

ARMAGEDDON

the end times

THE SECTION 51 FILES

ENEMIES ARCHIVED



EDEN
STUDIOS INC

STEVEN TRUSTRUM



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THE SECTION 51 FILES

ENEMIES ARCHIVED

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DECRYPTION LEVEL OMEGA SUCCESSFUL++++++

From: Agent Nightowl, SOTF-COM Section 5I Command

To: Lieutenant General Darren Staple, Department of Defense [Office of Procurement and Supply]

Subj: PRETERNATURAL BIO-FORM INTELLIGENCE ANALYSIS [SERIES I]

Encl: (a) FORM IZ2TT0909C03

(b) PHOTO SERIES IZ2TT0909C03-000I to IZ2TT0909C03-00I8

Sir, please find within the requested intelligence concerning the most recent batch of X-encounter, preternatural bio-forms our globe-spanning teams have encountered. Preliminary analysis of dispersal and migration patterns would seem to indicate the Church of Revelations is increasing its efforts to alter Earth-native species to suit its needs. Evidence also indicates this is not the case in all instances.

Various team experts have reported a number of creatures of myths and legends from various cultures (most, in fact) are indeed real and "reawakening." We believe this has something to do with the nature of the current conflict, but that's just a guess. I have nothing to confirm the theory beyond the uncanny resemblance between what we encountered and tales dating back as far as before recorded history.

I have also attached a dossier constructed by myself and others on the European underworld mastermind known as "Crackerjack," along with data on new weapons of mundane and arcane origin I notice have not yet made their way into our files.

Anyway, back into the field for me, sir. I'm shipping out to [CENSORED PRIORITY CODE I2A] with my team tomorrow in pursuit of some leads concerning some of the data contained within. I don't envy you the decisions you're going to have to make about some of this intelligence.

INTRODUCTION

This work represents the first collaboration between **Eden Studios** and **Misfit Studios**, two companies that share a similar interest in providing enjoyable products of quality.

The creatures herein are presented in the format of a brief for an organization known as "Section 51." Just what is Section 51? Well, that will be explained in the future (as will AMPers, Section 51's psychic operatives, and Section 666, their "lab coat" branch), but for now you need only know it is a covert unit, organization or society with a vested interest in learning all it may about the supernatural—the creatures aligned with the Dark Apostle and Church of Revelations in particular.



PARABIOLOGICALS

The first portion of this document will detail the new parabio-logicals our teams have encountered since my last report. Each report is nothing more than an estimate of the creature's abilities, deployment and origins based on the information we had available at the time and have since accessed and researched for the purpose of this file. I have also compiled the data gathered from each encounter (when possible) and speculated as to the best course of action when encountering such creatures; of course, team leaders on the spot should use their own judgment to suit the situation.

ARISEN BEAST ADVENTURE IDEAS

1) Dogcatcher's Worst Nightmare: A city within which the Cast finds itself has been infiltrated by a Believer Cult. The cult has begun transforming the many stray dogs of the back alleys into an undead army on four legs to be unleashed upon the populace unless they are first found and stopped. Most likely, the unleashing of the undead dogs will be used to mask a more important operation or to cause chaos during an AoR offensive.

2) Dead Eyes In The Sky: The AoR has begun using Arisen birds as a cheap (if limited) aerial scouting tool. Under command, the undead bird will fly in a perimeter ahead of its Believer controller and circle anything interesting or return and lead its master to its findings. The Cast, of course, learns of this while being pursued through enemy territory, all the while wondering why their normally effective counter-tracking techniques have not shaken the foe from their heels.

3) Charge of the Dead: While operating in a terrain that is unfriendly to most vehicles, such as the mountains, desert or arctic, the Cast finds itself assaulted by AoR Believer troops riding undead mounts! Not only do the Arisen beasts give the enemy soldiers a great advantage of speed and maneuverability, but it also means the enemy will be more rested when the two groups encounter each other, possibly inviting a glorious charge against the Cast if the latter can be caught out in the open.

4) Dead in the Depths: The AoR has begun using Arisen sharks and dolphins to place explosives on navy and freight vessels in transit and while still in their harbors. Not only is this depleting the assistance flowing between the allied nations fighting along the European and American fronts, but it is also preventing valuable supplies from getting to their destination. The situation is intolerable. If the Cast is part of a naval game, they could be ordered to form a screen for a convoy or, if running a different flavor of campaign, they could be charged with finding and destroying the site(s) responsible for creating and unleashing these aquatic abominations.

CODENAME: ARISEN, BEAST

Case File: 1Z2TT0909C03-0001

Habitat: Anywhere.

Noted Behaviors: Aggressive, yet under the control of a Believer.

Organization: Solo or in packs, as their masters desire.

Encounter Recommendation: There's nothing to be done but keep putting

ARISEN AND MIXED SIGNALS

When two or more Believers attempt to deliver conflicting commands to Arisen of any type, the Believers in question must enter a Resisted Simple Willpower Test. The Believer who results in the most Successes is the one who controls the Arisen for that Turn.

firepower into these undead animals until they drop. It is also wise to use one's terrain to exploit the creature's limitations—climbing a tree to escape an Arisen dog, for example. Unfortunately, unlike most live

beasts, fire does not deter or scare off their undead counterparts.

It is likely the AoR has been using undead animals for longer than we suspect, but now we can't help but take notice. Just think of what it means to our operations if the enemy is deploying guard dogs that do not sleep or grow tired while standing with a statue's unflinching vigilance, or how about horses that easily enable scouts to traverse the countryside without pause for rest? Worse still, imagine motley throngs of violent beasts unleashed upon our lines, twisting amongst our troops to create confusing and suicidal lines of fire without concern for

themselves. There is no real limit to the uses these undead may be put to.

ARISEN BEAST POWERS

ATTRIBUTES: Arisen have the normal Attributes for animal of their type, but gain an additional +1 bonus to Strength and Dexterity. The undead animal has no Endurance and no Essence Points.



BELIEVER CONTROL: Arisen beasts follow the orders of any Believer they encounter.

REMEMBERED SKILLS: They have the same skills they had in life, but use them at a -1 penalty (this penalty is already factored into the skills listed.)

UNDEAD: The Arisen beast has double the normal Life Points it had when alive with a +10 bonus (after multiplying), but once it is reduced to 0 it collapses and dies. Until that happens, it continues to fight, even after losing limbs or other body parts.

CHRONICLER'S NOTES

While trained to kill people, a typical soldier may hesitate when it comes to harming or killing an animal, granting Arisen beasts a momentary advantage in combat while the person realizes what it is they are dealing with. Arisen beasts also have the advantage of being much tougher to kill than most people expect of an animal, often granting them an extra opportunity to move in for the kill before the target realizes their error.

Arisen mounts are also seeing wider use despite their archaic nature, especially in incredibly harsh environments and difficult terrains. Although a living horse would quickly freeze to death in sub-zero temperatures, for instance, an Arisen horse is unaffected by the cold. What's more, such mounts do not require food, water or rest, nor do they require gasoline, allowing AoR patrols to dramatically extend their range and field operation durations.

TYPICAL ARISEN DOG

Str 3 Dex 5 Con 3
Int 2 (Animal) Per 4 Will 3
Life Points: 56
Endurance Points: N/A
Speed: 31
Essence Points: 0
Skills: Brawling 3, Dodge 0, Notice 2, Tracking 1
Special Powers: All Arisen Beast Powers
Damage: Bite D6 x 4(12)

TYPICAL ARISEN DOLPHIN

Str 5 Dex 6 Con 2
Int 2 (Animal) Per 4 Will 2
Life Points: 43
Endurance Points: N/A
Speed: 31
Essence Points: 0
Skills: Brawling 1, Dodge 0, Notice 2, Swimming 5
Special Powers: All Arisen Beast Powers
Damage: Ram D4 x 5(10) (+1 to multiplier per 10 yards "run-up" to impact, max +4)

TYPICAL ARISEN FALCON

Str 1 Dex 6 Con 2
Int 1 (Animal) Per 6 Will 3
Life Points: 32
Endurance Points: N/A
Speed: 37
Essence Points: 0
Skills: Brawling 1, Dodge 1, Notice 3
Special Powers: All Arisen Beast Powers
Damage: Talons D6(3); Bite D4 x 2(4)

TYPICAL ARISEN HORSE

Str 7 Dex 5 Con 6
Int 1 (Animal) Per 4 Will 3
Life Points: 170
Endurance Points: N/A
Speed: 37
Essence Points: 0
Skills: Brawling 1, Notice 2
Special Powers: All Arisen Beast Powers
Damage: Trample D8 x 7(28)

TYPICAL ARISEN SHARK

Str 11 Dex 4 Con 4
Int 0 (Animal) Per 4 Will 3
Life Points: 180
Endurance Points: N/A
Speed: 31
Essence Points: 0
Skills: Brawling 2, Notice 2, Swimming 5, Tracking 2
Special Powers: All Arisen Beast Powers
Damage: Bite D12 x 12(72)

CODENAME: ARISEN, BEHEMOTH

Case File: 1Z2TT0909C03-0002

Habitat: Anywhere.

Noted Behaviors: Like standard Arisen, a behemoth is largely inactive and mindless except when following orders, at which point it carries out commands with the blind dedication of the dead. The behemoth has little capacity for individual initiative, tactical judgment or decision making.

Organization: Most often operates alone or in pairs with Believers nearby to control them.

Encounter Recommendation: Flee into cover and attack from a distance with as much ordnance as may be brought to bear. Lacking support or heavy arms, escape is the best option. Small arms are largely ineffective against the behemoth's (typically) heavily armored hide. If the necessary resources are unavailable, ignore the behemoth and find the damnable Believer that is controlling it. If you can kill the puppet's master, the puppet will seek to fulfill its last command and then await fresh orders barring an immediate threat. Of course, if its last order was to kill you, you are pretty much S.O.L.

As best as has been determined, the creatures we have coined the 'behemoth' are, in fact, a new form of Arisen. Somewhere, deep within the twisted and broken mechanisms of the 'dead' vehicles from which this monstrosity is formed is the revived corpse of a soldier that has fallen in battle (many of which, sadly, are our own troops.) Much like the undead our forces are now growing accustomed to facing, these horrors act with utter relentlessness and ruthlessness.

Despite its imposing strength and undying will, we have learned the process that allows the Church of Revelations to reanimate these monstrosities has at least two limitations:

First, it seems only the corpse of someone with a talent for operating the machinery the body is merged with shall suffice. Any other corpse seems to burn up and turn to ash

during the merging process. Unfortunately, this does not count for much when the Dark Apostle's acolytes have entire battlefields of destroyed vehicles to scour for acceptable candidates.

Second, the machines to which the qualifying corpse is bonded (all of which must be of relatively the same classification, by the way) must all have been destroyed in combat. Our best guess as to why is the Arisen's flesh rejects the mechanical components if both are not equally awash in the taste of death. Thankfully, this means the Churchies cannot crank these suckers out of an assembly line, but (again) there is no shortage of destroyed vehicles for them to scavenge.

Regardless of how they are made and what the enemy's ultimate purpose for creating the behemoth may be, there is no denying that this new undead war machine is an extremely effective weapon. The behemoth's ability to appear as just another wreck makes their strategic value undeniable, especially in regions that have seen so much conflict as to have become vehicle bone yards, enabling the vehicular Arisen to wait until you are so close as to do nothing except die as they rise up and make themselves known.

BEHEMOTH POWERS

ATTRIBUTES: A behemoth's mental Attributes are built using the Arisen (*Armageddon*, pg 333) as their base, but instead of their usual Strength, Dexterity and Constitution Attributes they gain those befitting the general orgy of vehicular destruction they are bonded to, as described by the Vehicle Body Power (to follow.)

VEHICLE BODY (BY TYPE): A behemoth's Arisen can only merge with vehicles of the type for which it was a skilled pilot in life, requiring 3 or more levels of the appropriate skill before joining the ranks of the undead. What's more, all the vehicles comprising the metal body must have



been destroyed or severely damaged in combat. What constitutes "severely damaged" is up to the Chronicler, but a good guideline is the loss of one or more vital components (a destroyed turret for a tank, for instance) or a loss of 50% or more of the vehicle's total DC. New or lightly damaged vehicles will not suffice.

Instead of determining Life Points in the usual manner, average the remaining "Total" Damage Capacity listing (or the only listing provided if the Damage Capacity is not broken down into areas, or even just the DC remaining to the specific part if only a portion of a given vehicle is used) for all the vehicles merged with the corpse pilot. Do the same for the behemoth's Armor Value, using the component vehicles' highest AV if it has more than one or use that which is joined to the behemoth if only specific parts are used.

Fuel is no longer necessary, as the Arisen's undying energies keep the behemoth moving, but ammunition still needs to be replenished normally.

Any weapons mounted upon a behemoth use the Arisen's relevant combat skills (Guns, Driving or Piloting, as appropriate) to attack, gaining half the weapon's normal Accuracy as a bonus instead of the

full Accuracy modifier. This modifier has already been figured into the example stats to follow.

1) Auto Behemoth: This is the most common type of behemoth. It is comprised of regular automobiles and similar vehicles too heavy to allow the behemoth to be counted as a 'lighter' but aren't heavy enough to count as a 'tank.' Bombed-out and war-ravaged cities the world over are full of devastated, light civilian vehicles that can accommodate an Arisen parasite.

If any of the component vehicles mounted a weapon there is a 2 in 10 chance for each weapon that it remains operational. Roll separately for each weapon.

Auto behemoths have Dexterity 2, Strength 6 and Constitution 4. Speed is equal to half the average Speed of all the component vehicles.

2) Flyer Behemoth: Aircraft of any shape, type or size comprise this behemoth's metal body. 'Flyers' are a terrifying marvel to behold; their jets burn and propellers spin at impossible angles that should not allow

BEHEMOTH DC AND AV EXAMPLE

Consider a behemoth formed from an Abrams chassis with 325 DC remaining to its "Total" listing and a surviving AV of 175 coupled with a Holy Fist chassis with 400 DC remaining to its "Total" listing and a surviving AV of 210. A Bradley's turret, with 75 DC and an AV of 60 has been attached to act as the Behemoth's right arm. Averaging the three DC and AV values, the resulting behemoth has DC 267 $[(325 + 400 + 75) / 3]$ and AV 148 $[(175 + 210 + 60) / 3]$.

these monstrosities to achieve flight, and yet they soar across the skies. For maneuvering and piloting, the Arisen uses its best Piloting skill that applies to any of the vehicles.

If formed from a combat vehicle, there is a 3 in 10 chance that any surviving weapon system will still be active (roll separately for each), although its location on the behemoth's bulk may restrict its field of fire or otherwise hamper its use.

Flyer behemoths have Dexterity 2, Strength 4 and Constitution 3. Flying speed is equal to one-quarter the average airborne Speed of all the component vehicles.

3 | Lighter Behemoth: Formed from light vehicles such as motorcycles, scooters and minis, the 'lighter' is an agile—if comparatively weak—behemoth.

Such small, compact vehicles rarely sport any weapons, but if they do there is a 1 in 10 chance for each that it remains operational. Roll separately for each weapon.

Lighter behemoths have Dexterity 3, Strength 2 and Constitution 2. It is also able to leap up to 10 yards as an action, minus 1 yard per 500 lbs of weight beyond the first 500. A Simple Dexterity Test is needed to land the jump with failure indicating a stumble or trip, costing one action to recover. Speed is equal to the average Speed of all the component vehicles.

4 | Tank Behemoth: A 'tank' behemoth is mainly formed from the remnants of heavy machinery, including earth moving vehicles, main battle tanks and/or personnel carriers. Such behemoths are slow but heavily armored and strong.

If formed from a combat vehicle, there is a 3 in 10 chance that any surviving weapon system will still be active (roll separately for each), although its location on the behemoth's bulk may restrict its field of fire or otherwise hamper its use.

Tank behemoths have Dexterity 1, a Strength of 1 per 5 tons of its "body's" weight, and a Constitution of 1 per 10 tons. Round down all fractions. The behemoth's weight

will typically be the average of all its component vehicles, and its Speed a lumbering one-third the average Speed of all the vehicles.

BELIEVER CONTROL: Behemoths follow the orders of any Believer they encounter.

REMEMBERED SKILLS: Behemoth Arisen have the same skills they had in life, but all except the relevant Driving, Piloting and/or vehicular combat skills suffer a -1 penalty (this penalty is already factored into the skills listed.)

UNDEAD: Despite the dark sorcery that fuels their life beyond the grave, behemoths collapse and die when their Damage Capacity is reduced to 0. Until that happens, they continue to fight, but when the behemoth's metal hide is destroyed or otherwise removed from its flesh components, the Arisen within is likewise ended.

CHRONICLER'S NOTES

The bonding process is not without its faults, making a behemoth dumber than most other Arisen types. As such, behemoths are never entrusted with important, tactical tasks because of their poor performance without a Believer on hand to do most of their thinking for them. Ongoing efforts continue to search out ways of improving this process towards the goal of inserting an Arisen corpse into a vehicle fresh from the assembly line. Such a success would increase the behemoth's value exponentially.

TYPICAL BEHEMOTH "FLYER"

This example of a flyer-type behemoth is formed mainly from an assault helicopter with parts of an F-22 and Mirage 2000, all of which have (for the sake of simplicity) lost roughly half their Damage Capacity and Armor Value in combat before merging into the behemoth's body.

| | | |
|--------------------------------------|-------|--------|
| Str 4 | Dex 2 | Con 3 |
| Int 1 | Per 2 | Will 2 |
| Weight: 19,000 lbs (9.5 tons) | | |
| Height: 12 ft (4 m) | | |
| Width: 36 ft (12 m) | | |
| Length: 50 ft (16.67 m) | | |
| Damage Capacity: 75 | | |

Endurance Points: N/A

Speed: 20 mph (30 kph), 239 mph (358.5 kph) flying

Essence Points: 0

Armor Value: 22

Skills: Brawling 1, Dodge 1, Guns (Assault Rifle) 1, Guns (Combat Helicopter) 2, Guns (Missile Launcher) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 1, Piloting (Combat Helicopter) 3

Special Powers: All Behemoth Arisen Powers

Stomp D6 x 5(15); **Punch** D4 x 4(8);

Propeller Punch D8 x 5(20) slashing

Remember to add half the weapon's normal Accuracy as a bonus to any attack roll instead of the full Accuracy.

ARMAMENT

30mm Chain Gun (Turret)

Combat Skill: Guns (Combat Helicopter) 3

Shots: 1200 if fully loaded, but behemoths fresh off the field are likely to have fewer remaining

Rate of Fire: 10-round bursts or full automatic

High-Explosive Round

Damage: D8 x 15(60); **Armor-piercing Factor:** 2 (kinetic); **Damage Modifier:** x2; **Range:** 50/500/1000/2500/6500

Hydra FFAR Rocket Pod

Combat Skill: Piloting (Combat Helicopter) 3

Shots: 19 if fully loaded, but behemoths fresh off the field are likely to have fewer remaining

Rate of Fire: 1, or 3-round or 5-round bursts

High-explosive Rocket

Damage: D10 x 14(70) (Ground Zero), D8 x 8(32) (General Effect), D8 x 2(8) (Maximum Range); **Armor-piercing Factor:** 2 (shaped charge); **Damage Modifier:** x2; **Range:** 150 (Minimum Range)/300/1000/2000/4000

Light AAM

Combat Skill: Guns (Missile Launcher) 3

Shots: 2 if fully loaded, but behemoths fresh off the field are likely to have fewer remaining

Rate of Fire: 1

Missile

Damage: D10 x 10(50); Armor-piercing Factor: 2 (kinetic); Damage Modifier: x2; Range: 100 (Minimum Range)/500/1000/2000/2500

**TYPICAL BEHEMOTH
"TANK"**

This example of a tank-type behemoth is formed from an Abrams, Bradley and Holy Fist, all of which have (for the sake of simplicity) lost roughly half their Damage Capacity and Armor Value in combat before merging into the behemoth's body.

