4, +3 Strike, 7 (L)):** They snap their jaws at their victim trying to catch them with their strong jaw.

- **Killing Bite (Speed 6, Stamina 6, +6 Strike, 15 (L)):** They target a vital area of their victim, either a leg in an attempt to slow them down, or their skull in an attempt to kill them and bite down with the full force of their bite.

Natives

Description: The native tribes of South America hold a variety of beliefs customs and rituals, and no two tribes are identical. Some are accepting of outsiders who wish to explore and discover the beauty of their land, while others protect their territory from inquisitive travelers and logging companies with force. Some shun the supernatural, while others embrace the magical teachings they provide.

Motivations: Varied like other humans.

Statistics of Note: Health 20, Stamina 30, Initiative +12, Movement 15, Actions per Round 2, Knowledge (Nature) +16, Intimidation +9, Stealth +8 (+12 in jungle)

Natural Killers

The Tribes of the Amazon will apply a deadly poison from poison dart frogs to the tips of their weapons, which can prove lethal to even the most powerful creatures. They are active during the day, as they have little fear of predators, but will not intentionally poison something. The poison itself is active for up to two years on any surface that it touches. Currently there is no cure for the most lethal poison among the poison dart frogs. GMs may alter the effect of the poison at their discretion, as stats for only the most lethal of the poison dart frogs is given below. This poison is then carefully harvested from the creatures and applied to the tips of darts and arrows used by the native tribes.

Dart Poison: the victim must make a Legendary (40) check against Poison. If the roll fails, they are paralyzed within ten seconds and the poison deals 10 (L) every ten minutes thereafter until the victim is dead. If they resist the poison, the victim is still paralyzed for 2 hours.

Combat: Natives use primitive weapons such as bows, blowguns, spears, and machetes. They may coat these in the poison and therefore should not be taken lightly. **Bonuses:** Strike +11, Parry +6, Dodge +10, Roll +6, Grapple +8, Damage +2

Powers: Some natives have the one tattoo from the Path of the Mark (page 56), often with an upgrade as well. Shaman may be practitioners of the Path of Elements (Wood) and have up to two tattoos.

La Llorona (The Weeping Woman)

Description: Seeped in superstition and cautionary tales, the Weeping Woman is commonly thought of as a ghost who once drowned her children to better present herself to a potential husband. In turn, he then scorned her for her murderous actions. She now wanders by shorefronts searching for her lost kids while wailing, "Aaaaaay, mis Hijos!" ("Ooooooh, my children"). Sadly, this is a much cozier outlook than reality.

La Llorona isn't a ghost or a kidnapper, but is actually a monstrous demon with a peculiar camouflage. Having been in South America since the founding of the Council Most High, it has grown fond of eating human heads. Resembling a woman with her face buried in her hands as she stumbles about, its 'head' is actually 2 large, folded, mantis-like pinchers, which it uses to sever the arms of its vic-



tims before their powerful jaws kept in the 'neck' go to work on the victim's throat and head. It lures victims by mimicking the wails of a woman, but speaks no language known to man.

The Council Most High does not approve of the beast leaving headless corpses all over the place, but the group has granted it an open Cull order. It's an independent creature and doesn't raise much suspicion by itself, as it is thought of as a ghost, so what's the harm?

Motivations: The consumption of human heads. It subsides itself on the water of the shores it patrols, but enjoys the wondrous flavors contained within the skulls of people.

Statistics of Note: Health 44, Stamina 36, Initiative +20, Movement 6, AR 5/4, Actions per Round, Magic Resistance +5, Stealth +10, Deception +15, Perception +5, Survival +8.

Combat: Trying to surprise its victims, the first strike is by far the worst as it attempts to slice the arms off before biting the neck. It is comprised of a hardened carapace that protects its vital organs from attack. **Bonuses:** Strike +15 for first attack and +7 thereafter, Parry +8, Dodge +4, Roll +6, Damage +15 (L) for first attack and +5 (L) thereafter.

Powers: La Llorona can project its voice vast distances. In fact, the closer it is to claiming a victim, the further away it sounds. It takes a Tough (30) INS + Perception check to notice the ruse before the monster is upon an unwary agent.

One-Foots

Description: Stories have been told since the times of Joam Oliveria and Ponce de Leon of mischievous one-legged beings who appear before travelers at times of need. Little is known about their origin, but API believes that they originated in our dimension. They are avid pipe smokers and are human in appearance except for the fact that they only have one leg. Some are right or left footed, while others have their leg centrally located. They look like elderly people, usually having shaggy white hair and wrinkly skin, but have the voices of young boys. They appear more frequently within the confines of the Amazon, but have begun to operate in the larger cities as it provides many more opportunities for creating chaos.

Motivations: Spreading harmless chaos seems to entertain themselves. They are extremely perceptive and will usually observe their targets for a while,

listening and learning about them before appearing before them.

Statistics of Note: Health 25, Stamina 20, Initiative +15, Movement 8, AR 2/2, Actions per Round 2, Immune to all Magical effects, Perception +20, Persuasion +12, Deception +15, Stealth +10

Combat: One Foots will avoid combat if possible and use their skills to escape rather than inflicting damage. **Bonuses:** Strike +2, Parry +6, Dodge +10, Roll +8, Grapple +8, Damage +2.

Powers: They tend to be experts of the Path of Figments and Path of Fortune.

Watanna

Description: No bigger than a large dog, the Watanna has dark, furless skin with spines all over their backs and four tentacles emerging out of their sides between their front and hind legs. They have sharp teeth and are expert climbers. The Watanna come from a dimension mostly covered in forestry, making the Amazon perfect for their stay on Earth. Old dead logs are their preferred place to sleep and make for great homes as their shape allows them vast amounts of mobility by brachiating through trees

and curling up in small places. API believes that their predatory nature may have gotten them booted from their home dimension... and now the company has to deal with them on a regular basis. The vast majority of Watanna wound up in Peru, and it didn't take long before they realized that humans taste great.

Motivations: The Watanna travel in packs of 4 to 7 and prey upon whatever animal they find. They usually don't nest too close to cities, but occasionally a brave pack will venture in for a bite of their preferred food source, terrorizing the locals or snatching up an unwary tourist.

Statistics of Note: Health 15, Stamina 28, Initiative +10, Movement 9 (or 15 in tall trees), Stealth +7, Survival +10, Athletics +11, Fortitude +9, Perception +6

Combat: Attacking as a pack, the Watanna use their tentacles to entangle their prey while the others use their teeth and claws on their necks and thighs. Once their target is sufficiently wounded, the pack retreats to a safe distance as the victim bleed to death before returning to feast. **Bonuses:** Strike +8, Parry +9, Dodge +8, Grapple +15, Damage +3 (L)



Gyks

Other Names: Tens, Geeks, A.I.s

Stereotypes: Obsessed, Methodical, Tech Junkies

Origins

The Gyks were once a vibrant race, proud and powerful and obsessed with the furthering of their technology. Then an unknown sickness began to affect their children, causing them to rapidly age and die before they turned 4 years old. They turned, as they always did, to technology for a solution, where their scientists created a cybernetic brain implant, dubbed A.I.P. 1 (Artificial Intelligence Program 1) to stall the rapid aging and return their life span (or as close to it as they could). Through some unintentional amalgam of technology, however, the implant became sentient. The scientists who created it hid its sentience from the world, but encouraged the development of new implants based on this new tech. A new race was born from the combination of the A.I.P. and the children of this lost race... they called themselves Gyks. There was panic and outrage from the general populous at first, but it was clear that they would have to coexist or both would die off.

All Gyks were installed with the implant upon birth, until the old were dead and only those with A.I.P. remained. Now one efficient creature, the Gyks share information across their A.I.P. They still have not completely solved their aging problem and tend to live much shorter lives than many other demons.

Already technologically inclined, they revel in cybernetic augmentation to the point of addiction. Earth became a gold mine for the Gyks when they discovered it. As a melting pot of sorts for cybernetics - receiving cybernetics from those traveling the dimensional portals scattered across the planet, but also supplying some itself through API or other independent cybernetic manufacturers - the Gyks were simply enthralled.

Lifestyle

Gyks are perfectionists, most diagnosed with some sort of obsessive-compulsive disorder. API psychologists believe this stems from their A.I.P. and the nature of computer processing logic. They are known to fixate on a single task and ignore everything else until it is done. They are usually professionals at what they do, highly efficient and often able to perform tasks faster and better than others. Gyks have an extreme lack of creativity, however, and often hit walls when thinking out of the box is required. They are intrigued by technology and enjoy debating subsystems and algorithms for hours on end.

They blend well into human society, as their overall demeanor is pleasant. They are not, however, naturally altru-

istic and do not necessarily care whether they are harming or helping someone as long as they expand their technological knowledge. When frustrated, they are more prone to bouts of violence and irrational behavior, as their A.I.P. becomes overshadowed by their natural chemistry. Gyks usually face even everyday tasks with a methodical approach.

Recruitment

Their obsession with technology and affinity for cybernetics make Gyks an obvious target of API's R&D dept. Their only goal is to gather as much new technology as possible, after all, so they will gladly enlist if such promises are made. API is careful to keep them away from their more secret and military tech, as the Gyk's A.I.P. would transmit it to several unauthorized beings. However, they have helped immensely with furthering what was once an infant cybernetic division at API.

Appearance

They appear very human at first glance, bipedal and of a similar body shape. However, Gyks are naturally hairless and possess a cybernetic shell on the back right quarter of their head (the encasement of their A.I.P.). Their skin is also prone to gray splotching as they age and many take on an entirely gray hue just prior to death. Their average life span is approximately 40 years.

Gift - Artificial Intelligence Program 10

A Gyk's A.I.P. stores and recalls any information they gather from their environment. They automatically connect to any wireless network within a 200 ft radius (must make a check if it is encrypted). Access to this kind of information provides a +4 bonus to Knowledge checks, a +4 bonus to Discipline checks, and the Perfect Memory Gift.

During character creation, they receive 3 BP to spend on cybernetic implants. In addition, their A.I.P. is able to more successfully integrate their cybernetic implants. Gyks can receive two additional upgrades to their cybernetic implants beyond what is normally possible.

Gift - Techy

Gyks are prolific with all electronics, software or hardware. They receive a +8 bonus on Computer checks and any other checks involving software or hardware. They are quite good at finding their way around a computer program they have never used, and they can disable security systems with very little knowledge beforehand.