Str 11 **Dex** 1 **Con** 5
Int 2 **Per** 2 **Will** 2
Weight: 110,000 lbs (55 tons)
Height: 15 ft (5 m)
Width: 15 ft (5 m)
Length: 33 ft (11 m), including 140mm gun

Damage Capacity

Total: 333 **Main Body:** 258
Right Arm (Bradley Turret): 75
140mm Turret: 125
Left Arm: 50 **Legs (3):** 100 ea.
Endurance Points: N/A
Speed: 13 mph (19.5 kph)
Essence Points: 0

Armor Value

Main Body: 148 * **Right Arm:** 37
140mm Turret: 150 *
* Some of this armor is made of special composite materials. Half the listed AV is immune to armor-piercing munitions (only divide half the given AV against such rounds.)
Skills: Brawling 1, Dodge 1, Driving (Military Tracked Vehicle) 3, Guns (Assault Rifle) 1, Guns (Machinegun) 2, Guns (Tanks) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 1
Special Powers: All Behemoth Arisen Powers
Stomp D8 x 12(48); **Punch** (25mm

Autocannon Arm) D4 x 11(22); **Punch (Left Arm)** D6 x 11(33)

Remember to add half the weapon's normal Accuracy as a bonus to any attack roll instead of the full Accuracy.

ARMAMENT

25mm Autocannon (Right Arm)

Combat Skill: Guns (Tank) 4
Rate of Fire: 3-round or 5-round bursts, or full automatic

Shots: 300 if fully loaded, but behemoths fresh off the field are likely to have fewer remaining

Armor-piercing Round

Damage: D10 x 10(50); **Armor-piercing Factor:** 2 (kinetic); **Damage Modifier:** None; **Range:** 100/200/800/1500/2000

BEHEMOTH ADVENTURE IDEAS

1) Scrapyard: This adventure is best used if the Cast Members have not yet heard of or encountered a behemoth.

While crossing a recent battlefield covered in the armored wrecks, the Cast will be surprised by the stillness around them. An observant character will notice there has been significant vehicle traffic through the area since the battle, much of which leads directly to the largest groupings of wrecks and yet, inexplicably, nothing seems to be salvaged. Around the time of this revelation, large groups of destroyed vehicles will begin to rise up and shamble after the Cast.

The Army of Revelations came through a few days earlier and, being unable to commit more troops to defend the region, revived many of the vehicles and their crews as behemoths. Now it will be either a race or game of hide and seek across the battlefield as the undead vehicles stalk the Cast.

2) On Broken Wings: Whether flying fighter pilots, catching a ride on an air transport, or somehow otherwise involved with the raging air battles of the End Times, the Cast will encounter a flyer behemoth, in all its grotesque wonder. The undead creature (or creatures, if the characters are in multiple aircraft), will swoop down out of the sun, rise up from a forest the characters are skimming, or otherwise spring from ambush and attack in a flurry of sparse missiles, twirling propellers and ramming bulk. Their primary goal will be to smash the aircrafts' propulsion and down them so the behemoths can stomp any survivors into the earth.

3) Demolition Derby: The Cast is in a vehicle(s) traveling through an area where many vehicle battles have occurred, leaving wrecks from the beginning of the war until the present strewn across the landscape. The Cast Members can be a group of individual troubleshooters, adventurers or crusaders traveling in a civilian vehicle, or part of a military column.

The Cast will most likely be on a highway—such roads are of sufficient strategic value to warrant such constant battles—and eventually they will notice they are being followed. Closer inspection reveals some of the wrecks appear to be reanimating and coming after them. If there are other vehicles with the Cast Members, they will likely be the first attacked, leaving the characters to decide if they should stay and help their companions or flee. Either way, the behemoths will pursue the Cast but most will thankfully be low on ammunition and instead try to ram and smash the Cast's vehicle to pieces rather than open fire with a ceaseless barrage.

As the assault continues, more vehicles up ahead will begin to animate, creating a gauntlet of demolition derby to be raced through if the Cast is to survive.

140mm Smoothbore Cannon (Top)

Combat Skill: Guns (Tank) 3 (4 w/laser rangefinder)

Shots: 50

Shots: 50 if fully loaded, but behemoths fresh off the field are likely to have fewer remaining

Rate of Fire: 1 per Turn

Hypervelocity Depleted Uranium Round

Damage: D10 x 70(350); **Armor-piercing Factor:** 3 (kinetic);

Damage Modifier: x2; **Range:** 300/1000/2500/3500/5000

Hypervelocity Standard Round

Damage: D10 x 70(350); **Armor-piercing Factor:** 2 (kinetic);

Damage Modifier: None; **Range:** 300/1000/2500/3500/5000

High-Explosive Round

Damage: D10 x 60(300) (Ground Zero), D10 x 10(50) (General Effect), D10 x 5(25) (Maximum Range);

Armor-piercing Factor: None; **Damage Modifier:** None; **Range:** 300/1000/2500/3500/5000

.50 Caliber Machine Gun (Front)

Combat Skill: Guns (Machine Gun) 3

Shots: 2000 if fully loaded, but behemoths fresh off the field are likely to have fewer remaining

Rate of Fire: 3-round or 5-round bursts, or full automatic

Armor-piercing Round

Damage: D10 x 6(30); **Armor-piercing Factor:** 2 (kinetic); **Damage Modifier:** None; **Range:** 15/200/400/2000/6000

CODENAME: ARISEN, BOOMER

Case File: 1Z2TT0909C03-0003

Habitat: Anywhere.

Noted Behaviors: Boomers act like typical Arisen and will often hide amongst the common undead, using them as a shield to get close to an enemy position so they can detonate their payload to better effect.

Organization: Varies by assignment. Groups are often assigned a Believer controller to alter their targets on the fly.

Encounter Recommendation: Best handled from a distance to keep from getting caught in their explosive demise. These units know nothing of fear and should be treated as semi-intelligent ordnance—until you see it blow up, do not assume it is out of the fight.

Just when we think the Army of Revelations could not be any more depraved, they come up with these gems. Much like their usual breed of Arisen, these things are the walking corpses of slain soldiers, but the enemy's degenerate tech-monkeys have gone a step beyond by transforming these particular soldiers into walking bombs.

Much of a Boomer's torso has been hollowed and fitted with a steel cage that houses some manner of explosive device. The cage supports the body like an artificial rib cage, preventing interference with the ex-

plosives. A series of tiered, steel plate segments are bolted upon the cage's front and back, protecting the bomb from accidental detonation but acting as shrapnel upon detonation.

We do not yet know exactly what allows these bastards to detonate—I have personally seen one blow itself up while using both hands to fire upon my team right up until it engulfed itself in explosive flames. My comms officer confirmed that no remote signal was detected as the trigger, so that leaves something in the Boomer itself. Personally, I suspect the AoR has somehow wired the trigger directly into the monster's musculature, but we have not yet captured one intact to confirm.

BOOMER POWERS

ATTRIBUTES: Boomers are built as normal Arisen

BELIEVER CONTROL: Boomers follow the orders of any Believer they encounter.

EXPLOSIVE PAYLOAD: Fitted within a hollowed cavity in the Boomer's torso is the explosive device that gives them their name. The type of ordnance used depends upon the Arisen's purpose. The bomb is encased behind metal plating shaped to burst away from the inner explosion yet provide (D8 x 3) + 16(20) AV to the torso while intact.

• **Variant 1—Anti-Personnel:** Often used to charge enemy strong-points, this Arisen is good for little more than taking out enemy personnel or sowing confusion in

BOOMER ADVENTURE IDEAS

1) Undeath from Above: The enemy has opted for a new approach to airborne assault. Instead of risking strike fighters and low altitude bombers suffering from reduced accuracy due to a lack of ground scouting and target painting, the AoR has decided to drop Boomers from extreme altitudes, well beyond the range of conventional anti-aircraft defenses. With no need of oxygen and no concern for the extreme cold, the Boomers are dropped over the target city or military base (or whatever the Chronicler decides) and open their parachutes at low altitudes. Once on the ground, the Boomers spread out to assigned targets, or targets of opportunity, causing destruction and havoc at ground level like no aerial bomb could possibly manage.

2) Storming the Gates: The Cast is situated in a well-defended position, be it a military base, frontline bunker, or a friendly city. The position is heavily defended but has been under siege for a few days without pause and supplies and morale are running low. Air dropped supplies and reinforcements have been postponed by constant bad weather. Now it seems that, recognizing their opposition is weakening, the AoR has decided to make one final push using Boomers as the spearhead, targeting weak points along the defenses. With little ammunition to fight back against a suicidal, fearless enemy (not to mention the conventional troops to follow), the Cast and other defenders will have to get creative or retreat entirely.

the ranks. Damage: D8 x 10(40) (Ground Zero, 2 yards), D8 x 8(32) (General Effect, 6 yards), D8 x 4(16) (Maximum Range, 12 yards); Armor-piercing Factor: None; Damage Modifier: None.

- **Variant 2—Firebomb:** This variation's primary purposes are general property damage and to destroy materiel. Damage: D10 x 10(50) (Ground Zero, 2 yards), D10 x 4(20) (General Effect, 4 yards), D6 x 4(12) (Maximum Range, 8 yards); Armor-piercing Factor: None; Damage Modifier: None. Half the damage caused is fire damage.
- **Variant 3—High-Explosive:** The concentrated blast within this Arisen is intended to blow holes in hardened positions, obstacles and vehicles, clearing the way for their allies who are often close on their heels. Damage: D10 x 10(50) (Ground Zero, 1 yards), D10 x 2(10) (General Effect, 3 yards), D6 x 2(6) (Maximum Range, 5 yards); Armor-piercing Factor: 2 (shaped-charge); Damage Modifier: x2.

REMEMBERED SKILLS: They have the same skills possessed in life, but anything other than combat skills are reduced by 2 levels (this penalty is already factored into the skills listed.) Any skill reduced to 0 or less can only be used unskilled. They can wield the weapons and equipment they were trained with, or attack with their bare hands.

UNDEAD: Unlike normal Arisen, Boomers do not have double the normal Life Points they had while alive because of the space that has been hollowed from them to accommodate their explosives. Once they are reduced to 0 Life Points, they collapse and die. Until that happens, they continue to fight, even after losing limbs or other body parts.

CHRONICLER'S NOTES

Boomers are usually wasted as a common encounter or as something to throw at the Cast when they have plenty of open space from which to take down these undead at a distance. Tight, maddening environments, such as trenches or a city, accentuate the

confusion Boomers are able to cause and grant them all manner of cover to use while getting close to their target. They can also act as a terrific surprise for a cocky Cast that is used to laying waste to Hordes of normal Arisen without breaking a sweat—such a Cast will likely try to show off and that makes it much easier for a Boomer to get in close and unleash its surprise.

As terror weapons, Boomers are ideal. Not only do these “zombies” horrify the mundane citizenry, but the devastation they are able to cheaply unleash (after all, explosives are cheaper than firearms and ammunition and the training to use them properly) worsens the fear they inflict on a populace.

TYPICAL BOOMER

| | | |
|-------|-------|--------|
| Str 3 | Dex 3 | Con 2 |
| Int 2 | Per 2 | Will 2 |

Life Points: 30
Endurance Points: N/A
Speed: 10
Essence Points: 0
Armor Value: (D8 x 3) + 16(20) AV to the torso only
Skills: Brawling 1, Dodge 1, Guns (Assault Rifle) 2, Hand Weapon (Bayonet) 1, Hand Weapon (Knife) 1
Special Powers: All Boomer Powers
Damage: By small arms (varies) and by Explosive Payload (see previous)

CODENAME: BATTLEFIELD HAUNT

Case File: 1Z2TT0909C03-0004

Habitat: Anywhere a battle has taken place.

Noted Behaviors: No discernable pattern.

Organization: Unknown.

Encounter Recommendation: Skirt the area and wait for the entity to dissipate. Even with team members who can see and attack the entity, such an endeavor means risking the trip through its zone of influence to its heart and becoming vulnerable to its manipulation. Far better to leave it alone after warning one's allies to stay away.

Thanks to our AMPers' bravery and diligence we've recently become aware of the nature of this phenomenon, otherwise we likely would have written off these necromantic events as nothing more than concentrated areas of the regular sort of haunting. Almost certainly we have been running across these things for years now but never put two and two together—after all, so much of their behavior resembles what one might find in a regular haunting as to be practically indiscernible. Too bad such is not the case because simple ghosts would be a hell of a lot easier to deal with.

As best as preliminary field studies can tell us, these 'battlefield haunts' are a gestalt phenomenon created by the psychic turbulence of mass death and violence, such as is encountered on a battlefield. Somehow, all the energies released at the time of death join together to create an entirely new entity that clings to the area and lashes out at anything entering its zone of influence.

This entity is not a spirit or ghost as we commonly use the terms. There is no single intelligence in control and no actual sentience. The entity is an amalgamation of the energies of the deceased, forming a single creature that seems to act solely on the combined rage and instincts of the dead rather than through any cognitive effort. The result is incredibly dangerous and totally unpredictable, posing a threat to all troops in the area—a threat that cannot be surmounted without AMPers or similarly empowered operatives.

BATTLEFIELD HAUNT POWERS

ATTRIBUTES: A battlefield haunt gains bonuses to Constitution and/or Willpower depending upon the circumstances that spawned it (see the Power of the Dead, to follow.) They do not have a Strength Attribute, instead using their Willpower to lift things (see the Psychokinetic power.) As creatures of random action without cognitive ability, all have an Intelligence of -1.

BATTLEFIELD HAUNT CREATION MODIFIERS

| Event/Circumstance | Modifier |
|--|----------|
| Per 400 non-supernatural/non-Metaphysical people killed | +1 |
| Per ten "minor" supernatural creatures or Gifted killed (50 to 100 Essence/Taint) | +1 |
| Per two "major" supernatural creature or Gifted killed (101+ Essence/Taint) | +1 |
| Per 500 Essence/Taint expended during the battle on supernatural or Gifted abilities | +1 |
| Death toll was over 1000 in less than an hour | +2 |
| Death toll was over 10000 in less than a day | +3 |

CHANCE OF A BATTLEFIELD HAUNT SPAWNING (D10)

| Primary Roll | Effect |
|--------------|---|
| 1 to 9 | Nothing happens |
| 10 or higher | A battlefield haunt may be spawned; roll a D10, applying the same modifiers as were applied to the primary roll. If the result of this second roll is a 10 or higher, a battlefield haunt of the appropriate zone of influence (size) comes into being. |

SPAWNING: Whenever the Chronicler feels it is appropriate during or after a battle, roll a D10 to see if the death and violence results in a battlefield haunt being spawned. Adjust the roll using the following modifiers. If a battlefield haunt spawns, its absorption of the deads' spiritual energies prevent any of the contributing deceased from rising as normal ghosts or undead in any form, including Arisen. (See next page.)

FEEDING: A battlefield haunt is fueled by Taint and Essence, losing 1 point of Energy Essence every 12 hours. Once its Energy Essence is depleted it begins to lose Vital Essence at the same rate. To sustain itself, a battlefield haunt must feed upon the Taint and Essence of other creatures, gaining 1 point of Energy Essence/Vital Essence per point of Essence or Taint it drains. Lost Vital Essence is replenished before Energy Essence.

Essence and Taint can only be drained from a victim in certain circumstances, none of which are within the battlefield haunt's ability to control because of their random nature (see the Unpredictable power.) For every 5 points of Life Point damage a battlefield haunt causes a target within its zone of influence it automatically drains 1 Essence point. The entity can also live off fear while the

victim is within the zone of influence, drawing Essence or Taint based on how afraid the victim becomes: *shakes or flight*: 1 Essence; *physical reaction*: 2 Essence; *paralyzed*: 3 Essence; *faint*: 4 Essence; *total hysterics*: 5 Essence; *it gets worse*: 6 Essence.

The entity can feed regardless of whether or not it is the one causing the fear or harm, although it cannot do so if the source of the fear or harm is also able to feed in this manner and does so in that particular instance (in other words, whatever caused the fear or damage gets first dibs on the banquet.) However, when not directly causing the damage or fear itself, a battlefield haunt only gains half the usual Essence.

If a battlefield haunt's Vital Essence ever reaches 0, it disperses back into the nothingness from which it came. For every 50 points of Vital Essence it acquires beyond its normal maximum limit, the battlefield haunt gains a permanent +1 bonus to Willpower (and increases its zone of influence, as explained in the Zone of Influence power to follow.) This excess Vital Essence can only be acquired if both Energy Essence and Vital Essence have already reached their maximum, and it cannot be used for any other purpose than improving its Willpower and growing; the excess

drains away into nothing at a rate of 1 Essence every minute.

IMMATERIAL: Created by the mass death and incomparable violence of a battlefield, these non-entities are formed of pure Essence; physical attacks cannot harm them. Only pure Taint or Essence attacks (such as the Soulfire Invocation) or psychic attacks will harm it, but only if the entity's epicenter is directly attacked. This epicenter is located wherever the most action and death occurred, and to those with the ability to see such normally invisible, supernatural phenomenon it will appear as a writhing, twisting vortex of tortured souls.

ZONE OF INFLUENCE: The area the entity can influence is spread across 1 cubic mile per point of Willpower, with the epicenter located wherever the most violence occurred. The battlefield haunt can work its powers anywhere in this zone but cannot move from the location, although it can increase its influence by growing larger.

A battlefield haunt normally has triple the usual base Vital Energy and Energy Essence for a spirit.

POWER OF THE DEAD: The entity's Constitution and Willpower improve based on how many people were killed bringing it into being, and upon what type of being they were.

| Event/Circumstance | Modifier |
|--|----------|
| Per 400 non-supernatural/non-Metaphysical people killed | +1 Con |
| Per ten "minor" supernatural creatures or Gifted killed (50 to 100 Essence/Taint) | +1 Will |
| Per two "major" supernatural creature or Gifted killed (100+ Essence/Taint) | +1 Will |
| Per 500 Essence/Taint expended during the battle on supernatural or Gifted abilities | +1 Will |
| Death toll was over 1000 in less than an hour | +1 Con |
| Death toll was over 10000 in less than a day | +2 Con |

VITAL AND ENERGY ESSENCE

Spirits and similar creatures of Essence have two different Essence Pools. Their Vital Essence is the immaterial equivalent of Life Points; when it is depleted, the creature risks being destroyed. Energy Essence works much like the Essence Pool of living beings, and is used to activate any supernatural abilities the being might have. It is possible to use one's Vital Essence just like Energy Essence, but doing so puts the being's existence at great risk.

The "injuries" caused to beings of Essence are marked off its Vital Essence pool, just like Life Points. Attacks that drain Essence from living beings first reduce the Essence being's Energy Essence until it is completely depleted, and then it begins to drain Vital Essence.

All essence beings have a base Energy Essence equal to the sum of their Attributes, and a base Vital Essence equal to two times that amount. Extra Vital Essence and Energy Essence can be purchased during character creation. For each character point spent, the Essence being gets two Vital Essence points and two Energy Essence points. After character creation, Essence can only be gained through Evolution (see *WitchCraft's* "Mystery Codex," pg 65.)

PSYCHOKINETIC: Without a physical body to interact with the world, a battlefield haunt exerts psychokinetic strength, as per the Mindhands Seer Power. The battlefield haunt's Mindhands Art and Strength are both equal to its Willpower.

UNPREDICTABLE: Because a battlefield haunt is the manifestation of dozens, hundreds or even thousands of dead, the imprints of their many

will often conflict and negate each other. As such, a battlefield haunt's actions from one moment to the next will seem random and even contradictory.

BATTLEFIELD HAUNT ACTIVITY TABLE

| Roll D10 | Action |
|----------|---|
| 1 to 3 | No action for that Turn |
| 4 to 5 | Odd or frightening sounds are created using objects in the area. Depending upon the sounds and the circumstances, a Fear Test may be called for (Chronicler's discretion.) |
| 6 | Attacks a random person with rubble, refuse, etc. |
| 7 to 8 | Activates, moves or otherwise manipulates a part of the environment. This can be as simple as opening a door, turning on a television or car, or making tree branches move in succession as though someone invisible were running through them. |
| 9 | Attacks a random person with a weapon. The entity will choose any weapons laying about the battlefield first but, lacking that, it will try and lift or steal one from someone. |
| 10 | Interferes with (trips, puts obstacles in path, messes with vehicle controls, uses sounds or the like to lead into danger, etc.), but does not attack, a random person. |

When time's passing is not important to the game, such as when out of combat, roll on the **Battlefield Haunt Activity Table** once every few minutes if the Chronicler wants to keep things moving at a good pace. In combat, roll every few Turns or even every Turn, depending upon the role the Chronicler wants the battlefield haunt to play. When such rolls

are made, do so once for every action the battlefield haunt possesses. The only time a battlefield haunt's actions are not randomly determined is when its epicenter is attacked. During such moments, it will strike directly with as much power and ferocity as it can muster. A battlefield haunt may perform as many bonus actions per Turn as its Willpower - 1. These bonus actions do not suffer the usual penalty of additional actions.

CHRONICLER'S NOTES

A battlefield haunt shares some similarities to the rage wisp (pg 24), but is much larger and much less predictable and focused. Unlike most enemies, which are clearly defined and direct in their motives and actions, a battlefield haunt is not only difficult to detect and identify, but it is also challenging to combat and excise. Battlefield haunts are best employed as a backdrop for something else—be it a mystery or combat with a more tangible enemy—so their ability to annoy and impede (sometimes to the point of death) can keep the Cast off balance. When used as the adventure's primary goal, a battlefield haunt is easily stripped of its mystery and fiendish allure.

TYPICAL SKIRMISH BATTLEFIELD HAUNT

This unlikely battlefield haunt was formed after two opposing platoons clashed, thus spawning from the deaths of fewer than one hundred soldiers.

Str N/A **Dex** 3 **Con** 1
Int -1 **Per** 1 **Will** 3

Vital Essence: 42

Endurance Points: N/A

Speed: N/A

Energy Essence: 21

Skills: Mindhands 3

Special Powers: All Battlefield Haunt Powers (Mindhands 3)

Damage: By object or weapon

BATTLEFIELD HAUNT ADVENTURE IDEAS

1) Village of the Damned: A skirmish within a small village or town (it does not matter where) between opposing squads has given rise to a battlefield haunt. Although it started small, it continues to grow by feeding upon the locals, many of whom have been killed or driven mad with fear. For whatever reason, the Cast finds itself in the haunted village and must deal with the entity or evacuate the remaining citizens.

2) War is Hell: The Cast is participating in a battle that leads to a battlefield haunt forming. Not bothering to wait for the fight to be over, the entity begins to exert its influence over both sides, causing confusion and death in order to fuel its growth.

3) Haunted Airspace: With the continuous aerial combat over the English Channel, it was inevitable that a battlefield haunt would eventually spawn there. Having existed in important airspace for almost a week, the entity has killed many pilots on both sides and has grown fairly large as a result. Ridding the strategically invaluable airspace will be no simple feat considering its epicenter is both airborne and above water.

TYPICAL DEVASTATION BATTLEFIELD HAUNT

This battlefield haunt was formed following prolonged combat over the same ground. All told, 5,600 soldiers and civilians died across several days, along with several supernatural creatures and operatives from both sides (16 “minor” and 5 “major” beings.) The initial rush of battle saw 1,200 people killed on the first day and a good deal of Essence spent in Metaphysics.

Str N/A **Dex** 3 **Con** 15
Int -1 **Per** 1 **Will** 6
Vital Essence: 144
Endurance Points: N/A
Speed: N/A
Energy Essence: 72
Skills: Mindhands 6
Special Powers: All battlefield haunt powers (Mindhands 6)
Damage: By object or weapon

CODENAME: CARNIVOROUS BULLET (A.K.A. GUN WORMS)

Case File: 1Z2TT0909C03-0005

Habitat: Anywhere.

Noted Behaviors: None, other than eating flesh.

Organization: Unknown.

Encounter Recommendation: If shot with one of these devilish bastards, dig it out immediately before it gets too deep. It does not matter what else you are doing—you could be in the middle of a knife fight with the Dark Apostle himself for all it matters, because if

you do not remove the worm immediately you will be dead anyway.

We do not yet know what these things are or where they come from. We do not know how the Army of Revelations creates, grows, fosters or summons them. We do not know if they are alive, undead or some form of artificial creature. Frankly, one of the few things we have learned about them (at far too high a cost) is just how efficiently deadly they are.

Recovered casings reveal that, no matter what caliber of casing the gun worm is in, the bullet itself is a machined sabot that crumples on after penetration and uses that kinetic energy to thrust forward the worm within its hollow core so that it can begin burrowing. We have also noted gun worms are apparently too large to fit into submachine-gun and pistol rounds, restricting them to “long” rounds, such as are used by assault rifles, machine guns and anti-materiel rifles. So far as we know, there is no equivalent for anti-personnel explosives or anti-vehicle weapons.

Thankfully, we have yet to encounter these living weapons in great quantities. Our guess is the gun worms are too costly and difficult to produce to issue them to grunts that have been trained to kill their target with massed bursts rather than precise, selective fire. Instead, elite units and sharpshooters, all of which are ideally trained to inflict the most damage with each shot, have fielded the carnivorous bullets.

I recommend that top priority be placed on acquiring more intelligence about these devastating weapons. Not only will even the slightest wound with an impact often allow the worm to enter the body and result in a kill, but even attempting to remove the worm draws other soldiers off the firing line, only to produce a result that is far too often ineffective anyway. We must find where these things come from and shut them down at the source.

CARNIVOROUS BULLET POWERS

ACID SPLASH: Even if a carnivorous bullet simply grazes living tissue (only causing 1 or 2 points of damage instead of directly penetrating the body) acid will splash onto the flesh and automatically cause an additional D4(2) corrosive damage.

BURROWING: If a gun worm succeeds at causing damage with a penetration attack (see the creature’s “Damage” entry, to follow in the statistics section), it will begin to burrow into the flesh in order to seek out the brain. Once the gun worm reaches the brain, it kills itself by exploding, an act that disperses its acid throughout the skull to automatically cause D6 x 30(90) corrosive damage. This attack automatically defeats all defenses and armor other than a resistance to acid that applies to the target’s interior as well as exterior. Even if the victim somehow survives a living acid bomb detonating within their head, a Difficult Constitution Test is made with a -4 penalty. Failing this roll means the character is severely brain damaged and, at best, will suffer a permanent loss of D4(2) to each of Dexterity,

CARNIVOROUS BULLET ADVENTURE IDEAS

1) Assassin with an Appetite: Best used as the Cast's first exposure to this weapon, the characters learn that someone has infiltrated friendly territory and is killing VIPs with impunity in a most distressing fashion. Promising scientists, dedicated generals, religious champions, upper echelon personnel of various Associations and the like have all been hit. Something is entering their body at a point of impact, as indicated by bruising around the hole, and then digging its way through the body to the brain, which it then somehow dissolves with acid! Not only is this weapon itself insidious, but whoever is employing it is an incredibly skilled shot and master of evasion.

Regardless of how the Cast hears of this, they will likely feel compelled to stop the assassin (or ordered to do so by their superiors, if they have them.) The enemies of the Dark Apostle cannot afford to have their best and brightest cleared from the board before the endgame, and so it falls to the Cast to find how the assassin is killing his victims and stop him from continuing to do so.

2) Bullet Farm: Best used once carnivorous bullets have proven to be an annoyance for a while, be careful when using this adventure because introducing it too early will prematurely ruin the gun worms' mystique.

While snooping about a heavily guarded AoR facility (for whatever reason, whether directly related to the gun worms or something else entirely), the Cast comes across a deep chamber of filthy vats filled with rotten flesh. Around the vats are inscribed maddening symbols that are vile to look at, and the vats contents themselves seem to writhe.

The vats are ritually prepared pens within which the gun worms are made. The flesh filling the vats is the similarly prepared remains of destroyed Arisen, which is then fed to maggots. The combination of the Arisen's flesh and the ritual that has consecrated the vats causes the maggots to transform into the gun worms over five to eight weeks, after which they are removed and sent to a munitions factory.

Now that the Cast has learned the origins of this terrifying weapon, what can they do about it? Is this the only place where gun worms are currently created or should the snoop around to learn more, or are the lives that immediately destroying the facility will save too important to wait?

Intelligence, Perception and Willpower. It is far more likely the victim will be reduced to a human vegetable.

1 or 2 Turns are needed to burrow to the brain if the bullet struck the throat or head, D4 + 2 Turns if it struck the torso or a hand/arm, or D6 + 2 Turns if it struck a leg or foot. Each Turn of burrowing automatically causes the victim D4 x 2(4) corrosive damage. A Medicine Task (or First Aid Task with a -5 penalty) using a sharp instrument to dig the gun worm out will remove it, causing an additional D4 x 2(4) corrosive damage to the victim as it is ripped from the body. For every Turn the gun worm has burrowed into the body following the Turn of the initial penetration, there is a cumulative -2 penalty to this Task.

At the beginning of every Turn within which a carnivorous bullet is burrowing through one's body, the victim must make a Simple Willpower Test with a cumulative -1 penalty per previous Turn of burrowing, or suffer a -4 penalty to all Tasks and Tests for that Turn due to the extreme pain and distraction.

If a carnivorous bullet strikes body armor and the combined bullet damage and worm's corrosive damage surpasses 10 points but still doesn't directly harm the wearer, the worm and may begin burrowing through the armor in the following Turn, otherwise it deflects off the armor altogether. When burrowing through body armor, the gun worm requires 1 Turn per 4 points of the armor's AV (rounded down) until it has access to the flesh beneath. Picking the worm out of body armor is easier than flesh, requiring a Simple Dexterity Test at -1 per Turn the worm has been burrowing, although doing so without protection will cause D4 x 2(4) corrosive damage to any non-acid resistant material or flesh. Gun worms cannot burrow through or imbed themselves in Adamant armor.

Impaired: Gun worms are blind, mute and deaf but can detect and analyze scents through their skin.

Inaccurate: The opening in the bullet's tip, coupled with the worm's movement in flight, makes the bullet slightly less accurate than a normal bullet. A -1 penalty is suffered to all Strike

Tasks made while firing carnivorous bullets. Also, any armor-piercing or other capabilities the bullet may have normally possessed (including causing bullet damage) are lost.

Weakness to Cold: In sub-zero temperatures, the gun worm's acid damage is halved and the worm itself is rendered immobile. Keep in mind, however, that a gun worm that has entered a human body upon impact is being exposed to that person's internal temperature, not the temperature of the surrounding atmosphere.

CHRONICLER'S NOTES

A carnivorous bullet is a devastating adversary, especially if used in the thick of battle where aiding a victim is incredibly difficult without the person putting their own well being at great risk. Also, if used too often the gun worms will begin to lose their horror and be considered nothing more than just another weapon (albeit one that kills with utter ruthlessness.) Keeping this in mind, the Chronicler should be wary as to when and why to use them in a game. They should be employed as a rare and valuable equalizer and terror weapon, not as something to be found in every grunt's rucksack.

TYPICAL CARNIVOROUS BULLET

Str 0 Dex 1 Con 1
Int -1 Per 1 Will 1

Life Points: 1

Endurance Points: 4

Speed: 1

Essence Points: 4

Special Powers: All Carnivorous Bullet Powers

Damage: Penetration D4(2) corrosive damage is initially added to the bullet's regular damage if the bullet inflicts more than 2 points of damage on its own.

CODENAME: CHUPACABRAS

Case File: 1Z2TT0909C03-0006

Habitat: South and Central America, the Caribbean, and Florida, Texas and several other southern States.

Noted Behaviors: These aggressive predators normally restrict their feeding to animals. As the number of attacks on humans grow, a dramatic increase in the use of traps and ambushes has been noted.

Organization: Single, pairs, or packs of ten or so to several hundred. No hierarchy has been discerned so far.

Encounter Recommendation: Small arms at a distance, flamethrowers and anti-personnel munitions from a prepared position work best. Although they're not much of a threat one on one, in packs they have no concern for how many of them fall so long as they take down their prey. And trust me, you don't want these bastards getting in too close.

The chupacabras, or simply "chupa," are one of those things we've always thought were a matter of myth and folklore, but several were captured and studied by the first batch of lab coats that founded Section 666. They are nothing more than an as yet unclassified species of biped. We all know this because it's a matter of the files we all have to study during indoctrination, right?

Wrong.

Whatever the chupacabras are, they certainly aren't animals. Ever since the CoR's invasion of South America, these creatures have been pushing farther north, including penetrating more of the southern States. They have enough cunning—certainly more than a simple beast—to evade all checkpoints and attempts to track their nests (or whatever the lab coats want to call where it is they bunk.) And, while they mainly stick to feeding upon livestock, chupas have been known to attack isolated humans and homesteads, and not always purely out of hunger. This is what tosses the animal theory out the window. When attacking humans, they definitely use more than simple pack methodology. There is evidence of advanced tactical thinking and strategizing, including emplacing ambushes, use of diversions, baiting and trapping, and a level of coordination I believe relies upon some form of language.

I've seen these things work in Mexico. They attacked a bus of refugees we were escorting through a break in the AoR lines. Believing them to just be dumb animals, I detailed a few men to guard the refugees while the rest of us herded the pack away into the desert. It was a trick. The "pack" was nothing more than a diversion meant to lure our strength away from the bus while a *much* larger group of chupas made quick work of my men and the refugees. Animals simply don't think like that.

Since the war, the chupacabras have become a growing problem. Like locusts, they've been moving north—one of the lab coats suggested the reason may be something about the CoR doesn't sit well with



them. Their numbers are far greater than we imagined and the threat to the southern ranches and the much-needed meat they supply is in certain jeopardy. If the creatures continue invading American soil at their current rate, I would not be exaggerating to say they could devastate a large enough portion of our food supply. Our ability to fight would be seriously weakened were this to happen, never mind the food riots that would result amongst the civilian population.

My suggestion is to begin detailing National Guard units in force to deal with the chupacabras and, if necessary, begin organizing the ranchers into watches equipped with flamethrowers and electrified fences. It may seem silly to think such a small creature can present such an immense threat, but the facts cannot be ignored.

CHUPACABRAS POWERS

GRAPPLE 'N BLEED: When a chupa gets in close enough, it will attempt to grapple with its prey in order to drain its blood. Initiating the grapple uses a Dexterity and Brawling Task, although attempting to pry the creature away requires a Resisted Strength and Brawling Task. A suc-

successful grapple allows the chupa to bite through exposed flesh (or flimsy clothing) on its next action, draining an additional D6(3) Life Points and D8(4) Essence in addition to bite damage if it scores 2 or more Successes with the bite attack. If the bite attack does not score 2 or more Successes, no additional Life Points or Essence is drained.

ACUTE SMELL: The chupacabras' sense of smell is so refined that they gain a +5 bonus to Tasks and Tests utilizing it. This makes them better trackers than most bloodhounds.

CHRONICLER'S NOTES

The chupacabras is actually the result of a top-secret American experiment in using magic to create life. In the 1950s, the American government was so terrified of the spread of communism throughout South and Central America that it hatched a plan to make those countries financially reliant upon the USA. Under presidents Truman and Eisenhower, a secret cabal of patriotic sorcerers used genetic manipulation and magic to combine the DNA of a number of animals with that of humans and demons. The result was the chupacabras.

The operation's intention was to covertly unleash the chupacabras in southern countries that had openly accepted communism or were leaning that way so. The creatures would destroy livestock and crops, forcing those nations to seek aid from the USA. Unfortunately, the creatures never took to eating plants and would only ever eat meat, rendering them useless for their intended purpose. Having failed to control the creatures, the plan and all research connected to the experiment was destroyed entirely. It was like the project never existed except for those initial few that had been released during trial runs. It is unfortunate nobody took into account their rapid and breeding cycle.

CHUPACABRAS ADVENTURE IDEAS

1) Bad Night For a Stroll: People in a major city outside the suspected range of the chupacabras penetration of American territory have begun showing up dead and drained of blood. Of course, the first suspects are vampires, especially considering most victims were found on secluded trails or in parks after having gone for walks in the dark. The attacks are, in fact, the result of a bold but small band of chupacabras that have pushed farther north than all the rest. The misplaced suspicions about vampires, not to mention the existence of multiple attackers that are barely larger than small children, will make uncovering the truth and putting an end to the killings extremely difficult.

2) Where's the Beef?: With highway banditry still worsening in America, even National Guard protection is not always enough to ensure that valuable supplies, including food, reach the Mexican front. This has caused the military to take the situation in hand by purchasing direct from local ranchers and other farmers instead of waiting for the food to move through the traditional processing and distribution chain. However, even this plan is now in jeopardy.

The chupacabras migration north of the Mexican border has targeted cattle country with a passion, including the herds purchased by the military to feed its soldiers. It is vital to keeping the AoR out of the USA that these herds do not fall to the chupas. As such, the Cast has been hired (if private citizens) or ordered (if in the military) to do something about the problem. This task not only includes hunting down and exterminating the chupas, but also devising ways to keep the ranches safe from their infiltration.

3) Attack of the Little Nippers: While in the wilderness performing some unrelated mission—be it penetrating the AoR's Mexican lines or investigating strange goings-on in Texas—the Cast is set upon by a small pack of chupas. It turns out the small pack is just a scouting party and the bulk of the chupacabras are following. When the unusually large group sees what has befallen their scouts after the Cast is done with them, the larger group will begin tracking the Cast by the blood of their wounds or by the blood on their clothes. This means the Cast will find itself stalked through the dark wilderness by several hundred chupas looking for a pound of flesh and a fresh meal.

4) Cold War Legacy: America has learned the AoR has uncovered a cache of Cold War-era files, some of which may still prove useful. As it turns out, not all the American's research material on the creation of the chupacabras was destroyed—some had been stolen by Cold War spies and taken back to Russian military installations that have recently fallen under AoR control. The Cast is tasked with infiltrating enemy territory and taking back whatever has been found. The local Russian resistance will likely be on hand to aid and guide the Cast, but most everything will be up to the player characters to carry out.

Once the material is in the Cast's hands, they will be shocked to learn the notes outline the process used to create the chupacabras and the plan for which they were meant to be employed. It is vital that the information be returned to America so scientists can scour the data for a way to fight the growing chupas threat, especially if the AoR succeeds at maintaining control where the US failed..

This adventure works best if the Cast has already encountered the chupacabras so that they are aware of how dangerous they can be to America's future.

TYPICAL CHUPACABRAS

Str 1 Dex 5 Con 2
Int 1 Per 5 Will 3

Life Points: 22

Endurance Points: 20

Speed: 14

Essence Points: 17

Skills: Acrobatics 2, Brawling 2 (Grappling 4), Climbing 2, Dodge 3, Escapism 2, Language (local human tongue; only understands but cannot speak it) 1, Running 3, Swimming 1, Survival (Hills) 2, Tracking 2, Traps 2

Special Powers: All Chupacabras Powers

Damage: Bite D10 x 2(10); Claw D4(2); Quill Slash D8(4) (Armor-piercing factor of 2, kinetic; -1 to Strike Task)

CODENAME: DESPOILED, THE (A.K.A. TAINTED ANGELS/DEMONS)

Case File: 1Z2TT0909C03-0007

Habitat: Anywhere.

Noted Behaviors: Despoiled illustrate sociopathic, masochistic and genocidal tendencies coupled with behaviors that are either the polar opposite or dark reflection of the being's prior actions and personality.

Organization: Mainly solitary or acting as leaders of AoR forces.

Encounter Recommendation: Before their transformation, these beings were easily more than a match for a platoon of soldiers but now they are simply devastating, leaving strategic withdrawal as the best option if one has anything short of full air and artillery support available.

Recent reports from our operatives have been relating encounters with angels and demons that were once listed as allies (or were entirely unknown to us) but now serve the enemy. While we are all aware that some of these mighty beings have willingly sided with the self-styled Dark Apostle, there is something entirely different about this new breed of turncoat. They have not

merely switched their allegiance, but have been spiritually and physically penetrated by the enemy's dark influence, literally transforming them. They are not simply betraying all they once held dear—they are something altogether new.

Of the three teams (21 personnel in all) we know have directly encountered these beings, only two operatives (each from separate teams) survived. Despite the extensive training and mental conditioning each had undergone, we have learned very little from them due to the deep psychological trauma their experiences inflicted upon them. One has been in near catatonia since we extracted him while the other is literally afraid of his own shadow. I try not to think of what the future holds for us if these are examples of what we can expect every time one of these beings makes an appearance.