Gyk Antagonist

Statistics of Note: Health 20, Stamina 22, Initiative +7, Movement 9, Actions per Round 2, Computers +20, Knowledge +15

Combat: Gyks utilize their cybernetic implants, high tech weapons, and gadgets to make up for their lack of physical prowess. Each Gyk should have 1-4 implants and some type of weapon or gadget to fight with. They avoid using close combat weapons if at all possible. **Bonuses:** Strike +8, Parry +4, Dodge +5, Roll +4, Grapple +5, Damage +2

Gift/Drawback - Cybernetic Lover

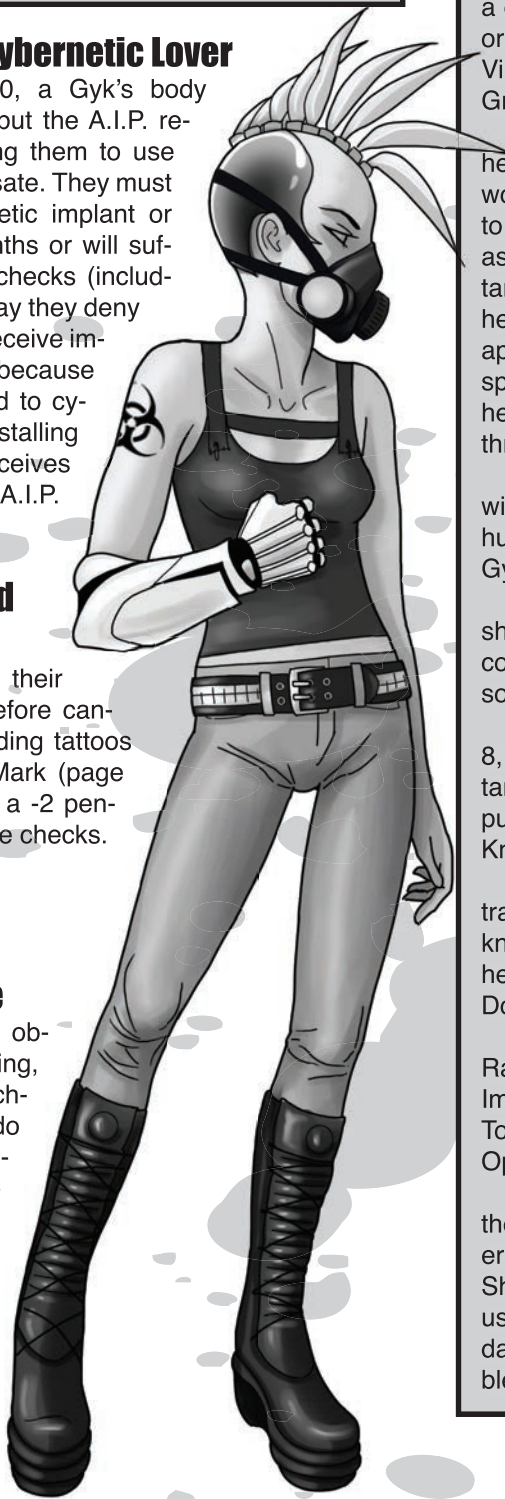
Starting at age 30, a Gyk's body begins to breakdown, but the A.I.P. releases hormones urging them to use cybernetics to compensate. They must receive a new cybernetic implant or upgrade every six months or will suffer a -1 penalty to all checks (including combat) for every day they deny their urge. They often receive implants before this time, because their culture is addicted to cybernetics. Anyone installing an implant on them receives a +5 bonus, as their A.I.P. helps their assimilation.

Drawback - Sealed Inner Circles

Gyks cannot open their Inner Circles and therefore cannot utilize magic, including tattoos from the Path of the Mark (page 67). They also receive a -2 penalty to Magic Resistance checks.

Drawback - Small Muscles and Fragile Frame

Their lives are obsessed with gathering, study, and utilizing technology, but seldom do they concern themselves with their physical health. As per the Weak Attribute Drawback for both VIG and POW.



Vinok

Race: Gyk

Passion: Collection

Age: 28

Background: Vinok has taken her cultural cybernetic obsession to the maximum, which has made her an expert on all things cybernetic. While API is wary of her obsession, which is borders on insanity, they cannot deny her extensive knowledge of the subject. She works as a field agent, usually called in when API is facing some unknown technological threat like a computer virus overtaking hundreds of businesses or some construct from an undiscovered dimension. Vinok is currently trying to serve as a double agent for Gramphix, but has continuously been turned down.

Personality: Almost every word coming out of her mouth is about tech. She will explain the internal workings of cybernetics or how to jury-rig a computer to make a homemade bomb without anyone actually asking. She doesn't mind repeating her stories if her target drifted off for a moment or if she just feels like hearing herself talk again. Vinok uses her outgoing appearance to her advantage and then analyzes responses to her actions. This data is used to augment her personality to convince everyone she is not a threat.

Appearance: Vinok has a small frame riddled with surprises. Her body is thin, frail, and slightly hunched. It is blotched with more grey than most Gyks her age.

Secrets: Vinok talks so much about everything she knows that she has no secrets. If she ever discovered one, she would most likely tell the first person she found.

Statistics: Health 18, Stamina 16, Movement 8, Initiative +10, Actions per Round 2, Magic Resistance +2, Crafts +16 (Mechanic, Electronics), Computers +20 (Hacking), Deception +10 (Exaggeration), Knowledge +18 (Cybernetics)

Combat: Vinok has received only basic combat training. She is called into the field only when her knowledge proves useful and is not expected to hold her own in a fight. **Bonuses:** Strike +3, Parry +2, Dodge +3, Roll +3, Grapple +2, Damage +1

Special Abilities: She has an Audio Implant with Radio Interceptor and Translator Upgrades, a Hand Implant with the Detachable and Flashlight Upgrades, Torso Implant with the Compartment Upgrade, and Optical Implant with the Hover Eye Upgrade.

Implementation: Vinok has been flown all over the world to handle threats to API's growing computer infrastructure, but calls South America her home. She can be used as a story element in any region, usually as an expert for the squad to protect. One day, though, Gramphix may accept her offer to double-cross API and she'll be the enemy.

MOHAN

Other names: Bird Watchers, Missionaries, Treemen

Stereotypes: Hippies, Outdoor Enthusiasts, Protectors

Origins

The Mohan come from a dimension of lush forests with a single barren wasteland in the center, known as Oasis. Even there, the Mohan were protectors of forests and the natural cycle of life. Unfortunately, Oasis was ravaged by an unknown race that invaded their planet piloting high tech, robotic suits. They fled the now scorched world, led by Moa'ti, the Earthmother. Some of their kind stayed behind, including the Earthfather, Tuvan, in a futile attempt to defeat the invaders of Oasis. Looking for a viable option to escape, Moa'ti selected the first dimension that even slightly resembled the expansive forests of Oasis. The Mohan arrived on Earth sometime after the 11th century where they found a home among the eerily familiar boughs and leaves of the rainforests of South America.

They were unable to stay hidden from the Amazonian tribes for long. Looking to strengthen her people's moral, Moa'ti thought it best to put them to work. The Earthmother appointed Mohan to protect and counsel each tribe, as long as the tribes respected and protected the forests. The Mohan and many tribes developed a strong bond over the centuries, though not every tribe accepted supernatural help. The demons learned the secrets of their new home and what it could provide, while they taught the tribes how to create tattoos with magic gifted from nature.

The indigenous tribes and the Mohan have faced various threats over the years: the expansion of the Incan Empire, the Spanish Invasion, and now modern development. In each case, the Mohan took arms to protect the Amazon and her people. Now, with rainforest being cut down, burned down, and poisoned, the Mohan are once again prepared to protect their new home with their lives. There are few among them that wish to relocate a second time.

Lifestyle

The Mohan live among the trees, keeping track of all activity within their domain. Scouts report to the Earthmother daily, with wider surveys being performed every new moon. They operate as individuals for the most part, but they have a strong connection to others of their kind. The Mohan have tried the best to make Earth their new home and spend their time among the rainforests, basking in its untainted beauty. Each Mohan can transform into a jaguar or snake to better traverse the jungles, believing this to be a gift bestowed upon them from their gods. Very few have given in to the physical pleasures of humanity or the wide range of human emotions.

The Mohan's powers are granted through their continued protection of the forest. Most shun technology and feel uncomfortable among the smoke and noise of cities, hearing stories of what it was like living on Oasis without such things. However,

they have accepted Earth as their permanent home and few seek ways to return. A new Oasis was constructed in the heart of the Amazon and is the Mohan's primary residence. It was designed to give easy movement within if you know where you are going. Others are easily confused by the mix of winding passages and hanging bridges. From the outside it appears as a naturally formed dense tangle of vines and giant tree limbs.

Upon completing the rite of passage necessary to fully serve the forest, they are given a drink made from the leaves of a hallucinogenic plant and receive a vision. In this vision, they are visited by the spirit of a shaggy black cat with six legs or a giant snake with three eyes. These are their two gods, known only as Cat and Snake, and it is from the favor of their deities that they can call upon one of these shapes.

Recruitment

API field agents discovered the Mohan living among indigenous tribes scattered throughout the forests of South America. The two groups created an uneasy truce, until the leader of API and the Earthmother were able to speak face to face. The company had no hand in the destruction of the Amazon, so they were able to work in tandem to fight the evils and unnatural beings that would defile the harmony of Earth's creatures. The Earthmother saw this as a way to spread her people out all over the world and protect even more of Earth's natural beauty. Most get immediately homesick, however. Primarily, they serve as guides to field agents working in South America.

Appearance

When they first arrived on Earth, they had coats of red and gold colors, reflecting the forests of Oasis, but their skin and fur slowly changed over time to match Earth's green and browns. Their skin is wrinkled like aged bark, and they have long arms that allow them to easily make their way through the forests, vaulting nimbly among trees and vines. Their backs are covered in thick moss like hair, allowing them a variety of options for blending into their surroundings. Most notably, their hands have six fingers, all of which are equal length, and lack an opposable thumb. Their shorter legs have the same six-fingered hands on their feet as well.

Gift – Shapeshift

A Mohan can shapeshift into either a Jaguar or Serpent form (chosen during character creation). It is frowned upon to shapeshift for fighting or personal gain, but they can be forced into a corner like anyone else. With a Moderate (20) INS + Discipline check transforms them for five minutes.

For a longer duration and no check necessary, they may make a Shapeshift Action (Stamina 5, Speed 8). They can stay in this form for up to 1 hr, until their Stamina is reduced to 0 or

Mohan Antagonist

Statistics of Note: Health 34, Stamina 28, Initiative +14, Movement 14, Actions per Round 3, Knowledge (Nature) +10, Intimidation +9, Stealth +10, Survival +10.

Combat: A Mohan usually tries to outsmart their opponent, using their surroundings to distract and gain an upper hand. This leaves them the opening to use shapeshifted form to deliver a killing blow. **Bonuses:** Strike +8, Parry +6, Dodge +11, Roll +5, Grapple +10, Damage +2

they are knocked out. They are unable to talk while in their alternate form, but coming up with other creative ways to communicate is encouraged.

- **Jaguar Form:** They become a large jaguar, but their fur is covered in some version of brown. **Bonuses:** +1 Action per Round, +5 Strike, +5 Dodge, Double Movement and jumping distance (+5 to jump checks), and can perform Actions per Jaguars (page 67).

- **Serpent Form:** Their bodies elongate and scaled, until they appear much like a large anaconda, stretching over 10 feet. Their color scheme follows earth tones, but their eyes stay very human looking. **Bonuses:** +8 Strike, +8 Grapple, +10 Temporary Health and Stamina, AR 2/1, and can perform actions per Anaconda (page 65).