At least we know that these beings seem to retain most of their former abilities, although they no longer seem able to innately traverse the other "Realms" (according to one of our divine allies, that is.) They also exude fear and dark corruption, much like the fouling that we have previously seen transforming everyday things and people into tools of the Dark Apostle. An unfiliated associate I consider trustworthy has informed me it appears the Despoiled's natural abilities have also been altered in such a manner as to be far more deadly to their uncorrupted kin, although the reverse is also apparently true.

All told, I do not think this bodes well for us. If I may suggest as much, I think we should kick the idea upstairs of reassessing how we respond to our divine allies being captured. In the long run, I think it would be far more cost effective to spend however many lives are needed to keep our angelic and demonic allies from falling into enemy hands rather than risk them being turned against us as one of these horrors.

THE DESPOILED POWERS

ATTRIBUTES AND POINTS: Any Seraphim, Kerubim/Qliphonim or Exile can become one of the Despoiled. The Despoiled are built in the usual fashion for one of their kind and are then modified, gaining a further +2 bonus to Strength and Constitution regardless of their original race.

TAINTED: As a Tainted being, the Despoiled replaces its Essence Pool with a Taint Pool and all its power now operate using Taint instead of Essence. The Despoiled loses any vulnerability to Taint it once possessed, replacing it with a similar vulnerability to Essence. Anyone with the Gift can sense the Taint in the Despoiled.

FOULED FIRE: The Celestial Fire of Essence has been replaced with the Fouled Fire of Taint. All Celestial Fire abilities remain unchanged except they now use Taint as fuel and for effect instead of Essence.

HORRIFYING: Terror radiates from the Despoiled, causing those not immune to fear and approaching within five feet per point of the Despoiled's Willpower to make a Fear Test. The Fear Test must be repeated for every Turn the being remains within such proximity to the Despoiled. The type of Fear Test rolled depends upon the subject's nature and Willpower.

Fear Test Type and Penalty

| Willpower | Mundane | Gifted/ Supernatural |
|-------------|------------------|-------------------------|
| 2 or less | Difficult (-4) | Difficult (-2) |
| 4 or 5 | Difficult (-2) | Difficult (-0) |
| 6 or 7 | Difficult (-0) | Immune to Effect |
| 8 or higher | Immune to Effect | Immune to Effect |

SPIRIT PATRON—LEVIATHAN: In place of the ability to return to their native Realm, the Despoiled is tied to Leviathan's patronage. Along with being able to purchase Boons, the following Obligations of the Spirit Patron are automatic without offsetting any of the Boons' costs: Beholden 3, Oath of Duty 4.

DESPOILED ADVENTURE IDEAS

1) What Is Old Is New Again: A number of the Heavenly Host and Infernal Legion that disappeared shortly before or after the war's start have recently reappeared, but now they are in Leviathan's service and have used what they know to undo and betray their former allies. All over the world, cells of resisters are falling to the Soul Police based on information volunteered by these traitors. The Alliance is sending teams to extract as many of these agents as they can—even if they only suspect their former ally of being turned. But these assignments are incredibly risky, and only the best (or craziest) operatives can be sent because it is impossible to predict when a former ally will come calling with a flock of Soul Police trailing.

2) When Old Friends Come Calling: *Armageddon* is one possible future for the *WitchCraft* game, therefore it is possible for the Cast to have been around and active before the End Times. If so, and if they had the acquaintance of a Seraphim, Exile or Kerubim/Qlipphonim, it is likely they lost contact with that friend during the chaos that accompanied the Dark Apostle's bloody ascension. What would happen if that old friend suddenly reappeared as a Despoiled? Would he try to trick the Cast by pretending to be his old self or would he merely come after them with all guns blazing?

This can also be a good trick to employ if the players had previously played an unrelated game of *WitchCraft* and one of the players had played such a character. Now, in this unrelated game, the retired divine character could return as a villain. Although unfamiliar to the Cast, the shock it would give the players could be a handy device that could open up plenty of plot possibilities.

TAINT SEEPAGE: Taint flows from the Despoiled into the environment, fouling it. Flora at the effect's furthest extent will be withered and ill while those closest to the Despoiled will die. Animals that can flee will do so while those unable to run will become ill, melancholy or abnormally aggressive. Creatures and people sensitive to Taint can easily sense its presence and its potency the closer they are to the Despoiled. This power has a 10-foot radius per point of Willpower.

THEOPHANIES: Existing Theophanies are unchanged except they now employ and/or manifest Taint instead of Essence.

WORLDLY: The process of transforming a divine being into one of the Despoiled traps them on Earth and prevents them from returning to their home Realm. Furthermore, both their Divine/Infernal and Profane Incarnations are fouled and transformed into dark reflections of their former selves. Where once there was a being of glorious majesty and beauty there now stands a dark reflection of pain, wrath and the purest evil. As a side effect, all the being's powers are now available in its Profane Incarnation.

The Despoiled also lose their Spirit Travel power.

If a Despoiled's body is destroyed, there is no chance of the being's matrix returning to its home Realm. Instead, the Despoiled is permanently destroyed. On the other hand, a Despoiled's Taint and Life Point pools must both be reduced to below -60 points to incur the usual results of Essence Death.

CHRONICLER'S NOTES

A Seraphim, Kerubim/Qlipphonim or Exile becomes one of the Despoiled when captured and exposed to the ministrations of the Dark Apostle's greatest Adepts. Held with forbidden, the being is subjected to months of tortuous Taint rituals that slowly and with excruciating maliciousness peel away the existing personality, morals and ideals and replaces them with a dark and twisted parody that serves Leviathan. Nobody, not even the Heavenly Host or Infernal Legion, knows exactly how this is done.

The Despoiled are powerful foes and are not likely to be used as common encounters. They do, however, make ideal nemeses and master villains.

BARAKIEL, DESPOILED GREATER SERAPHIM

A great lover of joy and humor, Barakiel once took immense pleasure from walking amongst mankind so he could use Providence to turn fate in their favor even as his good cheer turned humanity's dark hearts towards the light. That was before he was captured during the recent fall of Rome. Following nearly a year of ritual torture, Barakiel finally broke and has become one of the more powerful of the Despoiled. No mere servant, he now commands the Mendicant Knights of Leviathan and is currently helping to lead the fight in the Middle East.

In combat, Barakiel prefers to manifest his Fouled Fire Blade and Fouled Shield to engage at close-quarters so that his opponents can hear his cruel laugh as he slays them. Where once there was warm humor now there is only an enjoyment of sadistic cruelty, and that bears out in Barakiel's fighting techniques and strategies. Pain brings a smile to his face. Prolonged death makes him chuckle. Genocide causes him to laugh until his sides ache and midnight tears stream down his blackened face.

Str 12 Dex 10 Con 12
Int 8 Per 9 Will 8

Life Points: 285

Endurance Points: 260

Speed: 48

Taint Points: 191

Armor Value: 24; Fouled Shield: 90 maximum

Qualities/Drawbacks: Acute Senses (Hearing), Adversary (Infernal Legions) (-4), Adversary (Alliance) (-3), Age 4, Charisma 4, Clown (-1), Claustrophobia (-1), Cruel (-2), Greater Seraphim, Military Rank 8, Nerves of Steel, Obsession (Despoiling or Destroying other Seraphim) (-2), Resources 4, Showoff (-2), Zealot (-3)

Skills: Bureaucracy 5 (Army of Revelations 7), Dodge 7, Hand Weapon (Sword) 15, Intimidation 8, Language (Arabic) 4, Language (English) 4, Language (High Athalian) 4, Language (Latin) 4, Magic Bolt 10, Magic Theory 4, Myth and Legend (Angelic) 6, Necromancy 4 (Boon), Occult Knowledge 6, Questioning 4, Research/Investigation 5, Seduction 4, Singing 6, Smooth Talking 8, Stealth 8, Storytelling 6, Tracking 3, Theophany 9

Special Powers/Metaphysics: All Despoiled and Seraphim Powers, Eraser, Finder, Traveler, Hard to Kill 5 (Boon), Death Lordship 2 (Boon)

Damage/Weapons: Fouled Fire Blade D8 x 16(64) slashing/stabbing damage; Fouled Bolt D8(4) per point of Taint, Range: 80 yards.

CODENAME: KAMMAPA

Case File: 1Z2TT0909C03-0008

Habitat: Africa.

Noted Behaviors: The kammapa is driven by its literally insatiable hunger. Nothing beyond its next mouthful interests the creature.

Organization: Solitary.

Encounter Recommendation: Run. A lot of supernatural firepower is needed to take these things down, definitely more than most teams have available. If escape is not possible, or if the danger to civilians cannot be ignored, tricking or distracting the creature is

your best bet. A scorched earth policy also works, but is extremely difficult considering these things will eat dirt and rocks to sustain themselves until something better comes along. Denying it food long enough will kill it (or so we assume, considering it melts away.)

Bantu myths tell of the monster, Kammapa, who depopulated the world except one woman who gave birth to a charmed son, Litaolane. Litaolane grew to maturity in a day and, after allowing himself to be swallowed by Kammapa, cut his way out of its stomach and freed the people there, destroying Kammapa and repopulating the world.

If only the myth had been true.

Instead of a single creature so easily defeated, and from whose stomach its victims may be freed, the kammapa are a race of demons from an unidentified (by us or any of our

allies, anyway) dimension where they were imprisoned. Somehow, one of these things manages to escape from time to time and wreak havoc.

It was pure chance that we encountered it while tracking down some Fifth Columnists transporting weapons across the grasslands of [CENSORED—PRIORITY CODE 12A], near the foothills of [CENSORED—PRIORITY CODE 12A]. The thing had already eaten the men we were chasing, along with their trucks and cargo, and had actually begun eating its way through a hill, towards a mountain! We fired upon it, but I swear the thing turned towards us just so it could open its mouth to eat the inbound rounds. Seeing our armament had no possible affect, we were forced to retreat. Upon returning later, we found a swath cut through the savannah that ended suddenly but there was no further sign of the creature.

| Substance Consumed | Time to Consume * | Size Increase | Attribute Effect |
|--|-------------------|---------------------------------------|----------------------|
| Living creature, dog-sized | 1 action | +0.25 in., +5 lbs. (0.6 cm, 2.5 kg) | +0.1 Str, +0.1 Con |
| Living creature, man-sized | 1 action | +0.5 in., +10 lbs. (0.6 cm, 5 kg) | +0.25 Str, +0.1 Con |
| Living creature, horse-sized | 3 actions | +1 in., +25 lbs. (2.5 cm, 0.13 kg) | +0.25 Str, +0.25 Con |
| Living creature, elephant-sized and larger | 6 actions | +3 in., +100 lbs. (7.5 cm, 50 kg) | +0.5 Str, +0.25 Con |
| Light flora, per acre (grass, small bushes) | 3 Turns @ | +0.25 in., +5 lbs. (0.6 cm, 2.5 kg) | +0.1 Str, +0.1 Con |
| Medium flora, per acre (small bushes, sprinkled trees) | 6 Turns @ | +0.25 in., +10 lbs. (0.6 cm, 2.5 kg) | +0.25 Str, +0.1 Con |
| Heavy flora, per acre (light forest) | 9 Turns @ | +0.5 in., +25 lbs. (1.25 cm, 0.13 kg) | +0.25 Str, +0.25 Con |
| Dense flora, per acre (rain forest, jungle) | 20 Turns @ | +1 in., +100 lbs. (2.5 cm, 50 kg) | +0.5 Str, +0.25 Con |
| Inorganic material, per ton (rocks, metal) | 10 Turns @ | +1 in., +5 lbs. (2.5 cm, 2.5 kg) | +0.1 Str, +0.5 Con |
| Per 15 Essence (rounded down) | No Change | +1 in., +5 lbs. (2.5 cm, 2.5 kg) | +0.25 Str, +0.5 Con |

* Reduce by 1 action/Turn per 10 feet (3 m) of height, rounded down. 0 actions means eating such a creature takes no effort unless combat or some other form of direct action must be initiated; the substance is swallowed merely by the creature's passing. A time of a Turn or more assumes the creature is moving and consuming as it progresses.

@ If reduced below 1 Turn, the next step is 6 actions



KAMMAPA POWERS

ATTRIBUTES: The statistics to follow represent a “pre-meal” kammapa, meaning the creature before it begins to grow from eating. See the Gorge and Grow ability to determine how these attributes will change the more the monster eats. Typically, a pre-meal kammapa weighs in between 300 and 500 lbs (150 to 250 kg) and stands 5 to 6 feet (1.7 to 2 m) tall.

GORGE AND GROW: As a kammapa feeds (and it will eat *anything*) it grows and becomes more powerful. Just how quickly it grows and what effect this growth has depends on what is eaten. The weight and height gained by eating is not directly related to how much they consume because their demonic metabolism utilizes and burns off the energy it absorbs from various things differently.

In the case of fractions, round down to the nearest whole number.

The creature feeds through its cavernous mouth, primarily using acid saliva to breakdown just about anything it consumes rather than crushing or slicing it with its teeth. The teeth of a bite cause D4 x Strength damage but a bite also inflicts D8 x Constitution corrosive damage from the acid. The mouth stretches from the top of the kammapa to the bottom along its “front.”

For every five minutes a kammapa does not feed it loses 1 Strength, 0.5 Constitution, 6 inches of height and 50 lbs. of weight. If any of these factors every get reduced below 0, the kammapa dissipates and is returned to the Realm from whence it came. To an observer, the kammapa appears to melt into a pile of dark, putrefying slime; nothing will grow where the puddle remains for D10 x 10 years following.

DIGESTION: The kammapa does not bite its meals. It swallows them whole and allows them to digest in its stomach. Every turn in the kammapa’s stomach inflicts two automatically successful “attacks” of Strength 6 (D6 x 2(6)) corrosive damage from the stomach acids. Anyone who manages to survive the stomach will continue to suffer every Turn until the acid is washed off. The stomach lining only has an AV of 10.

KAMMAPA ADVENTURE IDEAS

1) Binge Eating: Normally, when a kammapa first appears it is small and comparatively easy to deal with as opposed to after it’s had the chance to move around and consume everything in its path. Luckily, much of Africa is open enough to keep a kammapa’s growth in check until some paranormal troubleshooters (such as the Cast) or the local shamans can deal with it. In this case, however, a kammapa has appeared within a garbage dump and has taken to binge eating countless tons of organic and non-organic waste without going anywhere. This means the creature will become incredibly large before anyone even realizes it is there and moves to deal with it.

2) And Then There Were Two: For the first time, a break in the barrier that seals the kammapa in their prison Realm has been big enough to allow two to escape simultaneously. Both demons appeared several miles apart and are now moving in opposite directions, although each’s path will cross a city or large town in a matter of days, putting the lives of tens of thousands of civilians at risk.

3) Eating Out: Leviathan’s efforts on Earth have weakened the binding of the kammapa’s prison to an unprecedented degree, allowing these demons to escape with increasing frequency. Worse yet is that now, for the first time ever, a new portal has opened on Earth in a place other than Africa: this location is close to where the Cast happens to be at the time.

FEARLESS: A kammapa never need make a Fear Test.

FORMLESS: The kammapa's body is little more than a blob with a mouth. The creature lacks the proper external sensory organs, imposing a -3 penalty to any Task sight or smell and their total lack of limbs means they cannot use tools or weapons, and any Task or Test requiring them suffers a -3 penalty.

RESILIENT: Kammapa are not easy to kill. Their amorphous, ever-changing shape provides a good deal of resistance to attacks, providing a base Armor Value of 20. This is increased by the amount of material consumed. They also possess Resistance (Disease) 30, Resistance (Fatigue) 30, Resistance (Pain) 30 and Resistance (Poison) 30.

TAINTED: Kammapa are creatures of Taint.

CHRONICLER'S NOTES

Of unknown origin, the kammapa are bound to a demonic Realm that has been entirely stripped bare of all matter except the demons themselves, forcing them to become cannibals to survive. Their jailor is unknown, even amongst the most powerful surviving entities in this Universe. The reason for their imprisonment is obvious, however: were they allowed to roam free they would consume all of existence. The Taint of which they are formed forces the kammapa to always feed on anything and everything lest the Taint begin to consume the creature itself, draining it into nothingness.

The wardings that keep the kammapa in their prison are unbelievably strong, only weakening momentarily when cosmic events lash out through the Universe's Essence. Even then, the locations where these wardings are weak enough to break through at such times are extremely rare, with the only currently known on Earth to be found in Africa, and the duration of such weakness is only long enough (so far) to allow one through at a time.

TYPICAL PRE-MEAL KAMMAPA

| | | |
|-------|-------|--------|
| Str 8 | Dex 1 | Con 4 |
| Int 1 | Per 1 | Will 3 |

Life Points: 72
Endurance Points: 60
Speed: 10
Taint Points: 16
Armor Value: 20
Skills: None
Special Powers: All Kammapa Powers
Damage: Bite D4 x 8(16) plus D8 x 4(16) corrosive damage; **Crush** D10 x 2(10) (increase the multiplier by 1 per ton of weight, rounded down; the victim must be no more than half as tall as the kammapa)

CODENAME: KRAKEN

Case File: 1Z2TT0909C03-0009

Habitat: Temperate and warm salt water.

Noted Behaviors: Obviously aggressive beasts, kraken consider anything as big as them or larger as a threat and anything smaller as food. Basically, this means nothing is safe within range of their senses.

Organization: From what we saw, kraken mainly travel alone although one pair was witnessed swimming together south of Gibraltar.

Encounter Recommendation: Even heavily armed military vessels should not underestimate a kraken because their ability to jet grants them great mobility in the water—enough to get out of a deck gun's sights—while their powerful jaw can shear through even the thickest battleship. Small caliber and even .50 cal munitions did little more than draw its attention and upset the creature. Unless you are able to catch it by surprise or pen it in with multiple craft, my recommendation is delay and evade (then again, I'm no sailor.)



KRAKEN ADVENTURE IDEAS

1) Rock the Boat: While on a boat or ship, the Cast comes under attack by a single kraken. The beast will first stalk the craft, sneaking behind it while using its Stealth to try and avoid any sonar before pouncing on it from behind. The kraken should be of a comparable size to that of the vessel. It could be acting as a scout for a nearby enemy convoy or it could be a solitary hunter looking for food.

2) The Grain Line: North America has been aiding its beleaguered allies in Europe with shipments of food sent through the Arctic Circle and then east because the ice flows deters enemy submarines. Recently, however, ships have gone missing with dangerous frequency and someone must stop it. The Cast is sent along the “Grain Line” in a submarine-hunter destroyer disguised as a cargo vessel. While expecting and prepared to hunt a submarine that has somehow managed to navigate the icebergs and set itself up a hunting ground, the destroyer and Cast will not be prepared to encounter one of the biggest and oldest kraken still alive.

Considering stories of giant squids stretch back millennia through many cultures around the world, we cannot say if these oversized mollusks are something newly bred by the enemy’s vile labs or if they are indeed the creatures of myth returned. I recently had the opportunity to lay eyes on one of these monsters myself and still cannot guess what is likely to be the truth.

The destroyer carrying us on our way to [CENSORED—PRIORITY CODE 12A] was assaulted by a kraken off the shore of [CENSORED—PRIORITY CODE 12A]. We had no idea that it was near until its massive tentacles were trying to tear us apart—somehow it managed to avoid our sonar to sneak up behind us in our own wake. The ship suffered enough hull damage to keep us in port for nearly a week while we repaired the great rends it tore in us. While trying to repel it, I watched as most of our ordnance and small arms fire harmlessly bounced off its plated skin. I think the only reason it left before fully tearing us apart is one of the depth charge crews luckily managed to drop a number of ash cans under it, exploding in what I hope was a soft underbelly.

Reports have been flooding in to Fleet Command for over a year now (especially from the 2nd and 3rd fleets), but this is the first time I believed the stories. It is, after all, difficult to refute one’s own eyes. If these creatures are indeed aiding the Fleets of Retribution and not

just hungry beasts stalking the sea lanes according to their own savage instincts, our future plans to gain naval dominance—not to mention plot the invasion of Europe—are in dire jeopardy of failing.

KRAKEN POWERS

ATTRIBUTES: The kraken gains an additional +1 to Strength per 25 feet of length and +1 to Constitution per 50 feet long. The smallest seen—supposedly a young—was about 25 feet long. Chroniclers should make the kraken a size they feel suits their needs with larger kraken being older (they grow roughly 25 feet every 5 years or so, although this rate can vary.)

ARMORED: Unlike smaller mollusks (and in spite of what “molluscus” means), the kraken’s shell consists of thick, hard segments that allow total freedom of movement while still affording the sort of protection any soldier would envy. This shell grants the kraken an inherent Armor Value of 80. Weak spots, such as the joints, are less armored (AV of D10 x 5) but impose a -2 to -5 penalty to any Strike Task to hit them, depending on the weak spot’s size.

INK: Once every ten minutes, a kraken can release a cloud of black ink. This cloud covers a 10-foot radius in water per 400 lbs. of the kraken’s weight. Anyone within the cloud is treated as being within total darkness.

JETTING: Once every three Turns, a kraken can shoot water in a powerful stream from the main cavity within its body, propelling it that Turn at triple its regular speed.

MULTIPLE ATTACKS: A kraken’s multiple limbs allow it to make one attack with its jaw and up to four attacks with its tentacles each Turn without suffering penalties for multiple actions.

RESISTANCES: The creature possesses Resistance 2 (Disease), Resistance 6 (Pain)

SIZE: Kraken are immense, typically reaching lengths of D10 x 50 feet and a weight of 400 lbs per 50 feet.

CHRONICLER’S NOTES

Kraken are one of the few war-beasts of Ultima Thule to have survived the Flood. Originally regular squid, these creatures were altered by Hyperborean sorcery into their present state. It is believed they were modeled after the Mad God, Kraken, which they greatly resemble but otherwise have no loyalty to. They have since kept mainly to deep waters, feeding upon whales and large schools of fish, but occasionally assaulting small coastal villages and sea craft, giving rise to their place in man’s legends.

TYPICAL (250-FOOT) KRAKEN

The specific Secondary Attributes for the 250-foot example are provided with the formulas used to arrive at these values provided afterward.

Str 21 Dex 2 Con
13
Int 1 Per 2
Will 2

Life Points: 235; (Strength + Constitution) x 5 + 50

Endurance Points: 54;
(Constitution + Strength + Willpower) x 5 + 10

Speed: 45 swimming;
(Constitution + Dexterity) x 3

Essence Points: 41

Armor Value: 80 (D10 x 5 at weak spots)

Qualities/Drawbacks: Acute Senses (Smell; in water only), Adversary (Atlanteans) (-2), Cowardly (will flee when pressed) (-1), Hard to Kill 5, Impaired Senses (Hearing) (-2)

Skills: Brawling 6, Dodge 2, Stealth 4, Swimming 8

Special Powers: All Kraken Powers

Damage: Bite D4 + (Strength - 1) slashing, Armor-piercing Factor: 2 + 1 per 100 feet (rounded down) (kinetic) [D4 x 21(42), Armor-piercing Factor: 4 (kinetic)]; **Tentacle Crush/Whipping** D8 x Strength; [D8 x 21(84)]. Once a tentacle successfully strikes it can hold on and automatically make a crushing attack each Turn without using an action, although it cannot do anything else.

CODENAME: LESTRYGON

Case File: 1Z2TT0909C03-0010

Habitat: Africa, the Mediterranean and the Middle East.

Noted Behaviors: They possess a rabid hunger for human flesh, and are cunning and patient hunters. Although not naturally nocturnal, the encroachment of civilization has forced them to adjust to acting primarily at night.

Organization: These creatures are usually found on their own, in pairs or in



packs as large as fifty members. We believe their communities can number as much as several hundred. A single alpha always rises to command, with fights over leadership ending with the victor eating the loser.

Encounter Recommendation: They are a lot faster and more agile than their towering (if loping) size leads one to believe. They will jump, climb and scamper all around you until they manage to penetrate your perimeter and rip you to shreds, so it is best to take them out with area effect weapons or *lots* of sprayed firepower—flamethrowers have proven especially effective if you're lucky enough to have one on hand.

First, let me just say that it is a good thing these creatures have long since taken to living far from humanity, a situation that our research leads us to believe occurred sometime around the use of firearms became prolific throughout the regions they call home. They now exist in intricate tunnel systems throughout Africa

(especially the north), Middle East and Mediterranean (the northern shores in particular.) Their culture, despite its age, remains incredibly primitive—akin to something one would expect of Neanderthal man.

Although most of the larger colonies are in the rural areas, remaining content to prey on the livestock or odd tourist or farmer (and even each other), we've heard rumblings of more sightings within the larger cities. It seems the Lestrygon have taken to living in reworked, modernized sewer systems, the older ones having kept them out because they were typically too small to accommodate their massive gait. With so many cities now destroyed by the war, these brutes are no longer able to prey on the homeless and the like without notice, forcing them to range increasingly wider from their tunnels in search of food. Several have even grown bold (or starved) enough to attack units of armed soldiers.

To look at these unkempt, filthy savages and believe them to be simple, vulnerable primitives is a dire mistake.

The Lestrygon, despite not being especially intelligent, are cunning hunters. They lay ambushes as well as any Special Operations unit, are masterful trap makers, and are as skilled at hiding and sneaking as I've ever seen. I myself almost became a meal in [CENSORED—PRIORITY CODE 12A] when an ambush party herded us into a forested cul-de-sac the brutes had littered with concealed tunnels. No sooner had we set up our lanes of fire to cover the dead end's entrance when they had popped up amongst us. We forced them back down their tunnels and dropped some Willie Petes, but not before losing a third of our guys.

I'd hate to think of what would happen were a large enough colony able to burrow beneath one of our frontline compounds or a thriving city after a hungry migration.

LESTRYGON POWERS

ATTRIBUTES: A Lestrygon is faster and stronger than a typical person.

THICK SKIN: Their tough, leather-like skin provides them an Armor Value of 5 plus their Constitution.

ROBUST: Lestrygon calculate their Life Points as humans, but gain an additional 20 Life Point bonus.

SPRY: These creatures are very quick, gaining a +10 bonus to Speed, and like to bound; they are able to leap (Double Strength) yards as an action, making a Simple Dexterity check to land at the desired location.

PYROPHOBIA: Lestrygon must make a Fear Test when confronted with flames. They gain a +4 bonus against small flames, such as from a match, but suffer penalties from larger fires.

A bonfire, for example, could impose a penalty of -3 or more.

RAZOR CLAWS: Hardened to the point where they can cut steel, a Lestrygon's claws reduce a target's Armor or Barrier Value by half without modifying the damage caused.

ACUTE SMELL: The Lestrygon's sense of smell is so refined that they gain a +3 bonus to Tasks and Tests utilizing it.

QUICK REFLEXES: A Lestrygon can act first without needing to check for initiative, restricted by common sense (this ability does not help the target of a sniper half a mile away, for example). If opponents have Fast Reaction time, the advantages cancel each other, and initiative is resolved normally between them before moving onto other characters in the

LESTRYGON ADVENTURE IDEAS

1) The Hunters Hunted: While out hunting AoR forces or an equally evasive threat, the Cast Members are set upon by a pack of Lestrygon. Suspense is better built if this adventure occurs in a remote area, or possibly a ghetto or ruined city, where dark shadows and ambush locations abound. If the Cast is accompanied by any NPCs, start things off with one or more disappearing rather suddenly, such as during a conversation in a split second when the Cast Member looks away—when they look back the NPC is gone. A few more deaths and/or a brief flash of something following them will quickly get the chase under way.

2) Boarding Party: While aboard a naval ship or Special Operations patrol or infiltration boat along the Mediterranean or African coast, the Cast Members are besieged by a tribe of cunning Lestrygon that managed to get near enough to climb aboard by swimming under hollowed half-logs with breathing holes bored through them. In a large ship where the boarders' penchant for close-quarters fighting better suits them than does the use of firearms, how well will the Cast Members fare? If on a tinier patrol or infiltration craft, will the Cast Members be able to stop the boarders from taking over the craft or, barring that, capsizing it and stranding them in the Lestrygon's territory?

3) The Other White Meat: Food rationing is just one of the many necessary inconveniences brought on by the war, regardless of the continent. Things seem to be getting better, though, as a local entrepreneur has recently managed to escape his native Mediterranean homeland with enough cash to get a ranch underway. This has brought the cost of meat down for locals, a fact they are glad for.

After a few months of enjoying the reduced cost of meat, people begin to take notice that the number of missing persons has risen dramatically. As the Cast Members begin to investigate this concern (for whatever reason), they uncover a connection between the missing people and the warehouses where the meat ranch stores its goods in the community prior to distribution. This investigation leads them to the ranch where they learn all the missing people are being used as cattle for the slaughter. As it turns out, the ranch's owner spent some time amongst the Lestrygon and picked up their cannibalistic ways. He even has some of his adopted tribe on hand, out of the way of prying eyes, to deal with problems such as the Cast Members.

If the Chronicler does not wish to have the Cast Members going out to the ranch's rural location, he can change the meat's origin to a meat packing plant within the community.

4) Taking a Bite Out of the Big Apple: It seems America is still a big draw for immigrants despite the war, because a small colony of Lestrygon has found its way into Manhattan's massive sewer and transit system tunnels. At first, the number of missing people isn't much more than the norm in these troubled times and so it won't warrant any special police attention. Then the half-eaten, decaying corpses and picked-clean bones begin showing up in train sub-stations and choking sewer drainage pipes. After some sewer and transit workers—not to mention a cop or two sent down to investigate—begin disappearing, the city will take the situation more seriously and look for help (such as the Cast Members) in solving the problem.

same combat.

HIDEOUS: Lestrygon are so ugly, filthy and disgusting, especially considering their vague resemblance to deformed humans, that they are considered to have both Attractiveness and Charisma -2 when dealing with other races.

CHRONICLER'S NOTES

Lestrygon are likely descended from savage giants of the Ancient World; it is even possible that they are the diluted, bastard offspring of the Titans or other god-race of old. Both Greece and most of Northern Africa's myths contain stories of these creatures, varied by the passage of time and the fearful recollections of fallible humanity, not realizing they all spoke of the same foul creatures. Indeed, a few of the largest colonies have tunnels spanning beneath several nations, allowing a freedom of movement either the Alliance or AoR would love to take possession of were they to learn of them.

These creatures make great enemies in an urban game where the players are getting tired of dealing with foes directly related to Leviathan.

TYPICAL LESTRYGON

Str 6 Dex 3 Con 3
Int 2 Per 2 Will 2

Life Points: 66

Endurance Points: 38

Speed: 22

Essence Points: 18

Armor Value: 8

Skills: Acrobatics 3, Brawling 4, Climbing 4, Craft (any primitive) 2, Dodge 4, Intimidation 5, Language (Ancient Greek) (Native), Language (one other) 1, Notice 2, Survival (Forest, Hills or Mountains) 2, Stealth 4, Throwing 2, Tracking 3, Traps 3

Special Powers: All Lestrygon Powers

Damage: Bite D10 x Strength (30);

Claws D6 x Strength +1 (21) (Armor-piercing factor of 2)

CODENAME: RAGE WISP

Case File: 1Z2TT0909C03-0011

Habitat: Anywhere that people are to be found.

Noted Behaviors: Invoking rage in others.

Organization: Solitary.

Encounter Recommendation: Unless you have paranormal forces at your disposal, run for it. Sticking around will only result in violence and death.

Perhaps even more troublesome than their ability to twist your emotions inside out is the fact that these bug-gers are invisible to the naked eye. Our AMPers can detect them, as can anyone with a touch of that mumbo-jumbo, and they are also revealed by some of our optics (when we are lucky enough to be carrying them.)

We do not yet know what these creatures are, or if they are tools of the Churchies or simply an independent, opportunistic pain in the ass that strikes as they will. All incident reports, including those that are unverified and only suspected of being related to rage wisps, involved regular people inexplicably going berserk. For reasons unknown, these creatures are both attracted to and inspire acts of anger and violence (hence our pet name for them.) Of course, it is possible rage wisps have worked their evils elsewhere, but if they were to do so in a place where anger was already prevalent (such as a battlefield), how would we even know?

Regardless of where they come from and what their goals (if any) may be, the fact that they can go pretty much wherever they please without us detecting them makes them an incredible threat. Just imagine what manner of unthinkable havoc and damage one could cause were it to decide to float into the Oval Office or the Pentagon? Not a cheerful thought. I humbly suggest we get the boys down in Section 666 to look into some passive defenses to guard against such an intrusion before someone wakes up on the wrong side of the bed and uses his influence to cost a lot of people their lives.

RAGE WISP POWERS

ATTRIBUTES: As creatures of energy, rage wisps do not have a Strength value.

FEEDING: When a creature within 50 yards of the rage wisp displays anger, hate or violent emotions, it can serve to feed this creature's emotional vampirism. Such emotions allow the rage wisp to drain Essence Points every Turn, the amount of which depends on the victim's emotional state (see the Fuel Anger power to follow.) This process is automatic and can be continued until the victim is reduced to -10 Essence Points, at which point it will probably die.

A rage wisp uses up 1 point of Essence Energy every 8 hours just by existing, and once the Essence Energy is used up it begins to lose Vital Essence. The creature must feed often to prevent it from reaching 0 Vital Essence, at which point it is destroyed.

FUEL ANGER: For 2 points of Essence Energy, the rage wisp can force a target within 50 yards and line of sight to make a Simple Willpower Test. Failing this Test causes the victim to worsen one step (from Sedate to Normal, for instance) on the following scale from where they previously were (either due to normal conditions or previous manipulations on the rage wisp's behalf.) Obviously, creatures that are already enraged are easier to feed upon. Trying to regain one's composure and move back up the accompanying emotional scale requires spending an action on a Simple Willpower Test, with success resulting in one step of increased calm (from Annoyed to Normal, for example.)

Each of the following steps of rage indicate a penalty (or bonus, in the case of Sedate) to the Willpower Test to further resist the rage wisp's manipulations, as well as the number of Essence Points the rage wisp can drain per Turn from someone currently at that step. Even if a previous victim is not currently targeted for another attempt to worsen his emotional state, so long as he stays within

50 yards of the rage wisp those emotions will remain at their current step on the scale.

- 1) **Sedate:** The victim is calm or otherwise feeling emotions such as happiness that cancel out rage. Willpower Test Bonus: +2; Essence Drained: No points.
- 2) **Normal:** The victim's emotions are in a typical, fluxing state that reacts in the moment before quickly evening out. They are neither calm nor excited—they just ... are. Willpower Test Penalty: None; Essence Drained: No points.
- 3) **Annoyed:** The victim is not yet angry, but does feel general agitation that will be channeled at the most available target. Willpower Test Penalty: -1; Essence Drained: 1 point.

4) **Angry:** The victim is obviously upset and will take it out upon those around him. He will be set off by the smallest of things. A Simple Willpower Test is required every Turn of interacting with others to stop from verbally (or perhaps even physically) lashing out at those around him. Willpower Test Penalty: -3; Essence Drained: D4(2) points.

5) **Enraged:** Anger has overcome the victim and he suffers a -2 penalty to any non-violent activity. Furthermore, a Difficult Willpower Test is needed per Turn of interacting with others to stop from verbally or physically lashing out (there is an even chance of either course of action if the Test fails.) Willpower Test Penalty: -5; Essence Drained: D6(3) points.

6) **Out Of Control:** The Victim has totally lost control of his anger and will use violence against anything and everything in sight. There is no chance of resisting this urge without improving one's emotional state to at least Enraged. Any action not involving violence suffers a -4 penalty. Willpower Test Penalty: -8; Essence Drained: D10(5) points.

If the victim gets farther than 50 yards from the rage wisp he will automatically become calmer by one step per D4 + 1(2) minutes beyond the creature's influence. Reentering the rage wisp's range of influence reinforces the victim's current emotional state, leaving him at that emotional step and once again making him subject to the creature's power to fuel his rage.

RAGE WISP ADVENTURE IDEAS

1) **Murder Without Motive:** There has been a rash of violent murders of late—not unusual for these troubled times except for one problem: *none* of the suspects had motive, a criminal past, or anything else to suggest violent tendencies. Each suspect seems as shattered and incapable of explaining their actions or state during the crimes, although in most cases there is no doubt that they committed the deed. All share two things in common: they all lived within ten blocks of each other and all stated they were inexplicably and suddenly filled with a rage that drove them to the act. None could explain what made them angry enough to kill or why they directed their rage at their victims beyond the convenience of the latter's presence.

Yes, you guessed it: a rage wisp has set-up a hunting ground in the area and is feeding upon the locals. If the Cast has previous experience with these creatures, they will likely arrive at that conclusion rather quickly, otherwise their investigation could very easily result in them being the next victims.

2) **Getting Wild in the Wilds:** While the Cast is traveling through the wilderness—it does not matter where or why—they begin to snap and bark at each other without good cause, sometimes leading to hurt feelings while at other times nearly leading to blows. The characters are being stalked by a rage wisp that has decided to slowly milk the Cast of its anger rather than use them all up at once on account of so few other people to feed on way out in the wilds.

This can be a difficult scenario to run to suit the atmosphere, but there are a number of tricks the Chronicler can use to get the characters to play along without tipping them off to what is going on. One trick is to pass notes that either feed a particular player's paranoia or mean very little but will make others suspicious of the note's recipient. Another method is to take one player aside and let him in on what is going on so that he can play along. Every now and then, take him out of the room and pretend to talk with him about something "only for his character to hear." When he comes back, tell him to stare suspiciously at one or all of the other players. Things like this will get the players into the mood and make the situation even more exciting.

3) **The Other Side of the Tracks:** Although the city's ghettos have never fully recovered or reintegrated with the rest of the great metropolis, it has largely been quiet (or pacified, depending upon one's politics) for quite some time. That has all changed recently. What originally began as a few outspoken advocates and dissidents has grown into several small riots. No one has died yet, but the ghetto seems ready to boil over. If this happens, not only will the ghetto burn, but likely so too will much of the rest of the city.

A small group of rage wisps have been drawn to the ghetto and has been feeding upon the locals' anger at being penned up in a neighborhood with inadequate facilities and utilities. Having feasted slowly for a few weeks, they have become greedy and decided to glut themselves in one glorious feast before moving on. The Cast must get to the bottom of things and stop the city from erupting in violence.

IMMATERIAL: Created by events of extreme anger, hate and rage, these creatures are not born so much as summoned from the ether into existence. A being of pure Essence, physical attacks cannot harm the rage wisp and it can travel directly through material obstacles. Only pure Essence attacks, such as the Soulfire Invocation, or psychic attacks will harm it.

Rage wisps have Vital Essence instead of Life Points, and Essence Energy instead of Essence points (see pg 11.) They are not subject to fatigue and have no Endurance points.

INVISIBLE: Rage wisps are invisible to normal sight but, as creatures of Essence, are vaguely sensed (but not seen) by the Gifted and by most animals. Ultraviolet optics and sensors can also detect them, providing the common man with his only means of seeing these creatures. When they are rendered visible, they appear as a pulsating ball of energy roughly a foot in diameter, hovering above the ground.

CHRONICLER'S NOTES

Unleashing a rage wisp upon a Cast that can neither defend itself nor escape is a virtual death sentence, so think carefully as to how they are to be employed unless you are looking for the entire Cast to implode in a suicidal orgy of violence.

TYPICAL RAGE WISP

Str N/A Dex 2 Con 2
Int 2 Per 4 Will 6

Vital Essence: 34

Endurance Points: N/A

Speed: 18 (flying)

Essence Energy: 18

Armor Value: None

Skills: Mindsight 3

Special Powers: All Rage Wisp

Powers, Mindsight 2 (used to determine who is most susceptible to its Fuel Rage power)

Damage: None



CODENAME: RAKSHASA

Case File: 1Z2TT0909C03-0012

Habitat: Currently only known to be in India and the surrounding countries, we anticipate they will start spreading as events continue to heat up in the region.

Noted Behaviors: Consummate hunters, they are generally aggressive towards humans, who they see only as meat or perhaps a plaything. There are exceptions, though, but they are rare. Curiously they seem to attack AoR personnel as much as ours, perhaps they could be reasoned with?