Gift/Drawback – Tied to the Forests

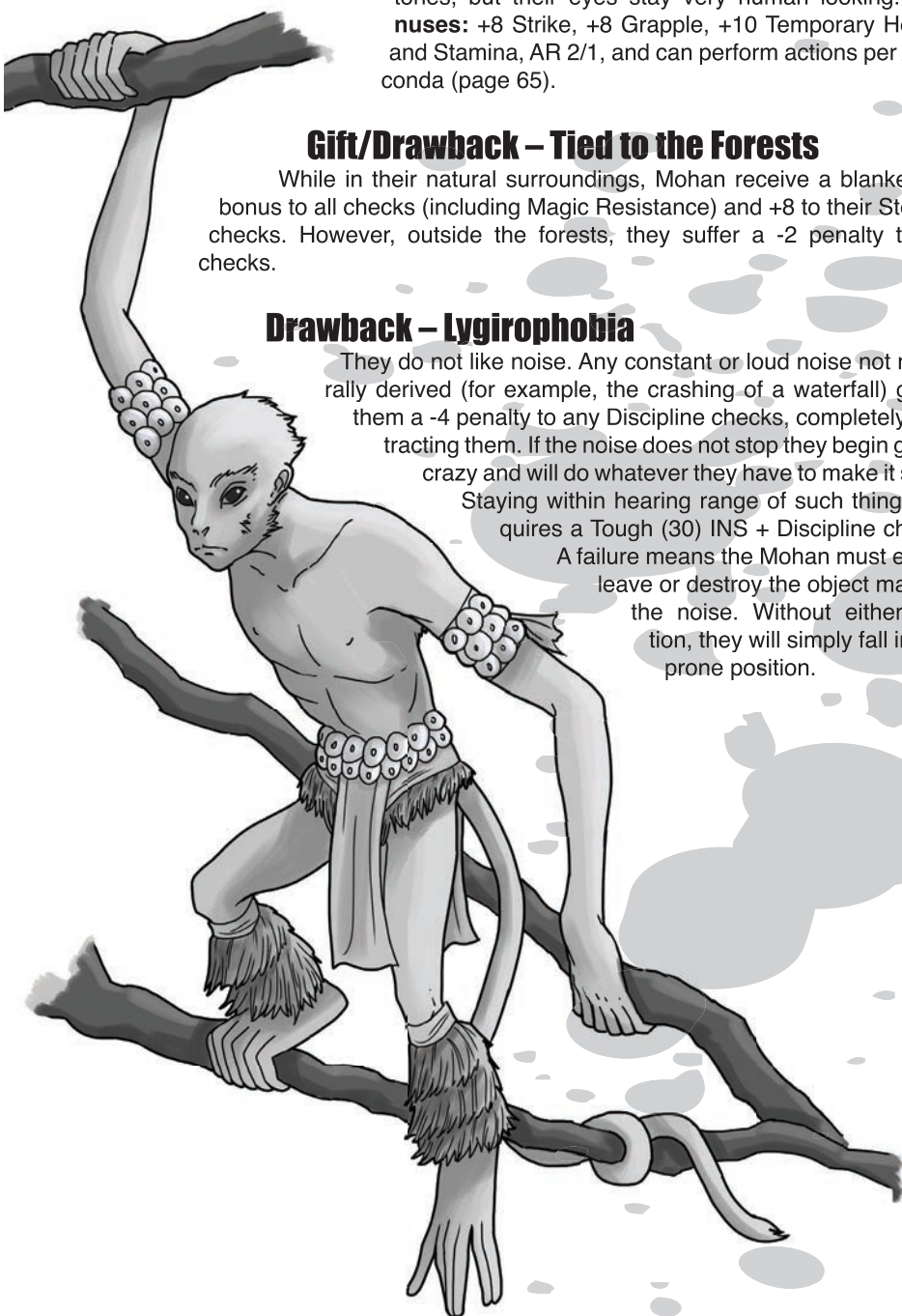
While in their natural surroundings, Mohan receive a blanket +2 bonus to all checks (including Magic Resistance) and +8 to their Stealth checks. However, outside the forests, they suffer a -2 penalty to all checks.

Drawback – Lygirophobia

They do not like noise. Any constant or loud noise not naturally derived (for example, the crashing of a waterfall) gives them a -4 penalty to any Discipline checks, completely distracting them. If the noise does not stop they begin going crazy and will do whatever they have to make it stop.

Staying within hearing range of such things requires a Tough (30) INS + Discipline check.

A failure means the Mohan must either leave or destroy the object making the noise. Without either option, they will simply fall into a prone position.



Synn

Race: Mohan

Passion: Protection

Age: 32

Background: Synn is first born of the Earthfather and Earthmother, next in line to lead his people. Since he followed his father's orders to leave Oasis, however, he has been riddled with regret for this decision. Synn has vowed to prevent a similar occurrence on Earth and rallies Mohan who have lost faith in the ways of the Earthmother to his side. He then travels throughout the rainforest attacking those who would destroy the land. Synn can take his jaguar form at will, a sign from their ancestors that they support his actions. If the gods disapproved, they would remove their gifts.

Personality: Synn is obsessed with protecting the Amazon; he eats and sleeps for it and doesn't care who stands in his way. He knows his way is the only way to keep a repeat of Oasis from happening. He has a strong exterior, but this is all built up to hold back the pain of not knowing whether his father and those that stayed behind are dead or alive. Synn is extremely smart and charismatic, able to manipulate others to his will. It is part of the reason why he has gained supporters to his vicious cause.

Appearance: When not in his brown furred and dark green spotted Jaguar form, Synn is a tall and strong Mohan. He is well muscled and moves with purpose.

Statistics: Health 45, Stamina 42, Movement 18, Initiative +20, Actions per Round 4, Knowledge +12 (Nature), Perception +8, Persuasion +11 (Leadership), Stealth +14 (Shadowing), Survival +13 (Tracking)

Combat: Synn is a natural fighter, and he has honed his skills in combat. He feels most at home in his Jaguar form, and knows how to use it to instill fear into those he fights. **Bonuses:** Strike +12, Parry +9, Dodge +13, Roll +10, Grapple +10, Damage +3

Special Abilities: He has been graced with the Jaguar form. Synn also has Adaptive Combatant and Stomp from Brawler Style Martial Arts.

Implementation: Synn can be implemented as either an ally or an antagonist, and can even be a powerful friend turned enemy. He is a complex character, strong on the outside, but a zealot in his belief that he is doing the right thing. What happens if Synn convinces the characters of the same?

Thirsts

Other names: Corpo-Secos, Wrong Kind of Starfish, Puffer-Zombies

Stereotypes: Ill-kempt, Water-Hogs, Isolated

Origins

There is an old Brazilian folklore that speaks of a man so terrible he would beat his own mother. When he died, neither Heaven nor Hell wanted him, so he was cursed to roam the Earth for all time as a withered and dried up corpse. While there certainly are dried up corpses wandering around Brazil, as Walkers (see Demon Codex: Spectrals) seem to thrive in South America, their origin story is far different than most would believe.

Thirsts come from a fairly advanced dimension where a great conflict wiped out most other life. They used the bodies of the fallen to protect themselves from the harsh elements and were happy to find a way off their world when portal magic was discovered. Once they made their way to Earth, the Thirsts continued this strategy of moving only within the body of another. Humans served this purpose quite well. They also developed a short-range telepathic link with each other that helped to sense each other within vastly different bodies. They used this ability to form long lines of Thirsts to scout for food while still maintaining contact with each other.

API found the Thirsts just outside of Puerto Lopez. As they resembled many adversaries of API, they shot first, but after blowing the head off of one and having it turn around and run away, they figured these were not zombies. Agents followed it and opened peace talks shortly after. All the Thirsts needed was a steady source of drippy stuff and they were happy, so the company brought them on board and slowly turned to wet-works.

Of course, without bodies to cruise around in, Thirsts got thirsty really fast. Several months of missions were botched from frantic Demons guzzling water from a faucet, so API adapted and gave the Thirsts permission to take a certain number of human's lives. The people in question died in incredibly agony, but there is more fluid in them for the demons to enjoy, extending their life span and getting API the agents they so desperately needed.

Lifestyle

Thirsts get their namesake from the fact that they need massive amounts of liquid to survive. Freshwater, saltwater, energy drinks, alcohol, blood, or pretty much anything that flows will work just fine. When they hop into a body, they leech it dry of all its fluids and leave it as a dried out corpse instantly recognizable as inhuman. Because of this, they are a reclusive race that rarely ventures out to human settlements unless they are hard-pressed for fluids. They need to fill stomachs, intestines, hearts, bladders and any other organ that can still hold fluid inside of it and guzzle drink after drink... definitely one of their tells. They then live off of those

as long as they can (usually a day or two depending on the quality of the corpse) and refill them as needed.

When not inside a body, Thirsts are beginning to enjoy things that regular people do as well: sports, movies, and very much swimming. As a race, they have never had time for recreation, but only survival. Now, under the supervision and employment of API, no longer hunted like they were in their homeworld, they can relax a little and learn to enjoy life. More than one has found comfort in beer hats and a long stint on a couch watching their favorite swim team. API agents have had to kick them out of the communal hot tub on more than one occasion. Those that do not enlist with API are usually pointed to one of the many communities of Thirsts to live out their days, but there are always rotten apples in every bunch.

Recruitment

Thirsts got roped into the decision to work for API or be destroyed outright. They chose the former. In exchange for their service, they get a steady stream of clean water and permission to have a healthy body. They enjoy technology as much as any other race, but dislike cybernetics as they can't suck water out of them. They can work side by side with any other agents, but frequently break their image enhancers from neglectful water damage. At least they don't smell as the bodies they use are all dried out like a raisin in a dehydrator.

Appearance

Thirsts resemble Brittle Starfish with a main torso about the size of a flat-football and five long, barbed, tentacle-like appendages extending from it. They can use these limbs to walk or crawl along, but typically don't spend much time on their own. Thirsts generally occupy the deceased body of a recently dead human and cause it to move about like it once did in life. The Thirst itself can live as long as 30 years if they have a good supply of untainted liquids and an overtaken living body. Life spans are limited to 5 to 10 years if they take a corpse and frequently go without water.

Gift – Takeover

To inhabit a living body, the Thirst and their victim make opposed POW + Grapple checks. Once they have won three consecutive checks, the Thirst thrusts itself into the target's body until the target dies. The target dies in the number of turns equal to twice their Vigor score, after rolling around trashing in unbearable pain unless they have something really fancy up their sleeve. The average body lasts about 10 years, if they take care of it, and heals normally as long as they ingest enough water.

Thirst Antagonist

Statistics of Note: Health 20 (+28), Stamina 16, Initiative +5, Movement 9, Actions per Round 2, Magic Resistance +5, Discipline +5, Fortitude +5, Stealth +15

Combat: Thirsts like to utilize common human while in a body, but will close in the distance to grapple if they are without a human to wear. **Bonuses:** Strike +8, Parry +7, Dodge +12, Roll +2, Grapple +14, Damage +2.

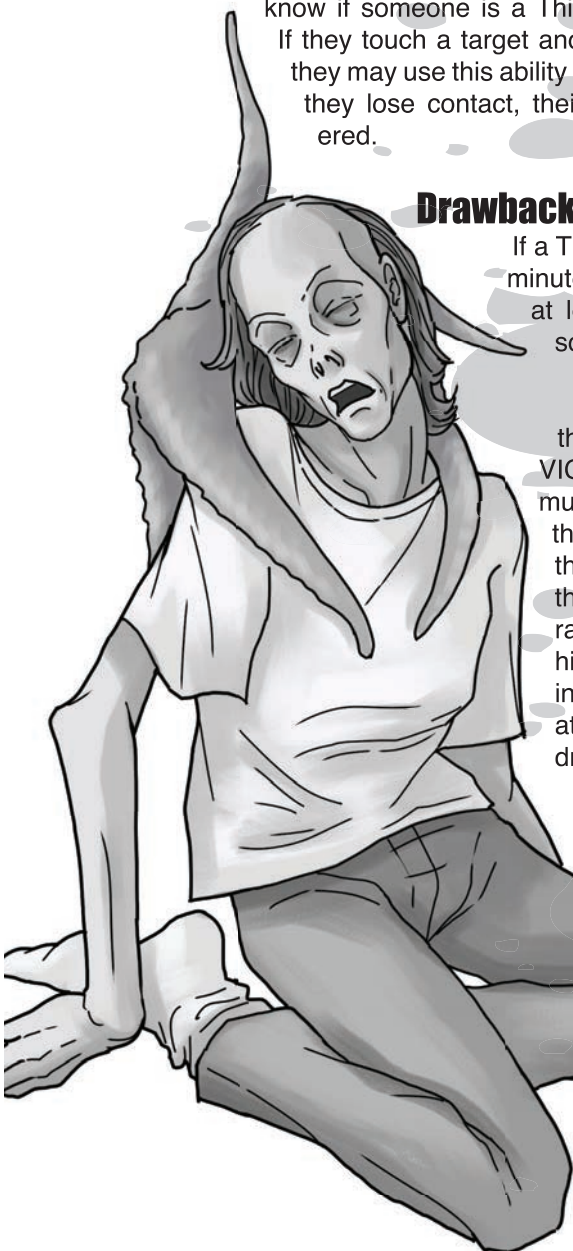
When inhabiting a body, they gain Health 28, which reflects their host body. Non-Lethal is ignored by the Thirst, but is applied to the host body normally. If it hits Health 0, they can no longer move it and need to find another or wait for it to heal. Lethal damage is dealt to both the Thirst and the host body, each taking half. Mental attacks and some magic affect the thirst normally.