Organization: Generally found singly or in small groups of about six to ten. It seems the largest bully and order the smaller ones around, although some encounters have implied a more complex organization—perhaps even a plan. The Indian myths may help in unlocking this dilemma.

Encounter Recommendation: Stick to high caliber firearms. Hit them hard and keep hitting them until they are down because they don't seem to

have much trouble ripping through even our best body armor. Also, don't run because they'll only chase you and take you down from behind. Expect casualties, as they are tough and do not go down easily. Some reports that crossed my desk have them killing entire squads.

It seems that the initial reports were true, at least to some extent. There were monsters indeed operating out of [CENSORED—PRIORITY CODE 12A]. However they were not, as was initially feared, new tainted beasts created by the AoR scientists. They were something much worse: creatures of myth that have found their way into our world during this time of trouble. Where exactly they come from I don't know—the people I asked mentioned Hell but they don't look like any demons I've ever seen. The locals called them Rakshasa, so that is what we've taken to calling them until told differently.

My first encounter with them occurred when we landed in [CENSORED—PRIORITY CODE

12A] just before dawn. We erected a full perimeter, keeping a careful watch until the sun came up. It was too quiet—despite seeing nothing, there weren't even any of the usual sounds one expects in a forest. Eventually we decided that if whatever had chased away the wildlife wasn't going to come to us we would go to it. We searched all day and the only thing we found was a young fawn. My pointman suggested we capture the beast to use as bait, and just as we were tying the fawn up all hell broke loose.

The fawn *transformed* into something that was a mixture of human and tiger, but half again my size, and ripped one of the nearby soldier's head off as a giant snake dropped onto the pointman from the trees and bit into his neck. Thankfully there were only two of them—if there had been any more you probably wouldn't be receiving this report.

Our AMPer took on the snake while I tried to put down the tiger-creature. I had to put *three* long bursts from the SAW into it before the thing went down. I put a few more rounds into its head afterward just to be sure. The AMPer and snake-creature took each other out but our pointman wasn't so lucky. He took a long, painful time to die.

I strongly recommend sending teams to eliminate this threat as soon as the manpower becomes available. The mere thought of the AoR using these shapeshifters to infiltrate our bases and slaughter our troops keeps me up at night. Seeing the puppy you just tried to pat on the head transform into a monster that wants to rip you apart is not exactly a heart warming experience.

RAKSHASA POWERS

The full extent of a Rakshasa's powers depends upon the animal form it can assume. Some abilities specific to animal types are mentioned in the following, although Chroniclers are encouraged to make their own for new animal types.

ATTRIBUTES AND POINTS:

Rakshasa are built as Supernatural creatures appropriate to the

game's level of Character Type. Metaphysic points cannot be spent on Metaphysics, however (see the Rakshasa's Metaphysics power description for details.)

ARMOR (Universal): All Rakshasa have extremely tough skin that is resistant to damage, providing them with an Armor Value of 10.

EGG LAYING (Insect Rakshasa): Insectile Rakshasa are particularly gruesome. Even assuming they don't kill you with a bite, so long as it does damage it can lay its eggs in you and seals the hole up before moving on. The eggs will hatch 2d6 minutes later, eating their way out of its host, killing it. These young mature quickly (2d6 hours.) Even freshly hatched they are deadly, possessing half the available

Attribute, Quality, Drawbacks and Skill points as an adult. Removing all the eggs prior to hatching takes 3d6 Turns with a successful Medicine Task (or Difficult First Aid Task) required *each* Turn.

POISON (Snake Rakshasa): The snake Rakshasa possess a poison that works exactly like cobra venom (*Armageddon* pg 135), except that it starts at Strength 10 (D10 x 2 (10) Life Point damage) and each subsequent bite drops the damage caused by two levels rather than one.

METAPHYSICS (Universal): Despite being a Supernatural creature, a Rakshasa cannot typically spend Metaphysics points on Metaphysics. It is possible (although extremely unlikely) for a Rakshasa to develop

RAKSHASA AS CHARACTERS

A Rakshasa, or any Asura for that matter, can be used as a Cast Member with the Chronicler's consent; Asura is the correct name for the race of demons improperly known collectively as Rakshasa by human legend. Such a character is most likely to be a rebel, although it is also possible that there is an agenda in place that may temporarily coincide with that of the rest of the Cast, despite being evil, greedy or otherwise not operating in humanity's best interests.

RAKSHASA QUALITY

25-point Supernatural Quality; the Tiger Rakshasa costs 28 points

All "Rakshasa," regardless of type, gain the following Attribute Bonuses: +5 Strength, +2 Dexterity and +2 Constitution. They also gain 30 Essence points, which they regain at the rate of their Will per minute, and have an Armor Value of 10. They cannot normally use Metaphysics, restricting Metaphysic points to purchasing Supernatural Qualities. The Rakshasa also possesses the natural weapons of its animal type. In the case of the tiger Rakshasa, these natural weapons are only available in their animal or animal-man form.

Rakshasa heal much faster than normal, regenerating their Constitution in Life Points every minute. Reducing this rate to every hour lowers this Quality's cost by 2 points while increasing the rate to every Turn raises the Quality's cost by 2 points. Also, they may purchase up to 10 levels of Hard to Kill and don't make Survival Tests against death until reaching -30 Life Points.

Each Rakshasa gains a special ability determined by its related animal type (or, as is the case with the tiger Rakshasa, this ability can be entirely outside the box.) For example, insectile Rakshasa lay eggs in their victims while snake Rakshasa possess a venomous bite. This ability should be worth, relatively speaking, no more than 5 points (use existing powers represented in the varied creature descriptions as a guideline.) Only the tiger Rakshasa can assume any form other than its animal-man form.

RAKSHASA ADVENTURE IDEAS

1) Predator: The Cast Members are traveling through a jungle, forest, abandoned town, or similarly remote, confusing environment when a Rakshasa decides to hunt them. At first it simply follows them and gauges their ability, perhaps attacking a lone Cast Member to test the group's response. It will next begin laying traps for them. Finally, when it tires of the sport, the Rakshasa shall assume the shape of a harmless creature or person and ambush the Cast Members when they least expect it. With its armor and ability to regenerate, the Rakshasa should be a tough fight (let's not forget that it will fall unconscious a long time before it dies and is likely to be left for dead only to turn up again a few hours later.)

2) Ambassadors: The military, in all its wisdom, has decided to find out exactly whose side the Rakshasa are on (if any.) They send the Cast Members to negotiate with one of the less openly aggressive groups with the hope of convincing the demons to only harass AoR troops. When the characters arrive at the prearranged place they discover two things that will make their lives interesting (if perhaps brief.) the AOR has had the same idea and has sent their own representatives and, secondly, there are a *lot* more Rakshasa than anybody thought. The camp contains several hundred, in fact. Still, at least it is clear whose side they are on—their own—because the entire meeting is a trap! Perhaps the characters are even forced to team up with the AoR's representatives in order to escape, as the Rakshasa plan on eating the delegations first before going on a rampage.

mystical power. The typical method is to abandon their loyalty to Ravana, the demon king that rules their home Realm, and dedicate their being to the Devas (Indian gods), but even this usually earns little more than the eternal hatred of Ravana. However, a rare few have developed either Invocations or Tao Chi abilities. Rakshasa seem incapable of developing any other abilities and never possess more than one type.

The Chronicler should devise some manner of meaningful quest or process that allows a Rakshasa to acquire Metaphysics. Such abilities should not be given cheaply and without effort.

REGENERATION (Universal): All Rakshasa possess a limited ability to regenerate damage. Typically, lost Life Points are recovered at a rate of Constitution per minute, but faster (per Turn) and slower rates (per hour) can also be found throughout this widely varied type of demon.

Moreover, this regenerative power means the Rakshasa does not make a Survival Test against death until reaching -30 Life Points.

SHAPESHIFTING (Tiger Rakshasa): For 10 Essence, which they can only regain once they shift back to their natural man-beast form, a tiger Rakshasa can shapeshift into any animal or person. The only proviso is they need to know what their subject looks like before they can change

into it. When mimicking people, the Rakshasa must make a Intelligence + Acting Task, resisted as usual (*Armageddon* pg 88), to convince others. Naturally, people who know the mimicked person will get a bonus to their roll; the exact bonus depends on how well the mimicked person was known by the person. The tiger Rakshasa's Attributes and abilities do not change when in an assumed form.

This ability has one final surprise for the Gifted: the longer the Rakshasa remains in its assumed form the harder it is to detect as a supernatural creature. After a number of days equal to the largest difference between any of the Rakshasa's normal physical Attributes and those typical of its assumed form, the Rakshasa become impossible to detect as a supernatural creature using the Gifted's normal sense for such things. Until such a time is reached, however, apply a -1 penalty to any roll for a Gifted to detect the Rakshasa's nature for each day it has remained in that form. For example, a Rakshasa that assumes the form of a typical dog has a Strength of 3 compared to the Rakshasa's 10, indicating a difference of 7 between the two stats (the largest gap between the two forms' Strength, Dexterity and Constitution values.) This means spending more than seven days in its dog form renders the Rakshasa immune to a Gifted's normal ability to detect as anything other than an ordinary dog. If a Gifted person came upon the Rakshasa after

only four days as a dog, that Gifted would suffer a -4 penalty to any roll to detect the truth.

WEAPONS (Universal): Any hand-to-hand weapon, sized appropriately for a Rakshasa (one and a half times normal), is more deadly than its smaller counterpart. Increase the damage by one die type for such weapons. For example a short sword (D6 x Strength) would do D8 x Strength damage instead. Note if the weapon already does D12 damage the Rakshasa version would do D8 x double Strength.

The Rakshasa also possesses the natural weapons of its animal type. In the case of the tiger Rakshasa, these natural weapons are only available in their animal or animal-man form.

CHRONICLER'S NOTES

It is a mistake to name all these creatures Rakshasa, for Rakshasa is actually the true name of but one breed of many. Aside from true Rakshasa (the shapeshifting tiger-men), there are almost as many breeds of the demon race collectively known as Asura as there are types of animal, with each possessing a single ability unique to their kind. Furthermore, it is not just Rakshasa that have appeared in India, but other Asura breeds as well. Asura resemble demons and do indeed come from a hellish prison realm of Geburah: Narak, (which is very similar to Abaddon), and ruled by Ravana, the

ten-headed demon king. Narak's interdimensional walls have been sufficiently weakened by the war against Leviathan to allow some Rakshasa and other Asura breeds to escape, although most such fugitives so far have been Rakshasa.

The template below works just as well for the other breeds as it does Rakshasa, requiring very little customization to suit each Asura's animal type and powers. The snake "Rakshasa" is actually a Naga—a poisonous mixture of cobra and human. The giant insects are Pisaca and they lay their eggs in those they wound. There are even vulture-men, the Jatayu, who can fly.

Indian myths, such as the Ramayana, can be used to provide inspiration for further exploration, as there are even more types of Asura, such as the Uraga, a relative of the Naga, and the Yakshi, which are similar to a mixture of high-fantasy's dwarves and elves. The Ramayana even has the Vanar, which are not typically Asura. These are intelligent apes—the perfect excuse to pull down and use Terra Primate if ever I heard one!

TYPICAL INSECT RAKSHASA

Str 8 **Dex** 7 **Con** 5
Int 3 **Per** 3 **Will** 3
Life Points: 82; (Str + Con) x 4 + 30
Endurance Points: 53
Speed: 24
Essence Points: 59
Armor Value: 10
Qualities/Drawbacks: Hard to Kill 5, Fast Reaction Time, Nerves of Steel, Acute Smell, Acute Touch, Cruel (-3), Honorable (-1), Obligation (Ravana) (-3)
Skills: Acrobatics 4, Brawl 4, Climbing 4, Intimidation 3, Language (any native to India) 2, Notice 4, Stealth 5, Survival (Jungle) 2, Tracking 4, Traps 4
Special Powers: All Universal Rakshasa Powers, Egg Laying
Damage: Claws D6 x Str (24) slashing;
Mandible Bite D8 x Str (32)

THE MADNESS OF TAINT IN ANIMALS

Tainted animals are driven insane, resulting in a Madness Pool that measures the mental effect of their exposure to the Otherworldly corruption of Taint. Tainted animals start with a Madness Pool equal to 1/20th of their Taint Pool, rounded down. Additional Madness Points are gained in the course of the game, mainly as the result of a failed Willpower Test (Tainted Beasts do not have the Anchor special skill.)

The pool can be diminished in some cases. By allowing the animal to undergo Catharsis, a time during which it is given free rein to unleash its dark side, temporarily exhausting it, rehabilitation may occur. Catharsis is risky, for both the Tainted Beast and anyone around it. During Catharsis, the Tainted Beast goes berserk, indulging in any and all lusts and urges it normally keeps restrained. It may easily harm people and other animals while this state lasts, usually for D4(2) hours. At the end of Catharsis, the Tainted Beast rolls a Willpower Test. If successful, it loses D4(2) points of Madness, plus one for every Success Level of the Test. The Madness Pool can never be reduced below 1/20th the beast's Taint Pool, however.

EFFECTS OF MADNESS

Whenever the animal's Madness Pool is higher than double its Willpower, it gains a 1-point Mental Drawback, often Cruel or a violent Obsession, or an enhanced version of an existing Mental Drawback. Every time the Madness Pool rises to another multiple of Willpower (x 3, x 4, and so on), the animal gains another point worth of Mental Drawbacks. Finally, when the animal's Madness is greater than Willpower x 15, it is overcome with Taint and will go berserk, mindlessly savaging everyone and everything in sight, stopping only when it is too exhausted to go on or is destroyed.

TYPICAL SNAKE RAKSHASA

Str 7 **Dex** 8 **Con** 4
Int 2 **Per** 4 **Will** 3
Life Points: 74; (Str + Con) x 4 + 30
Endurance Points: 47
Speed: 24
Essence Points: 59
Armor Value: 10
Qualities/Drawbacks: Hard to Kill 5, Fast Reaction Time, Nerves of Steel, Acute Smell, Acute Taste, Cruel (-3), Honorable (-1), Obligation (Ravana) (-3)
Skills: Acrobatics 5, Brawl 3, Climbing 2, Intimidation 3, Language (any native to India) 2, Notice 4, Stealth 5, Swimming 2, Survival (Jungle) 2, Tracking 5, Traps 3
Special Powers: All Universal Rakshasa Powers, Poison
Damage: Claws D6 x Str (21) slashing;
Bite D8 x Str (28) plus poison; **Tail Crush** D10 x Str (35) (requires a successful Brawl and Dexterity Task to grapple. Once successful, damage is automatic each Turn without spending an action until broken free of)

TYPICAL TIGER RAKSHASA

Str 10 **Dex** 6 **Con** 5
Int 2 **Per** 3 **Will** 3
Life Points: 105; (Str + Con) x 4 + 30
Endurance Points: 59
Speed: 22
Essence Points: 59
Armor Value: 10
Qualities/Drawbacks: Hard to Kill 5, Fast Reaction Time, Nerves of Steel, Acute Smell, Acute Taste, Cruel (-3), Honorable (-1), Obligation (Ravana) (-3)
Skills: Acrobatics 3, Acting 4, Brawl 3, Climbing 2, Intimidation 3, Language (any native to India) 2, Magic Theory 3, Notice 3, Stealth 4, Swimming 2, Survival (Jungle) 2, Tracking 3, Traps 2
Special Powers: All Universal Rakshasa Powers, Shapeshifting
Damage: Claws D8 x Str (40) slashing;
Bite D6 x Str (30)

CODENAME: TAINTED BEAST

Case File: 1Z2TT0909C03-0013

Habitat: The native habitat of an untainted beast of the same type.

Noted Behaviors: Similar to an untainted animal of the appropriate sort, except far more aggressive and cruel.

Organization: Depending upon how far along the corruption is, the beast may stay within its normal organization. As the Taint worsens, the corruption will either drive the beast to attack the other animals and/or it will be driven out when the others sense that it is “ill.”

Encounter Recommendation: Like a mad animal, a beast affected by Taint should be killed without pause.

Even before the Dark Apostle came along, we have known something was affecting animals the world over. Whether born to the earth, skies or seas, beasts began displaying unexplained, overly aggressive behavior. Even the most docile of creatures could go mad with violence.

As you know, scientists first believed some new pathology to be responsible, although that did not explain how it seemed to universally affect animals regardless of environment, climate or species. We soon learned this could not be—no pathogen was ever found, and test beasts kept in total isolation fell to the “illness” while those that shared food, water and air with infected animals remained unaffected. When the mutations and inexplicable events began occurring around such animals, we knew this was something better left to Section 666 than the world’s mundane science community.

Of course, we now know that the beasts are susceptible to the dark fluctuations rippling through the mystical aspects of our reality (for lack of better phrasing), and the frequency of such corruption has only continued to rise since the coming and spread of the Church of Revelations. Although we know exposure to areas of the enemy’s dark influence are more likely

to cause this metaphysical ailment in a beast, we have also seen it appear (although with less frequency) in areas wholly devoid of the Churchies’ damned touch. Some of our specialists assure us that this is because the beasts’ corruption is but a small symptom of a much larger problem.

TAINTED BEAST POWERS

ATTRIBUTES: Each Tainted Beast uses the regular stats for an animal of its type as its foundation before adjusting to suit the following powers.

AGGRESSIVENESS: Even animals that are normally passive are driven to extreme aggression when filled with Taint. If the beast’s Madness Pool is equal to or less than x5 its Willpower, it must make a Simple Willpower Test every time it is threatened or provoked with obvious aggression. If this Test fails, the beast will become aggressive and go berserk for D4(2) minutes x its Madness Pool, attacking everything in sight. This also gains the Tainted Beast another Madness Point.

If the beast’s Madness Pool is equal to or less than x10 its Willpower, it must make a Simple Willpower Test at the slightest threatening motion or behavior (real or perhaps merely just abrupt or playful.) If this Test fails, the beast goes berserk, as previously described, and gain D4(2) Madness Points.

Having a Madness Pool equal to or higher than x11 its Willpower requires a Difficult Willpower Test at any perceived threat (which is often, considering most Tainted Beasts are extremely jumpy and paranoid at this point) or it will go berserk, as previously described, and gain D4(2) Madness Points.

TAINTED: The animal’s Essence Pool is transformed into a Taint Pool. The animal also exudes an aura of Taint that may be sensed by anyone with the Gift.

TAINT EFFECTS: A beast that has become suffused oneself with anti-reality will begin to suffer disturbing effects. Usually the effects are temporary, lasting anywhere from a few minutes to several days, but

sometimes they become permanent, especially for Tainted Beasts that were naturally aggressive and predatory. Some examples follow:

- **Aural Resonance:** The beast emits a low, unpleasant buzzing at a pitch beyond man’s ability to hear, but animals with exceptional hearing are pained by it. Instead, people feel the resonance through their bodies, which disturbs and annoys them, but they do not fully understand why unless able to detect Taint.
- **Death Aura:** Small animals, insects and plants die if they come within one foot (0.3 m) of the beast.
- **Minor Temporal Distortion:** Time warps in slight ways around the beast, covering it and a surrounding one-yard area. Roll any die. If the roll is even, time runs faster within this “bubble;” on an odd roll, it moves slower. The variation is minor—never more than 20%, but enough to be noticeable.
- **Spatial Twist:** Space is a bit off its normal anchor around the beast, surrounding it with minor spatial abnormalities. Flashing back and forth between normal and altered, the beast and up to one yard around it, in whole or in part, will become inverted, flipped, spun, twisted, making attacks and some other Tasks and Tests (Chronicler’s discretion), more difficult, imposing a -D4 penalty.
- **Stink of Decay:** Anything within one-yard of the beast begins to smell as though it were rotting, corroding or decaying, and had been doing so for many years. Living creatures and inanimate objects alike are affected, although their actual condition is not altered in the least. The smell lingers for D8(4) minutes after the beast’s passing.

TAINT SIGNS: Tainted Beasts with more than 20 Taint Points risk suffering Taint Signs by having Taint Pools. Whenever a Tainted Beasts gains more Taint (and already has 20 or more Taint points in its Pool), the Chronicler may require

a Simple Willpower Test. Failure bestows a Taint Sign. Taint Signs may also be purchased as Drawbacks.