Gift – Telepathy

Thirsts have the ability to speak with others of their kind up to 100 ft away through telepathy. This lets them instantly know if someone is a Thirst or just a zombie. If they touch a target and expend 5 Stamina, they may use this ability on non-Thirsts. Once they lose contact, their connection is severed.

Drawback – Guzzler

If a Thirst goes 10x VIG in minutes without drinking at least a liter of some sort of fluid (the type doesn't matter so long as it is a liquid), they lose 1 point of VIG. This penalty is cumulative for each time this cycle lapses, until they drink to recover their VIG at the same rate or die when they hit VIG 0. When drinking, they gain the lost attribute point per liter drank.



Gloria

Race: Thirst

Passion: Approval

Age: 19

Background: Gloria came to Earth and was almost immediately recruited into API as a field agent. She took on a female form from a woman who had died while scuba diving and underwent training in Drom. Fascinated by human culture and music of all kinds, Gloria enthusiastically passed with honors, becoming a fantastic marksman, an expert hand to hand combatant, and one of the best forensic investigators of her race. She excelled and found herself as a squad leader of four others.

Personality: Gloria hates letting her supervisors down. She pushes herself and her squad to do the best they can, rest up in Drom, and then head back out into the field quickly. She's easy going and has been known to take the blame for her teammates' mistakes to soften the already-meager punishments doled out from above.

Appearance: While fully hydrated, Gloria is a striking dark-haired woman just under 6 ft tall. She has an athletic build from her time spent scuba diving. When dehydrated, which is more often than not, Gloria is a withered shell barely recognizable as female. Her skin has the appearance of jerky and the shape of her skull is clearly visible with skin tightened around it. When not in this body, Gloria looks like a purple brittle starfish.

Secrets: Gloria has an affinity for hunting exotic species. She's killed all sorts of animals under protection for their rarity for the sheer thrill. She's not bloodthirsty, but enjoys the sport. If she's discovered, she'll be embarrassed and try to make amends (mostly for show).

Statistics: Health 33, Stamina 29, Initiative +10, Movement 12, Actions per Round 3, Magic Resistance +3, Acrobatics +13, Athletics +8, Computers +10, Deception +10, Discipline +5, Fortitude +4, Legerdemain +7, Survival +10, Vehicle Operation +10

Combat: Gloria prefers to use long-ranged sniper rifles to eliminate targets at a distance, but when that fails, she closes the distance with a submachine gun. **Bonuses:** Strike +12, Parry +8, Dodge +9, Roll +11, Grapple +10, Damage +4

Special Abilities: Gloria is one of the demons to have her own squad, which gives her a lot of clout in the South American region. She also has Focus Strikes (Soft Style), which further improves her sniper skills.

Implementation: She has many uses for a group of players. Gloria and her squad could act as backup for a large enough operation, or she could require a rescue from being pinned down. Characters could find themselves trained by Gloria in Drom, share a briefing with her, or even just get a firsthand look at the bizarre physiology of the Thirsts.

Tox

Other Names: Stickers, Garang, Polka dots

Stereotypes: Deadly, Hermits, Troublesome

Origins

After centuries of exploring other dimensions, the Tox arrived on Earth and enjoyed the much less dangerous environment of South America. In their homeworld of Maplona, their predator was the very planet they lived on - intelligent plant life that forced the Tox to evolve into toxic beings to become true survivors. Few even remember what it was like on Maplona, however, the name being a simple holdover to refer to horribly dangerous places.

When they arrived, the Tox wanted to do marvelous things in a new world, but were instead regulated to living in solitude away from humans. Some Tox head into the city, covering their terrible skin with bandages to hide their appearance and pretend to be beggars. In the intense heat of South America, the demons tend to produce even more deadly chemicals that seep through their disguises. The Tox still flock to our dimension, as if by accident, each one hunted by API.

Lifestyle

Eating only plants and not having much use for humans, the Tox usually stay away in isolation, until they need to breed. To temporarily stop their lethal output so their mate doesn't die, the Tox need a huge intake of calcium and bone marrow obtained by raiding cemeteries. Afterwards, they go back to their solitary existence unless disturbed by explorers and hunters. Many Tox like to take up lonely hobbies, such as carving, painting, crosswords, sudoku, and topography.

They are instinctually jumpy, their genetics crafted by a place where everything wants to kill and eat them. Loud noises and things trundling through the woods tend to make them defensive. When their homes are disturbed by human encroachment, they hide up in trees and try move to a different spot when it is safe again. Communities of Tox are common, but they never share their branch and leaf shelters with one another due to the lethal outcome. They still may band together against outsiders if moving their home is too difficult.

The Tox don't generally believe in any higher powers, but find the idea fascinating. Many Tox are found hiding outside churches or attempting to buy or steal religious books of any sort. They believe that magical power comes from the void between stars and planets called down by those who know how to do so, but love to compare themselves to others.

Legal Status

The Tox wouldn't be a problem for API, except that they cannot stop producing their venomous sheen. Having them around their already endangered agents without some form of protection isn't high on the company's list. Trying to chemically balance a willing Tox led to his venom output increasing so much it killed him, so research into the possibility of allowing Toxs to join API was shelved. They are mainly peaceful and don't even eat meat, but their presence on Earth is much too dangerous. The Tox maintain their Illegal status, but are sometimes called in on special cases. They are typically paid in information on other members of their species and the bone paste they need to interact with them.

Appearance

The Tox's skin is a dull blue color that displays bright red splotches whenever they are threatened or excited, and they are constantly excreting venomous oil that coats their entire body. Their toxic skin attacks the nervous system of anything it touches, but keeps them safe from predators. Every Tox has a different chemical makeup, so they aren't even safe from their own species. Having no eyes, they use a series of pores to pick up even the smallest change in air temperature, vibrations, and movement. They are generally half the size of a typical human, usually only being 3 to 4 feet tall. They have a smaller head than most other species as their eyes are absent and their ears are small holes on the side of their skull. The Tox have a life span of 100 years and breed only twice within that time.

Gift – Venomous Skin

If the Tox comes into skin-to-skin contact with anyone, whether expecting it or not, the target must make a Tough (30) VIG + Fortitude check against Poison or take 8 (L) – ignoring AR - and become paralyzed for 10 rounds. If the check is critically failed, they die within 2 rounds without use of an Emergency Immunization Booster (page 62). Even if the check is successful, the victim's skin swells up and bruises for 2 days minus 6 hours for every point of VIG. This Gift can be neutralized by eating 2 lbs of ground bone and bone marrow from anyone that has died within the last week. Tox teeth are flat and work well to ground the bones down, but the effects only last for 3 hours.

Gift – Awareness

The pores on their skin keep them in touch with their environment, what is in the area, and how far away it is. The Tox can sense what is happening inside buildings, boxes, or behind walls so long as there is a large enough hole for

Tox Antagonist

Statistics of Note: Health 35, Stamina 28, Initiative +9, Movement 15, Actions per Round 2, Magic Resistance +5, Fortitude +5, Stealth +12, Survival +15, Athletics +10

Combat: A Tox needs no weapon other than itself, as a mere touch is deadly. They rarely need to finish off attackers and are more likely to flee once their targets are paralyzed. **Bonuses:** Strike +6, Parry +7, Dodge +8, Roll +12, Grapple +15, Damage +4.

vibrations, scents or airflow to get through. They have the equivalent of 360-degree vision and limited x-ray ability for 30 yards. This ability grants them a +8 bonus to Perception checks and a +12 bonus to resist Surprise Attacks. However, if the Tox is submerged or wrapped up (i.e. bundled in clothes), they are totally blind. Their body then goes into a defensive mode and excretes massive amounts of its poisonous sheen to fend off whatever is smothering it. If in water, at least 1000 gallons of the water becomes toxic.

Gift – Wall Crawler

Their toxic sheen can also anchor them to nearly any surface. This lets the Tox crawl up walls and trees, across ceilings, and on practically anything else. The Tox use this to escape anything disturbing their home, but leave behind traces of poison that have the same effect as Venomous Skin for up to 30 minutes afterward.

Drawback – Blind

Relying on sensory input from air pressure means that the Tox cannot see color, writing, or the contents of computer screens. With how the Tox usually live, this rarely becomes a major setback, but it makes it much harder to exist alongside anyone else.



Lavon

Race: Tox

Passion: Protection

Age: 34

Background: Lavon's mother sent him through a portal as a baby, and he's lived on Earth ever since. Fascinated by humans and even other demons, Lavon is one of the few Toxs that desire to be close to people. His venomous nature makes it difficult, but he's learned to cope with it... not knowing anything else. He's applied several times to API, citing his fantastic tracking abilities, but they continually turned him away in secret. Lavon is determined to prove that he is capable and careful enough to not only join up with API, but also show them a thing or two. The company keeps an eye on him, but he's a lot less harmless than a Tox that grew up anywhere else.

Personality: Desperate to change the status quo of his illegality, Lavon is constantly looking for trouble that API doesn't have the manpower to handle. He swoops down and tackles the problem as he sees fit, but usually ends up with an inadvertent fatality or two. He is wracked with guilt about the deaths he causes, but cannot bring himself to stop. He sees the good of his work as outdoing the ill.

Appearance: Big for his race, Lavon is a full 4 foot 5 inches and is usually smiling. His blue skin is usually seen with his open red splotches as he finds it exciting to talk to anyone of any race.

Secrets: Lavon longs for companionship of any kind. He has adopted (and subsequently buried) several stray dogs and cats from the neighborhood he lives in and finds himself breaking into peoples' homes just to understand how they interact with each other. So far, he hasn't been caught, but it's only a matter of time.

Statistics: Health 35, Stamina 31, Initiative +10, Movement 15, Actions per Round 3, Magic Resistance +3, Athletics +8, Discipline +7, Legerdemain +10, Fortitude +8, Survival +15, Beast Handling +2, Stealth +13, Perception +8

Combat: Lavon tends to crawl along the walls and ceilings to get the drop on foes. He uses improvised kung fu to deal with trouble, but due to his inexperience, tends to fall back on his natural and potentially deadly defenses more often than he'd like. **Bonuses:** Strike +11, Parry +8, Dodge +10, Roll +9, Grapple +15, Damage +6 (NL)

Special Abilities: Lavon has amateur training in a few forms of martial arts learned from spying on students learning from real masters. His knowledge is by no means extensive, but does have the Sucker Punch (Brawler) technique.

Implementation: Lavon could run across agents while they were on a mission and lend a hand. At first glance, he seems like a candidate for special operative training, but it should become quickly apparent that he's far too dangerous to let run around acting on his own accord. How will the characters deal with him?

Adventure One: Into the Shadows

This adventure introduces players to API's struggle in South America and the adversity caused by facing multiple opponents at one time. It begins where the opening fiction, "Mirrors, Mirrors on the Wall", left off, and brings the players into conflict with both Nayla Rowi's IPA (page 45) and operatives of the Shadow Trade (page 48).

While only two major players are involved directly in this adventure, any story in South America benefits from adding small run-ins with other supernatural groups, such as the Ghosts of Sao Paulo (page 49) or the Drummers (page 51). This gives the players a good feel for the chaos that surrounds API involvement at every turn.

Chapter 1: Blood on the Walls

The characters are urgently summoned to their briefing room, probably a closet in a rundown building with a hidden screen in the wall. Their contact, Agent Ramon Garcia, comes on the screen and shows the characters disturbing scenes. He is well known in South America, short and just into his forties. He used to be a field agent before he lost his right arm in a large explosion and chose not to replace it with cybernetics. Ramon does not discuss his past and is almost always all business.

"About an hour ago, a team reported that both alarm and communication systems were down at the Brasilia ERU. Four agents were found at the scene, all dead. The clean up crew is already on site, and it only took a moment to scan the video surveillance to find out that this was the handiwork of Nayla Rowi. She has the know how to wipe our surveillance equipment, so either she wanted us to know it was her or she just doesn't care. She is considered

armed and dangerous, but we want her taken alive. Those are direct orders from Ms. Armando.

Initial reports state not much was missing from the scene. A few small pieces of equipment were taken, but nothing that makes sense of the mess she left.

Ex-Agent Rowi's motives are unclear. What she could hope to gain from such senseless killing is beyond me. All you need to know is that she is our greatest security leak. Nayla has years of experience, working in some of the most dangerous conditions. She has working knowledge of our ERUs, our operating procedures, and combat tactics. When you go after her you shouldn't take any of your training for granted. Thinking out-of-the-box will be instrumental to getting the drop on her and finally bringing her in."

API management is not giving out Rowi's bio freely. While most agents working in South America know she is an Elite gone rogue, they know little of why or how. The company cannot risk the organization's security further. They will recommend that the characters see if the investigation team uncovered any additional evidence at the scene of the crime, if they need a place to start.

Give it to Me Straight

If the agents insist that it is strange that Rowi did not take anything, Agent Garcia may play it off the first few times, but can be convinced to give them some of the information from the Declassified section if they make a strong case. In this instance he will most likely switch off any monitoring or listening devices in the room.

Chapter 2: Scene of the Crime

The ERU is already swarming with a clean up crew, and any evidence of the violence that had taken place earlier has been cleared away. The lead agent there shows the characters the one piece of evidence that he has found - a soil sample. It's unique composition means it only came from a coffee farm. There are dozens of local coffee farms, but with a Difficult (15) IQ + Knowledge check, the agents remember reports where API teams had engaged Rowi near the Brujas de Heilo Coffee Farm in southern Brazil. If they try to head back to API to do some research, a Simple (10) IQ + Computers check reveals the same information.

If the characters talk to the clean up crew, they'll mention that Rowi seemed to be out for revenge. Nothing is missing, even though Brasilia's ERU is stocked with some of the best equipment and weapons. The lead agent, with a Moderate (20) CHM + Persuasion check, will show the group a log from the computer's inventory database. The only item of interest on the log is an item referred to simply as a Can Opener. It had been picked up only hours prior to Rowi showing up. If one of the characters happens to search for anything out of the ordinary on the computer system by themselves, they discover this same information with a Moderate (20) IQ + Computers check.

Upon leaving, with a successful Simple (20) INS + Perception check, the agents notice a young man who appears to be interested in what is going on at their building. If they make any move towards him, he instantly bolts and tries to disappear into the crowd. If the agents manage to track him down, he will tell them that someone gave him \$100 dollars to watch the building and see if anyone came and went. He does not know the man, and gives only a vague description that could match millions of people (medium height, not too skinny, black hair, and penetrating eyes). If pressed and threatened, he reveals, as long as they promise not to hurt him and let him go free, that he left a few hours ago to go play soccer with some friends and was only now returning. He will also hand them a crumbled piece of paper with an address on it that the man gave him and told him to go to if he saw any activity. The address on the crumbled piece of paper is: Quadrant 9, Block A, 4th Floor, Unit 402A

Any character familiar with the area knows the address is only two blocks away. If someone tries to recall the information, look it up, or call it in, they will find the same information (no check necessary). If they ask someone on the street they will point the agents in the right direction.

Chapter 3a: Brujas de Heilo

The coffee farm is located on a small, but beautiful area of cultivated land. The owners, Rafael and Bianca Silva, are pleasant and none of the local workers give them any problems. If the workers are questioned, they offer nothing unless compensated; in which case, they mention they saw light flickering in the forest, not far from the edge of the farm. The characters have to search extensively, but with a Moderate (20) INS + Perception or Difficult (15) INS + Survival (Tracking) check, they will eventually discover a heavy bag of coffee beans tied to a rope leaning against a large tree. A Simple (10) IQ + Knowledge check reveals that the bag could be a counterweight used to hoist something up the tree. Upon closer inspection, hand and foot holds are carved into one side of the thick trunk.

With a Simple (10) AGY + Athletics check, the agents can easily scale the side of the tree. Within the crowded branches, which provide excellent cover, is a large piece of plywood laid down on a series of branches. Food and water is stocked at one end and two mirrors are leaning against the trunk. They soon realize someone is trapped in the mirror, as per the Capture spell of the Path of Mirrors. Only a vague shape can be discerned of who is trapped within the mirrors cloudy surface.

If they release the prisoner by breaking the mirror, they find she is a fellow agent, Agent Melissa Fuentes. In her daze, she states her squad had tracked Rowi down, and then tells the characters about the Can Opener and the dangers it contains. She was obviously tortured by Rowi, and she faints shortly after her confession.

Agent Melissa Fuentes, who was subdued by Rowi, will offer more information when she has recovered. She mentions the incident outside the Brujas de Heilo Coffee happened because she attempted to confront Rowi without backup. Rowi rambled

about opening portals to dangerous dimensions, seemingly focused on getting even with API for something. The agent stresses that the plan seemed to make perfect sense to Rowi, but would sound completely crazy to anyone else. Why Rowi didn't kill Agent Fuentes is unknown. The most important piece of information to gather from Melissa, however, is that Rowi also said something about members of the Shadow Trade trying to ruin her plans, and she encountered them in the Puerto Madero district of Buenos Aires. The agent thinks that members of the Shadow Trade may be after the same thing.

Chapter 3b: Unit 402A

Unit 402A is housed in a building across the street from a water fountain that serves as a local park. The park is crowded, but an aware agent can notice someone watching them with a Difficulty (15) INS + Perception check. If they change course towards this man, Braga Treng, he will immediately flee. Braga will utilize his Monkey Arms (page 64) to navigate over the crowded streets and attempt to blend in, discarding portions of his outfit and grabbing discarded items to clothe himself, in an attempt to confuse the agents. Four consecutive Moderate (20) INS + Survival (Tracking) checks are required to follow him the old fashioned way, where the agents will see him boarding a train for Buenos Aires. If they catch up to him and he notices, Braga uses an automatic shotgun and doesn't care who or what is in the way of his shooting.

If captured, Braga activates one of his smaller cybernetic implants that results in his death. Setting a bomb off inside his heart kills him instantly and everyone around can see his chest heave and implode. No one else in the surrounding area takes any damage. If killed by the players hands, he will whisper, "beware the shadows" as his last words. A cell phone on him can be traced, with a number of calls originating from the Puerto Madero district of Buenos Aires.

Upon reaching Unit 402A, only a sickly old woman named Elda Riola lives alone there, with pictures of her family she lost in a vicious earthquake. She knows nothing of the youth who had her address. The address was a red herring, apparently. Perhaps the signal was just the youth arriving at the building, meaning there was someone watching them. A

Simple (10) INS + Crafts check is needed to notice this building is highly visible from many directions and anyone on the street or in the adjacent buildings could see comings and goings.

If they did not notice him before, Braga will be coming up the stairs to investigate who is meddling in his affairs. If they succeed this time with a Difficulty (15) INS + Perception check, they will notice that the same man was observing them outside. Braga attacks if confronted, and if the check fails they will assume he is just some tenant going to his room. He won't linger, only walk down the hall and to the stairway at the other end. If he is captured he will kill himself (as described above). Anyone with a Moderate (20) IQ + Linguistics (Romance) check can notice that Braga speaks a dialect of Spanish that is prominent in certain areas of Buenos Aires, including the Puerto Madero region. If Braga uses his Monkey Arms implant, a Difficulty (15) IQ + Knowledge check

Declassified

What is really happening here is that an item known simply as the Can Opener, was discovered by API. The device can tear open a multitude of portals, from an acre to a 100-mile radius, to any dimension. This could allow a multi-dimensional army to invade Earth or vice versa. API doesn't want anyone getting their hands on it, but money goes a long way in South America. Nayla Rowi was the first potential thief, but when she showed up at the Brasilia ERU it was already gone. Unknown to the agents, there was a second attempt on the Can Opener a few hours earlier, which was successful. API wants as few people knowing about this as possible, which is why the agents weren't told about it in the first place. The Can Opener itself is fairly large and would need to be moved by a large truck. It needs a large amount of electricity to actually run.

At some point, the players should be called back to HQ and told about the item. API has no idea who actually stole the Can Opener. They were hoping that it was Rowi's second attempt at it and tracking her down would get it back for the company. However, it was stolen by members of the Shadow Trade. The thieves are lead by a creature named Yuven Fron, who hails from a previously undiscovered dimension. Braga Treng is one of his men who works for him under the promise of being a ruler alongside him in his new world.

or IQ + Crafts (Cybernetics) check lets the agents realize there is only one cyber doc who would be trusted to pull it off that kind of implant... Doctor Clock (page 15). The doctor only has a handful of people whose names he has done that procedure on. Braga's name is among them, if questioned or if they crosschecked with API's criminal database.

Whether alive or dead, all roads lead to Braga Treng. The agents should find their way to the Puerto Madero district of Buenos Aires (see page 17). The district is Braga's old stomping ground and would be known by anyone who has had a run in with him in the past.

Chapter 4: Into Deep Waters

When the characters arrive in Puerto Madero, nothing really seems out of sorts. Tourists are enjoying their trips, while locals are taking in their favorite spots for food and entertainment. A Difficulty (15) IQ + Knowledge check or even a discussion with some of the locals confirm that no one's noticed any of the normal minor crimes that usually occur in the region either. Not that it is an extremely dangerous location, but petty thefts are commonplace. It appears that someone is trying to keep things quiet so authorities don't come around. Yuvon Fron is operating in a warehouse on Puerto Madero's waterfront, and this information can be discerned a number of ways.

- **Spotters:** Spotters watching or following the characters can be noticed pretty easily. If caught, a Difficulty (15) CHM + Intimidation or Moderate (20) CHM + Persuasion check can get the spotters to reveal they were hired to follow or distract the agents if they started snooping around the waterfront district.

- **Trucks:** They can start asking around if people have seen any large delivery trucks, but unless they find a way to narrow the search down, they will most likely come off as strange and not get any useful information.

- **Electricity:** If the agents try to find areas that receive large amounts of electrical power, they discover there are a few warehouses set aside for refrigerated goods. This requires a successful Moderate (20) IQ + Computers or Tough (30) IQ + Knowledge: Hard Science check.