- **Decay:** The animal's flesh starts to rot under the Taint's influence, and it suffers leprosy-like symptoms. Unlike true leprosy, however, the beast retains all its physical abilities. In time, its appearance eventually becomes utterly monstrous. Cost: 1-point for an unhealthy pallor, noticeable but not wholly inhuman; 3-points if the beast's flesh starts to rot—noses and ears may fall off; 5-points if the animal is hideously disfigured—much of its flesh has sloughed off its bones, and only its Taint keeps it alive.
- **Growth:** Unnatural protuberances—horns, boils or lumps—start appearing. Cost: 1-point for small, easily concealed deformities; 2-points for things that require bulky coverings to hide; 4-points for deformities that prevent the beast from being exposed without horrifying anyone or anything that sees it.
- **Hideousness:** The animal's face and body starts looking less and less like a typical beast of its kind, at first becoming unattractive, and then reaching grotesquely horrific levels. This is treated as negative Attractiveness levels, which can go as low as -10.
- **Tainted Limbs:** Tentacles, insectoid legs and other monstrous limbs appear. Usually, these appendages are useless; they either hang limply or twitch uncontrollably. Cost: 1-point for tiny limbs that appear in one or two clusters on the body and can be hidden under heavy concealment; 2-points for larger limbs that can only be covered under a full and loose covering; 3-points for clearly visible limb clusters (on the beast's face or so large they are unmistakable).



- **Tainted Skin:** The Tainted Beast's skin starts acquiring monstrous traits. Scales, rough textures, cold, corpse-like complexions—all this and more is possible. Cost: 1-point for disturbing features that are not wholly abnormal and can be mistaken for a skin condition or the like; 3-points for something wholly monstrous that can only be partially hidden by heavy coverings and bad light.
- **Taint Mark:** Not to be confused with the Mark of Leviathan, these dark marks begin to appear on the Tainted Beast's flesh and appear as colorful tattoos to the mundane, although looking at them makes the viewer uncomfortable and nervous. To those with the ability to sense such things, the mark glows with Taint, clearly identifying the beast as something with a connection to Taint. Cost: 1-point for a mark that is easily concealed under fur; 2-points for a mark

that is harder to conceal (on the head or face, or covering a large area); 3-points for marks that cannot be concealed.

THE POWER OF MADNESS:

Driven by the madness that threatens to consume it, a Tainted Beast is capable of great feats of strength and endurance. A Tainted Beast gains a +1 bonus to Strength per 3 points in its Madness Pool and +1 to its Constitution per 6 points of Madness. This bonus cannot more than double these Attributes from their untainted value and does not affect the Tainted Beast's Taint Pool.

CHRONICLER'S NOTES

Tainted beasts are excellent for keeping the Cast on their toes—they [the beasts] are an ideal example of how Leviathan's coming has begun to change the very essence of reality at even the most fundamental of levels. A barely mad Tainted beast can pass for an uncorrupted animal but can surprise the Cast with an unprovoked attack, making them think twice about how safe they are at any time, or a wholly mad beast covered in Taint signs can provide a worthy and formidable foe.

TYPICAL TAINTED AFRICAN LION

| | | |
|---|--------------|---------------|
| Str 7 | Dex 5 | Con 4 |
| Int 1 (Animal) | Per 5 | Will 3 |
| Life Points: 54 | | |
| Endurance Points: 37 | | |
| Speed: 33 | | |
| Madness Pool: 2 | | |
| Taint Points: 25 | | |
| Skills: Brawling 4, Dodge 1, Notice 3, Stealth 2, Tracking 3 | | |
| Special Powers: All Tainted Beast Powers | | |
| Damage: Bite D6 x 8(24); Claws D6 x 9(27) | | |

ADVANCED TAINTED AFRICAN LION

This version has been Tainted longer than the previous example. As such, the effects are much more pronounced.

Str 13 Dex 5 Con 7
Int 1 (Animal) Per 5 Will 3

Life Points: 85

Endurance Points: 74

Speed: 39

Madness Pool: 20

Taint Points: 25

Skills: Brawling 4, Dodge 1, Notice 3, Stealth 2, Tracking 3

Special Powers: All Tainted Beast Powers

Damage: Bite D6 x 13(39); Claws D6 x 14(42)

TYPICAL TAINTED GORILLA

Str 10 Dex 4 Con 5
Int 1 Per 2 Will 2

Life Points: 70

Endurance Points: 56

Speed: 9 (38 on all fours)

Madness Pool: 2

Taint Points: 24

Qualities/Drawbacks: Delusion (Phobia of Drowning) (-2), Negative Buoyancy (Cannot swim and automatically sinks in water) (-2)

Skills: Climbing 2, Intimidation 2, Survival (Jungle) 4

Special Powers: All Tainted Beast Powers

Damage: Bite D10(5)

ADVANCED TAINTED GORILLA

This version has been Tainted longer than the previous example. As such, the effects are much more pronounced.

Str 15 Dex 4 Con 7
Int 1 Per 2 Will 2

Life Points: 98

Endurance Points: 77

Speed: 11 (42 on all fours)

Madness Pool: 15

Taint Points: 24

Qualities/Drawbacks: Delusion (Phobia of Drowning) (-2), Negative Buoyancy (Cannot swim and automatically sinks in water) (-2)

Skills: Climbing 2, Intimidation 2, Survival (Jungle) 4

Special Powers: All Tainted Beast Powers

Damage: Bite D8 x 2(8)

TYPICAL TAINTED WOLF

Str 3 Dex 4 Con 3
Int 1 (Animal) Per 3 Will 3

Life Points: 28

Endurance Points: 32

Speed: 24

Madness Pool: 1

Taint Points: 17

Skills: Brawling 2, Dodge 1, Notice 2, Stealth 1, Tracking 3

Special Powers: All Tainted Beast Powers

Damage: Bite D6 x 4(12)

ADVANCED TAINTED WOLF

This version has been Tainted longer than the previous example. As such, the effects are much more pronounced.

Str 6 Dex 4 Con 6
Int 1 (Animal) Per 3 Will 3

Life Points: 46

Endurance Points: 50

Speed: 30

Madness Pool: 20

Taint Points: 17

Skills: Brawling 2, Dodge 1, Notice 2, Stealth 1, Tracking 3

Special Powers: All Tainted Beast Powers

Damage: Bite D6 x 7(21)

CODENAME: THINMAN

Case File: 1Z2TT0909C03-0014

Habitat: Anywhere.

Noted Behaviors: Very quiet and prefer to keep to the shadows.

Organization: Solitary.

Encounter Recommendation: Keep at a distance and catch it in a crossfire so that at least one person is always able to see its wide side. Explosives and incendiaries seem to be the most effective weapon to employ against them.

TAINTED BEAST ADVENTURE IDEAS

1) King of the Tainted Beasts: While in Africa, the Cast learns of a pride of lions attacking individuals and small groups of people with inexplicable boldness and brutal savagery. Obviously something is amiss, but it may take some first hand experience to learn the lions have become Tainted. Whether this has happened naturally as an isolated incident or as a single instance related to a certain stretch of land, or is the result of cultist interference, is up to the Chronicler.

2) Gorillas in the Mist of Blood: Something has occurred in the city's zoo, freeing the gorillas that are now running amok. Like a bubble of Taint rose beneath the ape pens and then burst, all the pens' occupants have become Tainted and managed to escape thanks to their mad aggression and determination. Now they are loose in the city and are killing and hurting people wholesale, driving themselves deeper into madness and corruption with every passing hour.

3) Dances with Dark Wolves: While traveling through the countryside of Eastern Europe (for whatever reason), the Cast is set upon by an unusually large and aggressive pack of wolves. If the Cast does not immediately deal with the (soon to be obvious) Tainted Beasts, the Cast will find itself stalked for the duration of their journey, with the pack attempting to isolate and pick off stragglers or weaker members of the group.

Unusual to say the least, these enigmatic beings are amongst the deadliest assassins anywhere. Thankfully, they are not exclusive to the Churchies' employment. At least one has been known to work for the Alliance on occasion (but for a cost that would feed a city for a week), some have allied themselves with independents, while a few others have even been recorded as opposing the CoR (although I would not carry the point further to assume this makes them allies without first seeing a lot of proof.)

Obviously from some reality not our own, these beings exist in true 2-dimensions. This means they literally disappear if they do not turn their flat side towards you to some degree, and they have no discernable features. Their flat sides appear as the silhouette of a human, but there is nothing within that outline except a flat blackness—the silhouette is totally devoid of any 3-dimensional protrusion or feature that would so much as cast a shadow. A Thinman can best be described as a moving, life-sized, paper-like silhouette cutout of a person, except it lacks even paper's minimal 3-dimensional thickness along its edge.

Their maddening lack of what we consider to be normal proportions is also what makes them so damn dangerous. Not only can they hide in plain site, becoming "invisible" when they turn their flat side away, but they can also literally slip through cracks and their 2-dimensional edge means a strike from their hand will quite slice between an object's molecules, enabling the creature's entire body to be used as an incredibly deadly weapon! Knowing these things are out there makes me sigh with longing for the days when the worst we had to worry about was a marksman with a high-powered rifle.

They seem to illustrate the full range of what we consider normal human behavior, including compassion (although I wouldn't rely on this from an assassin too often.) They do not seem to inherently possess the cruel or sadistic nature one would expect from a race that has had so many of its number ally itself to the Church of Revelations. Do not take my word on this, but I personally take that to mean the Thinmen are mercenary in nature or the enemy has something on them to force their compliance.



THINMAN POWERS

ATTRIBUTES: Because of their 2-dimensional nature, Thinmen are effectively without mass while in a 3-dimensional reality. This means they will not set off mines or pressure plates, although pulling their flat side across a tripwire will still set it off, as normal. This does not allow the Thinman to fly, float or glide, however, nor will a strong gust of wind toss it about like a leaf.

2D INVISIBILITY: When their flat side is turned to face at a 90-degree angle from the observer, a Thinman becomes entirely invisible. If at less than this full 90 degree angle, some part of the flat side will be visible, although shrunk to a narrow field directly related to how sharp the angle is—the closer the angle is to 90-degrees the greater the penalty the Chronicler should be applying to visual Notice Tasks and Perception Tests. Notice Tasks and Perception Tests using senses other than sight remains unaffected. A Chronicler need not pull out a protractor every Turn of an encounter with a Thinman—approximation is fine for the game's purpose. It's more important to keep the game flowing than be true to 2-dimensional theory.

Of course, maintaining this complete invisibility is incredibly difficult because even shifting one's feet will likely alter one's angle of perception, so other modifiers still apply and are more likely to do so in most situations rather than applying total invisibility. Some sample penalties for a given situation follow:

| Thinman Is ... | Observer Modifier * |
|---|---------------------|
| Running (Speed of 10 or more) | -1 or -2 |
| Walking (Speed of 9 or less) | -2 to -4 |
| Skulking (Speed of 3 or less) | -3 to -6 |
| Engaged in Melee/ Hand to Hand Combat | +1 |
| Moving Through Smoke/Fog | -1 or -2 |

* The penalty decreases the farther from 90 degrees and closer to 180 degrees the observer gets. Modifiers compound.

2D TARGET: Attacking a Thinman while directly facing the being's flat side incurs no penalty, but while the

THINMAN ADVENTURE IDEAS

1) The Closed Box Murders: It's the classic murder mystery: someone in a sealed room with no way in or out has been violently killed. Surveillance reveals nothing in first inspection, but closer work on the part of some die-hard Cast Members may reveal an anomaly, such as a brief flash of ... something ... or a faint shadow that seems to be cast by nothing. This scenario can easily be juggled to suit the Cast's current game—the deceased can be a critical systems operator for the military, commanding officer, important Seer, or powerful politician.

2) Intelligence Leak: Far too many operations have been failing of late for there to be any doubt about a spy reporting to the enemy. While paranoia and distrust spreads and the damage mounts, witch hunts flare up like brush fires, putting pressure on the Cast to plug the leak. What nobody realizes is that a Thinman has infiltrated operations planning and is able to overhear everything that goes on from the safety of some impossible hiding spot.

Thinman is positioned at an angle the increasing exposure to its 2-dimensional nature makes it more difficult to land a blow. While fully facing the 2-dimensional side, an attacker automatically fails if it is an attack coming directly at the being, such as a bullet or a sword thrust, whereas an attack that has a chance of clipping the flat side, such as a slicing sword stroke, suffers a -6 penalty to attack. The more of the flat side that is exposed to the attacker, the more this penalty should be reduced. Firing a gun at the Thinman while it is standing at a 45-degree angle to the attacker would impose a -3 penalty to attack, for instance, while firing full-on against the flat side imposes no penalty at all. Again, don't get bogged down with a protractor—work with what feels most appropriate to the situation.

When caught in an explosion or incendiary blast, a Thinman can attempt a Dodge Task or Dexterity Test with a -1 penalty per 10 points of damage rolled for the attack. If successful, they manage to turn their 2-dimensional side somewhat towards the blast's epicenter, reducing the actual damage suffered by half. If caught in more than one such blast, the Thinman can only perform this maneuver against one of the explosions and must decide which to turn towards before damage is announced. Explosive or incendiary blasts coming from all directions, such as being caught in a blast furnace, do not allow for this evasive maneuver because the Thinman will be subjected to the damaging effect no matter the direction it turns towards.

Furthermore, because their 2D form does not react to 3D attacks

in the expected fashion, consider Thinmen to have AV 10 against 3D attacks (14 against blunt attacks), Resistance (Poison) 3, Resistance (Disease) 3, and Hard to Kill 3. These benefits do not apply in 2-dimensional environments.

3D AWKWARDNESS: Because a Thinman in a 3-dimensional reality continues to exist only in two dimensions, it has difficulty interacting with 3-dimensional objects because it can't bring all of its being to bear on all the (literally) alien measurements simultaneously. Any Task or Test involving the manipulation/use of a 3-dimensional object, such as a computer, gun, vehicle, etc., suffers a -3 penalty.

Verbal communications with 3-dimensional beings is also impossible because their 2-dimensional organs are unable to vibrate and cause sound in a 3-D reality. This limits communications to signals, written messages, and special abilities such as Metaphysics.

Their alien nature is also incredibly disturbing to 3-dimensional beings. When in such situations, consider the Thinman to have both an Attractiveness and Charisma of -2 for the sake of applying modifiers to social Tasks and Tests.

METAPHYSICS: All Thinmen are considered to have the Gift, but they cannot learn Metaphysics until they have been in 3-dimensional space for at least six months because of the drastic differences in physics and the paranormal between the two realities. In effect, no matter how powerful they may be in their own dimension, they still have to learn everything anew once they come here.

DIMENSIONAL MANIFESTATION:

Thinmen normally exist in 2-dimensional space, co-existing amongst 3-dimensional realities but separated by the limitations of perception. To appear in 3-dimensional space, they must remain in an unmoving trance for D6 x 5(15) minutes, spending 2 Essence per minute, during which time they slowly begin to manifest. Although they become more opaque with each passing minute, they cannot interact with 3-dimensional space until the trance has fully run its course. Until then, the Thinman is completely intangible to 3-dimensional space but can still be interrupted from their native 2-dimensional reality.

Returning to their home, 2-dimensional reality requires the same process in reverse. Returning can be sped up to a single Turn, but doing so requires a Difficult Willpower Test, the expenditure of 25 Essence, and the suffering of D8 x 2(8) damage from the abrupt shock of the transition.

This ability can be used to travel to any 3-dimensional Realm, be it that of Earth, the Heavenly Host or any other defined by the constraints of 3-dimensional perception.

MULTIDIMENSIONAL SENSES:

Thinmen can use their senses to perceive *all* dimensions concurrently existing within the one within which they have manifested. This means they can see each other, even upon their 2-dimensional side, as well as invisible spirits and the like.

THINNESS: Because they have width (shoulder to shoulder) and height (foot to head) but no width (chest to back), a thinman can literally squeeze through any crack, no matter how

thin, so long as it accommodates their height and width. They cannot roll themselves up like a newspaper, after all, but they still gain great advantages from being only 2-dimensional in a 3-dimensional reality.

Depending upon the circumstances, the Chronicler can also impose other benefits to a Thinman because of their "thinness," such as a bonus to an Escapism Task when trying to get free of handcuffs. Tracking Tasks would also be heavily penalized because a Thinman's foot lacks the width necessary to leave a footprint, with the same effect making fingerprinting impossible.

CHRONICLER'S NOTES

Thinmen are nasty pieces of work because they can get in just about anywhere and become virtually undetectable. They make excellent spies and assassins, providing the Chronicler with a foe that can cause the Cast plenty of damage while seeming to disappear into "thin air." Advancing a Thinman adversary beyond the typical presentation can allow for some interesting problems for the Cast Members, especially if the character takes advantage of its Gift to learn Metaphysics.

Chroniclers may want to tackle why so many of the Thinmen serve the Church of Revelations despite an obvious dislike of Leviathan and its forces (for most of these creatures, leastways), and they have many options as to how to best broach the matter. It could be that the Dark Apostle's Adepts have found a way to summon the Thinmen and hold them here against their will, offering freedom in exchange for servitude. Perhaps the Dark Apostle has a way to damage 2-dimensional space, allowing him to blackmail that dimension's authorities into sending their citizens (or possibly their soldiers, if the Chronicler wants to be particularly cruel) to serve in exchange for safety. Whatever the Chronicler decides upon, it shall have to be reason enough for these beings to serve such an evil cause.

TYPICAL THINMAN

| | | |
|-------|-------|--------|
| Str 3 | Dex 6 | Con 3 |
| Int 4 | Per 5 | Will 6 |

Life Points: 43

Endurance Points: 41

Speed: 18

Essence Points: 27

Armor Value: 10 (14 versus blunt attacks)

Qualities/Drawbacks: Fast Reaction Time, Honorable 1, Secret (Obligation to Dark Apostle) (-2)

Skills: Acrobatics 3, Brawling 5, Bureaucracy 2, Climbing 3, Dodge 5, Escapism 3, Language 2 (any Earth language), Magic Theory 3, Notice 3, Stealth 4, Surveillance 2, Tracking 1

Special Powers: All Thinman Powers.

Damage: Punch D8 x 3(12) slashing;

Kick D8 x 6(24) slashing (Hand to Hand strikes cause twice the normal damage for the attack type, cause slashing damage and possessing a kinetic Armor-piercing factor of 5.

PERSONNEL

Unlike the first portion of this document, the following section will detail new or updated information on individuals and/or groups encountered by our teams, as I have been made aware at the time of this report.

CODENAME: CRACKERJACK

Case File: 1Z2TT0909C03-0015

Habitat: Europe; predominantly in southern France and western Italy.

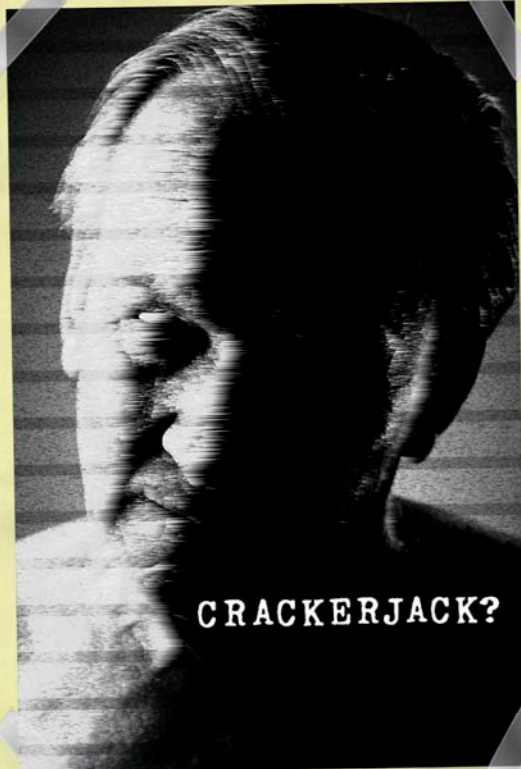
Noted Behaviors: Self-serving and conceited, although his wits and smarts are such that he can get away with it.

Organization: Head of a vast network of spies, information exchangers and profiteers.