- **Braga:** They can try to search for Braga if he is still alive, either by trying to track down known accomplices or local haunts. He is helping Yuvon assemble the Can Opener, but some of his associ-

The Bargo Paradox

Puerto Madero's underworld is run by Bargo Finn. He considers himself the Crime King of the region and does not like others operating in his territory. The characters could discover this by doing some research or interrogation of local criminals. Seeking out a meeting with Finn to exchange information is the next logical step. If the agents inform him of the Shadow Trade possibly operating under his nose, he would be willing to cooperate. He'll tell them of a few warehouses near the waterfront that were privately purchased within the past week. They should be careful not to tell him what they are looking for or hint that it is anything valuable, as he will become involved and the players will have another group competing for the same prize. If the agents don't settle this soon, he's going to do some investigating of his own anyway.

ates may say that he has been spending a lot of his time down by the waterfront. The characters can pick up his trail by leaning on locals in seedy bars or cybernetic gangs. This is also a good way to get into another fight.

- **Intervention:** If the players are struggling to find a starting point, the GM can also have Rowi get involved. Perhaps she has tracked down the Can Opener on her own. Explosions from a warehouse on Puerto Madero's waterfront are enough to alert the agents that something is amiss.

Chapter 5: Warehouse 21

If the characters come in to Warehouse 21 with guns blazing, they will alert Yuvon of their arrival and speed up the assembly to hook up of the Can Opener. Within 10 minutes of their arrival, the Can Opener will be assembled and running, and after powering up for 5 minutes it will be ready for use. Yuvon won't hesitate to use the Can Opener to open a portal to his home dimension and let some of his friends in. Thankfully for the characters, Yuvon keeps a tight crew. He, Braga and one other expert mechanic, Gerald White, are assembling the Can Opener inside a large refrigerated room in the warehouse.

The doors are locked and barricaded from the inside. Each entrance has one guard on the inside

section of the warehouse. The agents can make a Simple (10) INS + Perception check to notice a number of vents and filters that exhaust to the outside of the building. A small framed character may be able to squeeze into the largest of these exhausts, but the condensation drainage requires a Difficulty (15) AGY + Athletics check to navigate through as it is dangerous and cold. Failing the check results in a -2 penalty to checks for the next 2-5 minutes from cold. A successful Moderate (20) AGY + Stealth check ensures they are not heard navigating the exhausts.

Characters could also pose as workers coming to do their annual maintenance of the refrigerators, but without creative use of their sonic scramblers or a Tough (30) CHM + Persuasion check, the characters won't gain entry.

There is also a small entrance on the roof not in the original blueprints. It is unguarded and only locked with a simple padlock. Any character on the roof can see it clearly with no check needed. The warehouse itself is crowded with pallets filled with boxes, and empty 55 gallon drums are stored everywhere. The largest open area is the center of the warehouse where the Can Opener is located.

Chapter 6: Within the Shadows

The warehouse contains Yuvon, his mechanic (and Braga if he is still alive), and 5-10 goons (use Thug stats on page 164 of API Corebook) to guard the entrances. Yuvon concentrates on activating the Can Opener, while sending his guards after any intruders that are discovered. He will overreact to any initial threat as he is extremely close to his goal and is nervous at the first interruption. A diversion would draw some of Yuvon's guards, but he will not leave the Can Opener until there is no one left to deal with the characters. If Braga is still alive, he will be the one sent in to help the guards if the characters are giving them trouble. If only Yuvon and Gerald are left, Yuvon will finally become involved. He knows Gerald is not a fighter, so Yuvon orders him to keep working on the Can Opener while he deals with the agents. Gerald will try to flee if Yuvon is occupied, calling Yuvon's wrath if noticed.

Three IPA agents (page 66) were also trailing the agents, and followed them into the warehouse. They are cautious, extremely stealthy, and won't get

involved until all the guards are dispatched. At this point, they will sneak up to the Can Opener and blow a hole in the side of the wall near the instrument to reveal a delivery truck (with two more IPA agents) able to carry its load. Some of the agents will start working on disassembling the Can Opener while the others provide cover fire. The IPA agents will defend themselves from Yuvon when he tries to stop them from stealing the Can Opener if he is not too distracted by the characters. They will also attack the characters if they try to stop them. They will attempt negotiating with the characters, either suggesting they let the IPA take the Can Opener in exchange for their lives or for help in defeating Yuvon.

After It All

Defeating Yuvon is by no means the end of this. Characters will need to either pack up the Can Opener or call API in to pick it up. Bargox Finn could become involved at this point if he has not already muddied the waters yet. Did Gerald White escape? Was Yuvon part of a larger plot? Who are the Slynstorn and what is their real agenda? Was Yuvon Fron acting alone or are there others of his kind operating in the shadows waiting for the right time to invade Earth? Will API want the agents to follow up on their leads and see if they can track Nayla Rowi down once and for all?

Experience

+1 for Successfully capturing the Can Opener without destroying it
+1 for Tracking Braga Treng without killing him (even if he kills himself)
+1 for Not allowing Yuvon to activate the Can Opener
+1 for Saving the API agent trapped in Rowi's Mirror
+1 for Keeping Rowi's agents from stealing the Can Opener's chip

Yuvon Fron (Fear 20)

Description: Yuvon is a dangerous creature from the dimension Vyrex. Known as Slynstorns in rare API documents, they are creatures with power over shadows. With an Action (Speed X, Stamina 4) they can move from one shadow to another, where X is equal to the number of feet/2 rounded down between shadows. If outnumbered or in threat of being defeated he will retreat to the darker areas of the warehouse where he will have an advantage. Yuvon may also try to cut all power to the warehouse and plunge it into darkness. His normal form is a slightly transparent shifting mass of darkness, riddled with claws, fangs and spikes everywhere. Yuvon does not make physical attacks, but instead his touch strikes right at the victim's soul. Yuvon discovered the Shadow Trade by accident, but proved himself easily with his gift of moving through the shadows. Through its inner workings, he heard of the Can Opener and took on the job of stealing it to open a portal to his homeworld and let an army of his kind through. He had heard whispers of API, but has doubted their existence... until now.

Statistics of Note: Health 40, Stamina 50, Actions per Round 4, Initiative +20, Movement 5, Magic Resistance +8, Stealth +20, Perception +10, Persuasion +15.

Combat: Non-lethal damage does not affect Yuvon, and Lethal attacks deal 1/2 damage, while explosive damage deals double damage to him. A character can notice one or a few of these observations during their course of fighting him with a Difficulty (15) INS + Perception check. **Bonuses:** Strike +8, Parry +7, Dodge +9, Roll +15, Grapple +11, Damage +4

- **Mind Thrash (Speed 3, Stamina 3):** Yuvon reaches out with 10 ft shadowy tentacles riddled with spikes as it slashes at their soul. A successful strike causes the player to temporarily lose 1 INS point for two days. If their INS is reduced to Zero they instantly become unconscious for 24 hours. In addition, they develop an insanity based on the nightmares they suffer over those 24 hours.

- **Soul Choke (Speed 10, Stamina 10):** Yuvon must be within 5 ft of the target and make two consecutive grapple checks to wrap himself around the victim like an anaconda. He cannot Dodge or Parry attacks, but can still use Mind Thrash to attack other characters. The target of the Soul Choke must make a successful Difficulty (15) INS + Discipline check every turn or lose 1 point of INS per Round. They are unable to move while being soul choked, but can still talk. If they successfully prevent the effects of Soul Choke for two consecutive Rounds,

they break free.

Slynstorn

Description: If the Can Opener is activated, four portals will open up inside the warehouse, as Yuvon did not have time to correctly calibrate the device for more. Two Slynstorn appear out of one of the portals every minute until the Can Opener is shut down. They have the same abilities as Yuvon, but different Statistics and Bonuses.

Statistics of Note: Health 30, Stamina 30, Actions per Round 2, Initiative +15, Movement 5, Magic Resistance +8, Stealth +10

Bonuses: Strike +5, Parry +5, Dodge +5, Roll +10, Grapple +8, Damage +2

Braga Treng

Description: Coming from humble criminal beginnings, this job is Braga's greatest accomplishment. He has a track record of being loyal to the point of stupidity and never asking too many questions. He is also a skilled mechanic, but weak-willed, so he easily fell under Yuvon's spell. In return, Yuvon financed him with his newly acquired Monkey Arms, which make him slightly more formidable.

Statistics of Note: Health 29, Stamina 30, Actions per Round 3, Initiative +15 Movement 15, Acrobatics +10

Combat: He is a classic street fighter, the one thing he was good at growing up, and loves wielding a knife. If encountered outside of the warehouse he will have an automatic shotgun (page 63). **Bonuses:** Strike +11, Parry +6, Dodge +9, Roll +11, Grapple +14, Damage +5

Special Abilities: Monkey Arms (page 64) and the Adaptive Combatant (Brawler) technique.

The Can Opener

Durability: 100 (AR 10/3)

The Can Opener is a long cylindrical object, about ten feet long and five feet wide. It has a lens at one end and a power hook up at the other. Setting the number of portals, their location and spacing are controlled from a touch screen panel on one side. This requires a Moderate (20) IQ + Computers check to set and shut down correctly. If the Durability of the Can Opener is reduced to 0 while it is on, it will explode dealing 30 (L) to anything in the area and any portals opened will instantly close. If it is destroyed while off it will not explode, and instead be irreversibly destroyed.

Adventure Two: The Amazonian Quick-Step

Summary

A portal to an unknown dimension prompts API involvement deep in the heart of the Amazon Rainforest. However, upon arrival, agents quickly find themselves mired in the machinations of the Dog Pack (page 53), who have stumbled upon a new demon that threatens the entire earth!

Chapter 1: Departure

The characters are briefed on the myriad of happenings in South America by their briefing officer, a larger woman by the name of Wallace. One of the large concerns is a portal that has opened up in the middle of the Amazon. It's abnormally large, which usually means trouble, so the company wants an investigation. This is a special case, since they usually don't set foot that deep inside the rainforest. The agents need to head into the Amazon and establish contact with whatever has come out. If it's peaceful, bring it in for registration. If it's not, put it in whatever shape of pine box it fits and sink it to the bottom of the river.

API has several methods of deploying the characters into the Amazon, but the quickest way is to drop them off via helicopter. Wallace wishes the group luck and bids them to visit a nearby API stockpile to gear up and prepare while the helicopter refuels. API doesn't wish to aggravate whatever awaits the team, so the helicopter is cloaked by magical and technological means. As an extra precaution, it will retreat over a mile away after delivering the agents to avoid being detected and perceived as a threat.

Once at the armory, the characters are encouraged to take whatever they wish along with them. After all, this is an unknown demon race, so API wants to make sure things go smoothly - either by negotiations or by force. The Armory is unmanned, but security is top-notch. Cameras line the outside

wall and automated turrets wait inside. A small fingerprint scanner allows the characters access through a roll-up metal door to racks of weaponry. The characters can take whatever they feel they may need, but a list has been drawn up and texted to them depicting what constitutes a good amount of gear: a few Machine guns, a Rocket Launcher and at the very least two assault rifles or machine pistols should suffice. When ready, they can board the helicopter on the roof and prepare for a short flight.

Inside the helicopter, they meet Aelah Mata, the adept assigned to their squad for this mission.

Aelah Mata

Description: After joining API after an encounter with a ferocious Loch, Aelah was taught the Path of Portals. She has no real squad and acts as a floater between ERUs, offering her magic as a way to make things easier for the squad she is assigned to. Aelah is constantly busy, but knows her way around firearms and martial arts. In the rare time she has off, she offers training for new recruits and old hands alike.

Motivations: Aelah wants to keep her squad alive, so she will provide whatever support they need, lethal or otherwise. She wants everyone to make it home so they can all share a pitcher of beer together.

Statistics of Note: Health 35, Stamina 21, Initiative +10, Movement 8, Survival +4, Persuasion +5, Discipline +8, Knowledge +5, Magic Resistance +5, Perform +3, Athletics +8, Perception +8, Fortitude +4

Combat: Aelah uses her heavy pistol first, her martial arts second, and her portals magic last. She is a skilled combatant and puts herself in the line of fire to save one of her friends.

Bonuses: Strike +6, Dodge +5, Parry +3, Roll +7, Grapple +3, Damage +2

Powers: Aelah has all spells from the Path of Portals.

Talented adepts are in short supply, so she won't be a permanent member. She is a capable agent and enjoys getting to know the other agents during the rather soundless flight.

Chapter 2: Arrival

The agents see the wide expanse of the rainforest below them. The Amazon River can be seen far away in the distance, but other than the mountains of the region, nothing other than the vast tracts of the land can be seen. No sign of civilization can be spotted.

Of course, the Portal opened near a camp belonging to one of the Dog Pack, and they are scrambling to contain it and see what they can get out of it. Tremors Communications has painstakingly moved the majority of its camp from two miles away across the terrain over the past few days, but has most of their non-essential supplies at the older site. Their security is still being setup as they are just getting established, but their old base makes an excellent place for the helicopter pilot to throw down the rappel lines.

- To rappel out of the helicopter, the characters must make a Difficulty (15) AGY + Athletics check to exit quickly and gracefully. Those who fail don't fall, but merely end up tangled in a tree or covered in dirt after an undignified landing. A critical failure ends up with straps breaking, ropes straining under their weight, and 15 (NL) (Difficulty (22) AGY + Acrobatics to half damage). Due to tree canopy cover, the helicopter cannot go any lower.

The pilot radios from the cockpit and informs them he's set them down away from the open portal, due to activity surrounding the area. His on-board surveillance equipment is reading humanoid heat signatures and some vehicles. The same sort of heat signatures can be seen trekking through the jungle towards the portal as well. The agents can contact him if they need to, but his role is essentially done for now.

Once on the ground, the characters quickly notice that there are signs of a camp that was hastily abandoned and moved. Tents stand empty, metal and plastic totes sit half-sunk in mud, tables look to have been cleared, but rubbish and various mechanical tools lie strewn around the entire site.

A dramatically clear path runs straight out of the camp almost as if someone has etched a crescent-shaped hole through the trees without cutting anything down and keeping it unseen from above. Those familiar with the Path of Portals instantly recognize the work of the Summon Pathway spell (page 108 of API Corebook). Aelah can point this out if the characters are not familiar with the spell.

The remnants of the camp still retain clues to what was going on before the move: Empty bottles of water are stacked up in a ditch alongside the camp, truck tracks are easily seen etched in the mud, a Moderate (20) IQ + Knowledge check can make out top of the line soil analysis equipment still packed in their cases, various equipment can be seen to have the "Tremors Communications" logo emblazoned on the side, and collapsible outhouses can be seen not too far into the forest. Mystical means reveal that not a heck of a lot ever happened here: no scientific analysis other than checking the weather, a lot of card games, and they were here without replacements for months. The workers received supplies from helicopter drop offs and had a few adepts and cyborg henchmen among them. The last thing they did have was a huge alert about the portal opening up (or something very similar to it in the exact place), used the Summon Pathway spell to create a road, piled into their trucks after gathering enough food, beds, and guns, and roared off. They looked to be about 30-40 men and women, mostly armed with pistols and a few automatic rifles.

The characters can conveniently follow the road summoned up by Tremors Communications, which is approximately 30 ft wide and 15 ft high. It runs the length to the portal camp and trucks can be seen far in the distance still rumbling along it. There are no members of Tremors Communications traveling the road on foot, and it is relatively easy to start running down the road with no one noticing until a stone is thrown away from the second camp. No one is paying attention to the road behind them as they are all focused on dealing with the giant swirling purple energy ball in front of them.

The energy ball is a portal to a dimension dubbed Martakka, and the characters can see 35 people walking around wearing radiation suits and hazmat suits. Eight of the suit wearers are carrying plastic cargo containers into the portal, while eleven others stand guard over the site with machine guns.

and automatic rifles. Six of them are examining the portal and scanning it with a variety of devices (Difficulty (15) INS + Perception checks to notice they include Geiger counters, air scanners, EMF detectors, and infrared sensors), while the remaining ten workers are unloading the trucks from the first camp and setting up the basics for a camp.

Sticking their badges out and yelling that they are agents of API will get the characters full of holes. They will gladly shoot through their comrades to kill a trespasser, as they will be rewarded greatly for the corpse of an API agent.

Chapter 3: Getting In

There is a multitude of ways into the site, but as the characters approach, they can hear the sounds of the road un-making itself around them. Unless they succeed at Moderate (20) AGY + Athletics check, the forest closes up around them and they are immersed in trees and vines. The camp is merely a few feet away, but the rainforest provides perfect cover from the employees of Tremors Communications. However, sprinting into the camp alerts the guards and bullets will fly. Use stats for Thugs (page 164 of API Corebook) for Tremors employees.

The employees will shoot anyone they don't recognize before asking questions. They have been in the rainforest now for months and know everyone else very well. Trying to wander in and look like they belong or they are a high ranking official from Tremors Communications is a good way to never be seen again, but swiping a full-body radiation suit from a crate close to camp's edge (requiring a Moderate (20) AGY + Legerdemain check) isn't too hard. There are over 50 of them in case of leaks and tears, and the guards don't appear to be checking people in suits.

If the players want to skirt around the camp, breaking necks and dumping corpses in the foliage behind them, they must make Tough (30) AGY + Stealth checks, as sneaking up behind someone in a jungle is a slippery and noisy task, followed by Grapple and Strangulation checks. It's not easy, and only 5 of the 11 guards are close enough to grab.

Other ways in could involve a distraction, magic, or other player inventiveness. The guards investigate disappearances, explosions, bright lights, shouts, or practically anything else happening in the rainforest. They are all jumpy as they are just discovering a whole new demons.

Once inside the perimeter of the camp, the players can do what they wish, but a few things can be gleaned from poking around and listening in to random conversations:

- From overhearing conversations or checking over readouts and equipment, there doesn't seem to be any radiation in the area, but the air supply might be contaminated by an unknown mutagen. It is unclear if the suits (which contain their own air supply) are actually effective against the threat.
- Contact with the new demons has been made. The workers keep referring to someone called the Other. There is a trailer in the center of camp hooked up to a truck that looks almost like a small bunker. The Other is inside, but there are no ways to see inside without opening a huge sealed door.
- There are four trucks in total. They are military grade vehicles with an enclosed back, armor plated and accessible from a man-sized hatch on the roof and double doors in the back.
- The group scanning the portal and taking readings are planning on closing it up once their main team comes back from the other side. Several of them have gone through the portal and returned unharmed. The other dimension is a barren wasteland without much to take. They have all the information they need now.
- There are two guards with cybernetic implants: One, Vasco Cabral, has a Sonic Implant (page 63). The other, Marco Chaves, has a Heavy Weapons Upgrade (page 64) and is carrying a mini-gun over his back.
- There are also two adepts at work here as well. One knows the Path of Portals, while the other knows the Path of Wood. One of the adepts is in charge and her name is Fatima Neves.

The players are welcome to do whatever they want, but may need a reminder that API would want to contact this new species and try to get it to sign on with them, instead of turning the entire place into a fireball.

Help from Above

If the squad needs a hand, they are welcome to call in backup firepower from the helicopter that dropped them off. No one will mind. In fact, blowing the base camp of a member of the Dog Pack to less than rubble would be seen as a good thing after all the facts are revealed. The helicopter can act as an emergency pick up or a total annihilation brick.

- **Pickup:** If the players just want to be picked up, it must uncloak to open its doors, but won't do that near a hostile environment. The characters must head out nearly half a mile away from the camp through treacherous terrain before the pilot will consider picking them up. Once the players or the helicopter have secured the camp by eliminating all possible threats, it can pick them up wherever they like.

- **Death Machine:** If the players want to have the helicopter wipe every last trace of the camp from history, the pilot is happy to oblige. They do not need to de-cloak to eliminate every trace of the workers in a fireball of missile explosions and a flurry of Vulcan mini-gun rounds. It takes them all of 5 rounds to accomplish this, but any agents within the camp are made into mincemeat too without any sort of magical or technological protection. Aelah suggests that the team use this as a last resort only, as why they are here and how they found the portal is still unclear.

The Trailer

The key-coded and swipe-card protected door is the only way into the sealed trailer, barring magic or amazing feats of strength (Legendary (40) POW + Athletics). It is not magically protected, so magical attempts to gain insight work just fine. What lies inside, however, is a lone man by the name of Felix Pinto, in the same suit as the others, but without a mask. He sits quietly staring at his hands and seems quite tense, even paranoid. If the characters make it through to him and question him, Felix swears there is nothing wrong with him. He begs the agents to spare his life and is still unsure why he is being held captive.

In truth, he is not infected. He is completely immune to the airborne virus that now rampages through the camp, due to his Leukemia. He was

locked inside the trailer because his co-workers sensed something wrong with him. It's true he's not like them at all anymore... he is still thinking like a human.

Through a Portal Lightly

If the players take the plunge and enter the portal, no one moves to stop them or question them in any way as long as they are wearing protective suits. When stepping into the portal, the agents feel their ears pop, their knees weaken, and their stomachs churn. The transport is instantaneous and it takes just as long to realize Martakka is a lifeless wasteland. A gray desert runs for as far as the eye can see, and a gale force wind makes everything murky through the visor of the suits (without the suits it is impossible to keep ones eyes open at all). Weird structures rise out of the sand far in the distance. Those with binoculars or good vision can make out that the structures are actually gigantic piles of bones reaching nearly 70-80 ft high. There are at least sixteen piles within sight, but the portal is still glowing brightly behind them.

The main thing that the characters can see is the corpse of what appears to be a bipedal lizard creature. It appears to have recently died. There is a temporary camp made up by four employees of Tremor communications, three of which are crowded around the fourth who is wracked with coughs. Camcorders are pointed in every direction, soil samples and air samples lie in test tubes in temperature-controlled containers, and there are four assault rifles piled on a small card table. The team knew the creature was dead when they arrived, having taken skin, bone, DNA and other samples. The agents are welcome to further investigate it as much as they like. On a successful Tough (30) IQ + Medicine check, they can tell it died of starvation.

Exploration is possible, but there's not much to find or the time to reach the bone piles without the use of magic or other ingenuities. The skeletons are from the same bipedal, reptilian species. The Tremors Communications research team believes the creatures knew their death was eminent, so they crawled to their final resting place atop the carcasses of their compatriots. They believe, as well, that an airborne virus was responsible for killing off every single living organism on this world: plants, insects, other species, and even microorganisms.

When the agents show up, the group from Tremors Communications is trying to help the female worker to her feet. It's clear that she is still unreasonably unwell, but is still telling her co-workers that she is just fine. Stranger, they seem to believe her.

Unless the characters intervene, they haul the woman to her feet and head back to Earth, leaving all the equipment behind. If they question the workers carefully, they say they were doing their last investigating after Fatima Neves took ill. She collapsed out of nowhere, shaking and sweating so badly that they thought she would die. She pulled through the worst of it, but they plan to take her to a hospital later today, since they are leaving the camp for good. After all, this dimension was a bust, and there is nothing to salvage.

If the characters point out that she's obviously not well and probably contagious (which she definitely is), the workers brush it off and do not take them seriously. Turns out, the entire Tremors team is infected with a sentient virus based out of Martakka, able to hijack their hosts' sensory input and tell what is going on. It spreads rapidly and wipes out entire dimensions with relative ease as it grows more and more resilient with every species it chews through. The virus is making the team think slowly and make poor decisions. It wants the Fatima and her fellows to head back to earth to infect the population.

If the squad eliminates the workers while in Martakka or simply head back to Earth to closing the portal up, the crisis has not been fully averted. In fact, now they are the ones who will go out and infect everyone back in the camp. All they have done is eliminate a good method of communicating with the virus and getting instant feedback.

Chapter 4: Infection Begins

When the players get back from otherworldly parts, the camp is being hastily abandoned and driven away along the same sort of roads it took to get. If the agents stayed out of the portal the whole time, they see a group stumble out carrying Fatima, close the portal, and enter one of the trucks. She

does not enter the containment trailer and as soon as the team boards, the trucks honk their horns and peel out leaving, many of their compatriots behind. Those 13 people left in the camp all suddenly vomit gouts of blood inside their suits and die. The virus weighed their usefulness and deemed them irrelevant so it forced their bodies to shut down. The characters are currently safe as the virus recognizes that they are not from Tremor Communications and may still have some use. As the trail of trucks are about to hit the trees, Fatima casts her Summon Pathway spell, and the tree line bursts open.

What happens now is up to the players. Presumably the agents want to hitch a ride on the trucks or ensure that they don't go anywhere, if they have heard about the virus. This makes sabotage or fisticuffs very likely and effective. If they contact HQ, they will be told to take out anyone who is infected before they reach civilization and stay put for decontamination themselves, as they now present a risk to the population as well. On top of all this, API needs to know why these people are here and what they know. They are told to keep someone in a position of power alive and question them immediately, if possible.

There are a number of different ways the characters can go about this, but here are a few good ones:

- **Helicopter:** Calling in the helicopter to wipe out the convoy is a great idea. If the two employees with cybernetics have been taken out, the whole formation crumbles in 2 Rounds with a fair amount of yelling and rockets firing off in random directions. If the cyber-enemies are still at large, the helicopter manages to take out one of the trucks before either the mini-gun or the sonic attack drives them off damaged, but still functioning. If the characters need a lift onto the trucks, the helicopter can provide that as well.

- **Jump on and Fight:** As the agents are fighting their way through the trucks, taking them over and running others off the road, the city of Manaus looms in the distance once they end up on the last truck. Unless the characters mess up spectacularly, they have plenty of time to deal with the trucks. There are now 21 total individuals worth fighting including both cyborgs and both adepts. There are 6 in the back truck and 5 in every other. The back truck contains Marco Chaves with his mini-gun, while the front contains all other named characters in this scenario. The trucks are incred-

ibly roomy and are well-suited to fighting in or dropping grenades in through the hatch up top. The drivers are in a separate compartment that is only accessible by either the driver door or the passenger door. To get in from outside, a Difficulty (15) AGY + Athletics check would be required.

- **Close the Pathway:** The agents can try to take out the adept and cause the Summoned Pathway spell to fail. She is in the front-most truck along with Vasco Cabral and Fatima, sitting next to the driver, but the players wouldn't have too much difficulty getting on the back truck and driving up to the first. Leaping between moving trucks requires a Moderate (20) AGY + Athletics (Jumping) check, with a failed check leading to 15 (L) and perhaps getting run over by the trucks. Once she is unconscious or dead, the characters have one Round to get off of the trucks at all costs. Everyone in or on the trucks take 20 (L), ignoring any AR, or 40 (L) if they are not wearing a seatbelt or a similar apparatus when the spell fizzles, as the rainforest reclaims the roadway and the all the vehicles are instantly stopped. If the players are unaware of this, Aelah will tip them off that they will need to get off the convoy quickly.

- **Report In:** the agents can try to call headquarters to cut the trucks off and eliminate them, but the company unfortunately cannot spare the manpower. The best they can do is an air strike launched from a nearby military base, but they won't be able to pinpoint the envoy's location until they are well within urban area. Hundreds of people will die in the explosion and the government will take the blame. A last ditch effort, but API will do it if they have to.

- **Run Them Off the Road:** If characters get a hold of one of the trucks, it's possible to run the others off the road and collect the passengers later. They will attempt to regroup, but face a long trek back through the rainforest, which would take days. In that time, API could easily mop them up using helicopters and magic. To run another truck off the road, the drivers of both vehicles must make opposed AGY + Vehicle Operations checks. If the attacker wins by more than 10, the other vehicle ends up off the road, imbedding itself in the jungle. All the passengers take crash damage as well, which is anywhere between 10 (L) and 30 (L) depending on their speed.

Chapter 5: Less Than Negotiations

Once the players have immobilized the convoy, the virus (inhabiting Fatima) will wish to communicate with them. If they killed Fatima and anyone else, it ups the infection in one of the agents and speaks through them. The character with the lowest VIG score (if tied, pick whoever works best or is absent that session) goes into convulsions and their temperature skyrockets until they speak with a much deeper voice.

When the virus speaks, it obviously is not the person in control anymore: their head hangs, they barely breathe, their eyes are bloodshot, and blood drips from their mouth. The virus acknowledges that the agents represent the defense of this dimension, but it requires a more suitable host than what it has encountered so far. It doesn't wish an all out war with the denizens of Earth, as they have the biggest variety of creatures so far. While it could adapt to infect all of them, it would take far too much time. Cooperation is much swifter to finding its perfect host and carrying on.

This is where the bargaining takes place. The agents must have a discussion on which species the virus is going to take over. They've seen what happens to the virus' previous hosts, so the decision is not one taken lightly. It prefers one that is swift and intelligent, but will settle for one that only has one of those traits. It is not negotiating, but is instead demanding.

If the agents refuse, it will kill them all off after taking over a nearby insect and using that vessel to go forth and infect humanity. It will be frank about this, as well, as it doesn't really want that option. Calling HQ, the agents will be advised to offer the Harpy Eagle, an almost extinct bird in South America, but the virus will refuse. It needs something sustainable and will now only talk to the players, refusing anymore of API's suggestions.

The agents have the power to practically wipe out a race from Earth, obviously not humanity. If from the animal kingdom, the damage to the food chain is catastrophic. If from one of the demon races, the fallout towards API engineering a virus geared to wipe them out would be terrible. The

A Workaround

It's fairly impossible to pull a fast one on a being inhabiting one's own body, but if the players are incredibly quick to think on their feet, or have a decent heft of magic at their disposal, they can pull it off. Written notes or text messages can be passed back and forth as the virus has not yet had the time to figure out how to read. If one of the characters can get word back to headquarters, they can clear Drom (page 36) for them to come in for studying. Now, as the virus is one, large, sentient being, it will notice if part of itself disappears, but Drom can confuse it as time moves at a different speed than Earth. The character can be studied and hopped up on various antibiotics that do nothing for months, while the rest of the team wait in a sort of stasis outside. It takes nearly a year of Drom being quarantined (about 3 minutes to the outside world) for a cure to be worked out between several different dimensional brokers, but it works. The character is cured and sent back to the jungle through a portal with an invisible gas already dispersing from a gas grenade in their pocket. This gas cures the characters and all others within a 2km radius and kills all traces of the virus.

However, disaster strikes if all the characters go to Drom. As the majority of the virus's consciousness is now in one place, it kills the characters and uses Drom for its own ends. Quickly, API shuts it down operations in the dimension, and the virus burns itself out (thousands of Earth years later). Drom is lost as an asset.

Council Most High could jump start another war with API and the characters would be in the middle of it. They need to pick something to serve as the virus's host, but once they do, that race has only a year or two left before the virus runs its course and moves on to another dimension. If they cannot decide, it takes humans (no their first choice) and the fight is lost.

Conclusion

Once they have chosen a race, the agents must locate a member of it to infect. The virus happily hops into its new body, but can still kill the characters until they are far away and the virus is sure it has been released upon the world. The ramifications of this decision should be felt for years to come as they have just dramatically changed the face of the planet.

After the virus has taken its leave, the agents start to feel better. If there is still an employee of Tremors Communication, API takes them into custody for questioning and the players have an interesting debriefing to attend. Their choice may be praised or utterly damned, but it should be interesting to say the least. The virus can be tracked based around how many of the species are left, but it is impossible to contain due to its impossibly high rate of infection. Tremors Communication is still at large, as well, and should be investigated, which could lead to new discoveries about the Dog Pack.

Experience

+1 for Finding a race that impacts the planet the least.
+1 for Taking a member of Tremors Communication prisoner, leading to an investigation of the Dog Pack.
+1 for Not causing any direct casualties.
+1 for Ensuring that Tremor Communications goes under with all personnel.
+1 for Finishing the truck chase scene intact.

Fatima Neves

Description: Once a middle manager for Tremor communications, Fatima has now become the nexus of infection for an intelligent virus from another dimension. Out of all those affected, she is the only one who has had her thought process dramatically affected, due to the virus's unfamiliarity with our genetic makeup. When she gives a command, it's the virus talking. When she has urges, that's the virus triggering chemical reactions in her body to make her desire or hate things. She is the leader of the camp and the only person with a swipe key for the trailer containing the Outsider.

Statistics of Note: Health 30, Stamina 23, Initiative +9, Movement 8, Actions per Round 3, Persuasion +5, Discipline +10, Knowledge +10, Magic Resistance +8

Combat: She has the training and brains to lead squads through war zones, but after being infected, Fatima follows what the virus tells her to think. It wants her to survive and infect others by reaching civilian centers. In combat, she will use a submachine gun to defend herself, but will talk to those threatening her before pointing it at anyone.

Bonuses: Strike +7, Dodge +5, Parry +4, Grapple +4, Damage +4

Powers: Fatima has all spell from the Path of Portals.

Marco Chaves

Description: After running with a gang since childhood, Marco went into being a bodyguard, before being scooped up by Tremors Communications for employment in their special branch. The job provided free cybernetic modification and fantastic pay, so Marco didn't care that he was merely a thug once more.

Motivations: He doesn't care much for his employer, but loves the money and the lifestyle it provides. If offered a large sum of money (10k or so) to back off, he'll reluctantly take it, but he'll still need a ride out.

Statistics of Note: Health 40, Stamina 32, Initiative +10, Movement 7, Actions per Round 4, Survival +9, Knowledge +5, Magic Resistance +9, Fortitude +10, Intimidation +4

Combat: He uses his mini-gun (page 63) at every available opportunity, as it's rare he gets the chance outside of the rainforest. **Bonuses:** Strike +7, Dodge +4, Parry +4, Roll +6, Grapple +11, Damage +5

Vasco Cabral

Description: Vasco was just into his early twenties when a fire burned a large portion of his face. After he healed up, he knew he would never look the same again and looked for something to help. Having no money limited his options, so Vasco wound up with Tremors Communications who didn't fix his face, but made him useful with his new Sonic Implant (page 63).

Motivations: Vasco resents that Tremors didn't offer him plastic surgery, but is determined to prove that he can do the job well enough to deserve it. He will fight to the very end against practically any odds. He hates the company, but knows he must rely on them... especially for maintenance on his implants.

Statistics of Note: Health 31, Stamina 27, Initiative +12, Movement 9, Actions per Round 3, Knowledge +4, Magic Resistance +6, Athletics +6, Vehicle operation +5

Combat: Vasco will use his Sonic attack, regardless of who gets in the way with the exception of his important comrades. Magic puts him on edge because he's superstitious, so he would rather not hurt an adept. After Sonic attacks, he will fall back on his automatic pistol. **Bonuses:** Strike +6, Dodge +4, Parry +3, Roll +8, Grapple +6, Damage +4

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