Encounter Recommendation: Caution is key. Whether meeting Crackerjacks' organization due to cross purposes, a need for information or pure chance, never invest more trust than is absolutely necessary and even then stay on your toes. Growing eyes in the back of your head would not be uncalled for, either.

The man (?) calling himself Crackerjack ("Cracker" or even "Jack" to his closest associates and anyone powerful enough to get away with it) is a nut that even our most dedicated agents and intuitive AMPers have not yet been able to crack. In short, what we know most about Crackerjack is that we know very little.

We have suspected he has existed behind the curtains, pulling the strings of organized crime throughout Europe for decades, but we do not have any proof. Regardless of those suspicions of prior activity, he surfaced without a doubt soon after the Army of Revelations began throwing the Old World into chaos. Part of the difficulty in tracing any previous activities, as well as those of the present, is his mastery of subterfuge and the intricately layered organization he has woven around himself to ensure his identity is protected.



CRACKERJACK?

He could be anyone.

Despite our belief that he tends to operate out of France, in truth, he could be anywhere.

We do not even know if "Crackerjack" is nothing more than a codename for a board or cabal that leads the organization rather than an individual. While this does not fit with what we have learned of Crackerjack and his vast underground web of informants, smugglers and thieves, it would answer why no two descriptions (second-, third- or fourth-hand though they may be) agree. Some stories claim he is tall, others short. Some describe him as bone-thin while others proclaim him to be obese. Even age and ethnicity vary. Indeed, the only hint we have as to Crackerjack's appearance is an out of focus low-light enhanced digital photograph one of our operatives took of what he thought to be this criminal czar before being forced to flee by Soul Police. His uncanny ability, combined with our AMPers' inability to discern much about him, leads me to believe that there is *much* more to the story that we can even guess.

As for Crackerjack's organization, it is designed in a series of layered cells, with each new layer having limited contact with those of higher rank, meaning the lower ranks are unlikely

to ever meet their employer or his trusted inner circle (an inner circle that some of our analysts believe may actually be the cabal that collectively works as "Crackerjack.") Their touch can be felt in just about every aspect of what remains of organized crime in Western and Central Europe, and, to a lesser extent, the Mediterranean. Whether dealing in guns, drugs, stolen goods, people or information, Crackerjack's crew always has the best available, which is why he can afford to charge a premium. If you are ever offered something at what seems a reasonable price (or, even less likely, for free) check your six for the knife.

Our operatives have employed Crackerjack's men over a dozen times in recent years, usually to assist in smuggling personnel

past the Soul Police or to gain access to information that was imperative to our goals. We do, however, also know of at least six instances when Crackerjack actively worked against our interests, but never once he had already made an agreement with us. He seems a man of his word (for the most part) and follows some indiscernible code of honor, but that just means once the deal has been sealed he can be relied upon to follow the letter of the arrangement, not the spirit. He is a slippery and dangerous character, to be sure, but he is also necessary to our success (for the moment, anyway.)

For your future consideration, I suggest allocating some resources to discerning the truth behind Crackerjack and using the information to make him more tractable or to eliminate him so that we can replace him with someone more in line with our goals and needs. As desirable as this may be, I also have no illusions about how costly such a coup would be.

CHRONICLER'S NOTES

Crackerjack is, in fact, an avatar of Loki, the Norse god of Mischief. This entity has been on Earth, serving as but one of the god's many sets of spying eyes, for centuries in anticipa-

tion of Leviathan's coming (among other things.) Like many others, Crackerjack served loyally for nearly a century, but then his experiences with this world began to change his perceptions of how life was meant to be. While ultimately understanding the goals his "father" worked towards, he did not agree that undertaking those same goals should be the sole focus of his life. Crackerjack decided to strike out on his own.

Since that time, Crackerjack has worked behind the curtains using countless names and faces to hide his role in history. Whether firing the hearts of Parisian rebels, assisting partisans against Axis forces in the mountains of Italy, or selling information and weapons to despicable and indiscriminate terrorists, Crackerjack has long had his fingers in many pies. Although his actions will often seem entirely self-serving (mainly because most are), he is also a man of his word (for the most part) and is certainly no ally of the Church of Revelations. After all, if reality goes up in a puff of smoke, so too does Crackerjack. This does not mean that his opposition to Leviathan's efforts sways to an active role, however.

Crackerjack's primary interest in all things is now, and has always been, what is best for Crackerjack. If this means impeding Leviathan's encroachment into the rest of the world by leaking a bit of important information here and there, so be it. If it means ridding himself of some troublesome adventurers who have been riling up the local Soul Police through their actions, well, that is just as acceptable.

| | | |
|--------------|--------------|---------------|
| Str 7 | Dex 8 | Con 8 |
| Int 6 | Per 6 | Will 6 |

Life Points: 135

Endurance Points: 155

Speed: 32

Essence Points: 109

Qualities: Age 3, Charisma 3, Contacts (Rumor Mill) 3, Contacts (Criminal Underworld) 4, Multiple Identities (Ten Identities), Nerves of Steel, Resources (Rich), Status 5 (+2 Resources)

Drawbacks: Adversary (Church of Revelations) (-2), Adversary (Norse Gods) 1 (Age), Adversary (Soul Police) (-2), Bad Luck (-2), Beholden 3 (Avatar), Clown (-3), Covetous (Curious) (-2), Covetous

CRACKERJACK ADVENTURE IDEAS

1) The Crackerjack Prize: The Cast, while in Europe, desperately needs a piece of intelligence that, as their sources indicate, only Crackerjack can provide. After a few nights of false starts, shadowy meetings and puzzling dead drops, the characters are finally introduced to one of Crackerjack's many information brokers. However, in exchange for the intelligence the Cast cannot possibly do without, Crackerjack insists the Cast first get something for him as payment. He will not take any amount of cash; only the item will do.

Just what this item is depends on the campaign. It can be something the Cast was going to be in proximity to anyway if the Chronicler wants to take it easy on the characters, or it can be something that will require a great deal of effort and going out of their way to obtain. Whatever it is, the Chronicler must have a reason why Crackerjack does not simply take the item himself.

2) You Don't Know Jack: Quite simply, the Powers That Be have decided that Crackerjack's power base has become more trouble than its benefits are worth, and so they want the Cast to do whatever is necessary to uncover the hidden truths behind the man and his organization. This will be no simple mission—it is practically suicide considering all previous attempts have failed. But something has pushed this need into the realm of the necessary, and it is up to the Cast to pull off the impossible.

Whether the Cast will then have any orders to act upon that information once (if?) it is acquired is up to the Chronicler.

(Greedy) (-2), Cowardly (-1), Delusions (Prejudice: Mundanes) (-1), Honorable (-2), Obsession (Information) (-2), Secret (True Nature) 2 (Age)

Skills: Brawling 5, Bureaucracy 7 (Criminal Underworld 9), Cheating 5, Computers 2, Dancing 4, Dodge 7, Escapism 4, Gambling 5, Guns (Handgun) 4, Hagglng 6, Intimidation 6, Languages (Native is Norwegian; English 2, Russian 2, German 2, Spanish 2), Magic Theory 4, Magic Bolt 2, Myth and Legend (Nordic) 4, Occult Knowledge 4, Primal Skill 8, Questioning 7, Research/Investigation 5, Rituals (Nordic) 4, Seduction 4, Sleight of Hand 6, Smooth Talking 6, Stealth 5, Streetwise 8 (Criminal Underground 10)

Special Powers/Metaphysics: All Avatar Powers; Aspects (Trickster): Arcane Knowledge, Silver Tongue, True Mimicry, Unseen and Unknown; Affect the Psyche 5, Elemental Fire 3, Greater Illusion 3, Insight 4, Lesser Illusion 5

Damage/Weapons: 10 mm handgun (D6 x 5[15]) with one spare clip

Equipment: Cell phone, PDA

TYPICAL CRACKERJACK INFORMATION BROKER

Information brokers are Crackerjack's face and voice to the outside world. They meet with potential clients and anyone who may benefit the organization to determine what value that person can have for

their master. They are unbelievably loyal and are treated well in kind.

Str 2 **Dex 2** **Con 2**
Int 2 **Per 4** **Will 3**

Life Points: 26

Endurance Points: 26

Speed: 8

Essence Points: 15

Qualities: Acute Senses (Any One), Charisma 2, Contacts (Rumor Mill) 1, Contacts (Criminal Underworld) 2, Multiple Identities (Two Identities), Resistance (Pain) 2, Wealth (Middle Class)

Drawbacks: Addiction (Drinking or Smoking) (-1), Adversary (Church of Revelations) (-2), Adversary (Soul Police) (-3), Obligation (Crackerjack) (-3)

Skills: Acting 2, Brawling 1, Bureaucracy 3, Dodge 1, Driving (Any—Cars most likely) 2, Electronic Surveillance 2, Guns (Handgun) 1, Language (At least one other) 2, Notice 3, Questioning 3, Research/Investigation 2, Smooth Talking 2, Streetwise 3, Surveillance 2

Damage/Weapons: 9mm handgun (D6 x 4[12]) with one spare clip

Equipment: Vehicle suitable to the region and circumstances, various articles of surveillance gear, two-way radio or cell phone

TYPICAL CRACKERJACK THUG

Crackerjack's common muscle, the thugs oversee all meetings between the brokers and third parties, although most of them are never seen.

A few are always on hand to ensure everyone knows Crackerjack is watching the proceedings, but far more are waiting in the surrounding area to rush the scene should it become necessary. Thugs also handle some of the darker aspects of Crackerjack's business, such as rudimentary interrogations and negotiations (in other words, the torturing and beatings.)

Str 4 **Dex 3** **Con 3**
Int 2 **Per 1** **Will 2**

Life Points: 53

Endurance Points: 32

Speed: 12

Essence Points: 0

Armor Value: D6 + 7(10), 4 versus blunt

Qualities: Contacts (Criminal Underworld) 1, Hard to Kill 5, Multiple Identities (One Identity) 2, Natural Toughness, Nerves of Steel, Resistance (Pain) 2

Drawbacks: Addiction (Drinking or Smoking) (-1), Adversary (Church of Revelations) (-2), Adversary (Soul Police) (-3), Obligation (Crackerjack) (-3)

Skills: Brawling 4, Demolitions 2, Dodge 3, Driving (Any—Cars most likely) 2, Guns (Handgun) 3, Guns (Submachine Gun) 3, Hand Weapon (Knife) 3, Intimidation 4, Questioning 1, Running 2, Stealth 1, Streetwise 1, Weight Lifting 1

Damage/Weapons: 9mm submachine gun (D6 x 4[12]) with three spare clips, 10 mm handgun (D6 x 5[15]) with one spare clip, small knife (D4 x 3[6])

Equipment: Vehicle suitable to the region and circumstances, Class I body armor, two-way radio or cell phone

TYPICAL CRACKERJACK TROUBLESHOOTER

When a situation escalates out of control or needs to be dealt with firmly yet subtly, Crackerjack's "troubleshooters" are sent in. Trained by various former Special Response and elite military units around Europe, the troubleshooters are experts at covert activities ranging from assassination to kidnapping.

Str 2 Dex 4 Con 2
Int 2 Per 3 Will 2

Life Points: 41

Endurance Points: 23

Speed: 12

Essence Points: 15

Armor Value: (D6 x 2) + 14(20)

Qualities: Acute Senses (Sight), Acute Senses (Hearing), Fast Reaction Time, Hard to Kill 5, Nerves of Steel, Spatial Awareness

Drawbacks: Adversary (Church of Revelations) (-2), Adversary (Soul Police) (-3), Cruel (-1), Obligation (Crackerjack) (-3)

Skills: Climbing 2, Demolitions 2, Dodge 1, Driving (Any—Cars most likely) 1, Guns (Handgun) 3, Guns (Submachine Gun) 3 or Guns (Assault Rifle) 3, Hand Weapon (Knife) 2, Martial Arts 3, Notice 2, Stealth 3, Throwing (Knife) 2, Throwing (Sphere) 2

Damage/Weapons: 9mm submachine gun (D6 x 4[12]) with three spare clips or 5.56 mm assault rifle (D8 x 4[16]) with three spare clips, 10 mm handgun (D6 x 5[15]) with one spare clip, large knife (D4 x 2[4]), four defensive grenades (GZ D6 x 10[30]; GE D6 x 8[24]; D6 x 3[9])

Equipment: Class II body armor, appropriate clothing (such as camouflage fatigues), nightvision goggles, two-way radio and throat microphone

WEAPONS

The enemy has introduced some new weapons—both mundane and supernatural—since my last report. I've been as thorough as possible, but you know I'm simply not qualified to make anything more than guesses at the latter. Hopefully, your lab coats in Section 666 can take the data and do something better with it.

CODENAME: BUZZ HOOP

Case File: 1Z2TT0909C03-0016

Habitat: Anywhere.

Noted Behaviors: They are primarily used for scouting and patrolling, although they are also purposely deployed into combat on their own or in support of AoR troops on the ground.

Organization: Whether left on automatic or operated remotely, a buzz hoop is usually on its own although we have seen them paired up to hunt especially troublesome or important prey, or to patrol an area in force.

Encounter Recommendation: The simplest way to deal with these UAVs (Unmanned Aerial Vehicle) is to hide and avoid their sensors, but if caught in an unavoidable combat situation a crossfire scenario works best. The minigun cannot traverse much and the rockets are limited to forward only, so bait the machine into intersecting lines of accurate small arms fire and do away with it quickly before it calls for help.

Known simply as the Heiligenschein (Halo) amongst the Churchies, we've come to know these contraptions as "buzz hoops" after the loud, grinding buzz their powerful turbofan generates. Although larger than some of the other intelligence-gathering UAVs



the AoR have thrown our way, the buzz hoop offsets its size by packing an impressive amount of firepower: a minigun and six 2.75 inch rockets. This makes the UAV considerably more dangerous because it can double as a forward observation/spying device and weapon platform.

So far the AoR has been very selective in how they deploy the buzz hoop. They obviously aren't yet mass-producing them to toss at our lines (the very idea of these things hitting us en masse gives me chills, quite frankly.) We did indeed get the chance to gather some data on the UAV's manufacturing and distribution while on an unrelated mission (see previous report, #1Z2TK0909T49), and I noted that the Soul Police were sent almost as many of these things as the military. I suspect there is something far more devious at work than just another recon and attack weapon, but I've not yet found any proof of such. I will continue to gather intelligence with the hope of uncovering whatever purpose the Churchies are turning these machines towards.

BUZZ HOOP GEAR

ATTRIBUTES AND SKILLS: The buzz hoop's artificial intelligence is considered to have a Dex of 3

and Int of 1. The UAV's electronic brain has no Will and uses its Systems Operations skills in place of Perception. Similarly, the buzz hoop has no Strength or Constitution. The AI is programmed with the following skills: Piloting (UAV) 3, Guns (Machine Gun) 2, Guns (Missile Launcher) 2, Systems Operations (Communications) 2 and Systems Operations (Electronic Warfare) 1.

If the buzz hoop is ever denied access to its remote operator's control signal, the default setting is for the AI to take control and continue on with the last transmitted mission parameters and goals.

SENSORS: The buzz hoop is equipped with a Global Positioning System that uses ground-based broadcasting triangulation rather than satellites, infrared and night vision optics, and digital video and audio capture and relays.

STEALTH AND

COUNTERMEASURES: The UAV is typically painted in a camouflage pattern to suit the terrain—a -2 penalty is applied to Perception Tests or Notice Tasks checks made with the naked eye or non-enhanced optics; enhanced optics,

such as thermal vision, do not suffer this penalty. However, its loud buzzing grants a +2 bonus to hearing-based Perception Tests or Notice Tasks when it is traveling at 30 mph (48 kph) or less or +4 when traveling faster.

STABILIZATION: Firing any of the weapons while the UAV is traveling any faster than 30 mph (48 kph) causes it to lose much of its stabilization, bestowing a -2 penalty to all of the UAV's/operator's Strike Tasks.

CHRONICLER'S NOTES

The Heiligschein, as useful as it is unto itself, is actually the first step in an entirely new direction of operational development. One of the primary goals of the AoR since it consumed so many of Europe's top weapon developers is a fully automated weapons platform. This trial program seeks to test more than the aerial UAV's firepower. Indeed, they are using the Heiligschein and what they learned from the Punisher stealth bombers to test the feasibility of remote- and AI-operated combat units in general. If all goes well, there are already plans to place the unit in automated armored vehicles.

BUZZ HOOP ADVENTURE IDEAS

1) Seek and Destroy: After conducting an operation against a Church of Revelations facility (of pretty much any purpose or location), a small pack of buzz hoops are sent to hunt the Cast. The operators are very skilled (all UAV-related skills are level 4 or higher) so evading them will not be easy. The Cast will have to take the machines head-on (no easy feat, as there should be enough on the Cast's tail to present a challenge) or learn how to use the terrain to evade or confuse the machines.

This encounter works especially well as the Cast's first encounter with buzz hoops.

2) Eyes In The Sky: While operating in CoR-held territory, the Cast Members are identified as enemy agents and an alert is passed through the entire area. Wanted posters are splashed up on every wall, their descriptions are transmitted across public propaganda radio and military channels, and every Soul Police agent available is pounding the pavement looking for them. Even worse are the buzz hoops flitting through the skies, using their audio/visual capabilities to scout crowds and dark alleys from their high vantages.

3) Watcher: The enemy has been gathering incredibly accurate information on troop movements of late, so much so that it is beginning to cost more than acceptable losses and stalling offensives. It is up to the Cast to learn how the enemy is doing this when compartmentalization of information and last minute changes all but rules out spies in the command structure. Furthermore, no high-flying enemy spy planes have been detected in weeks. As it turns out, the AoR has been using buzz hoops to fly towards friendly lines by hugging the terrain for concealment and popping up to take video before returning to their own positions. The Cast will have to catch one of the UAVs in the act to learn the source of the leak and then rush to destroy or capture it before it can gather intelligence on the latest friendly activities.

TYPICAL BUZZ HOOP

Weight: 900 lbs (0.45 tons)
Height: 4.5 ft (1.5 m)
Width: 21 ft (7 m)
Length: 22.6 ft (7.5 m)
Speed: 65 mph (97.5 kph)
Range: 120 miles (180 km)
Acceleration: 30 mph (48 kph)
Toughness: 3 **Handling:** 3
Crew Skill: Piloting (UAV) to control remotely

DAMAGE CAPACITY

Main Body: 60 **Turbofan:** 20

ARMOR VALUE

All: 15

ARMAMENTS

7.62mm Minigun

The minigun is limited to a 90-degree firing arc in front of the UAV.

Combat Skill: Guns (Machine Gun)

Accuracy: 0

Shots: 3000

Rate of Fire: 10-round bursts or full automatic

Armor-piercing Round

Damage: D8 x 6(24); **Armor-piercing Factor:** 2 (kinetic); **Damage Modifier:** x2; **Range:** 15/200/500/1500/5000

2.75 in. Rocket Pod

The rockets can only fire directly forward.

Combat Skill: Guns (Missile Launcher)

Accuracy: 0

Shots: 6

Rate of Fire: 1, or 3-rocket or 6-rocket bursts

High-Explosive Rockets

Damage: D10 x 14(70) (Ground Zero), D8 x 8(32) (General Effect), D8 x 2(8) (Maximum Range); **Armor-piercing Factor:** 2 (shaped charge); **Damage Modifier:** x2; **Range:** 150 (Minimum Range)/300/1000/2000/4000

CODENAME: TERROR CUBE

Case File: 1Z2TT0909C03-0017

Habitat: Anywhere it is placed.

Noted Behaviors: None.

Organization: None.

Encounter Recommendation: Leave the area immediately and saturate the location with artillery and/or air strikes. Trying to deactivate an operational terror cube by any other means results in little more than giving it more food, so keeping one's distance is paramount.

Resembling a cube made of unknown materials and roughly five feet along each edge, these horrific devices are embossed with all manner of archaic symbols, runes and terrifying pictographs. Even our most powerful AMPers do not know what to make of these things, but they all confirm the devices contain some manner of horrible intellect and malicious will.

Thankfully, so far we've only come across these things in Europe and South America where they've managed to cause incalculable problems. I had a report cross my desk from the team you sent down to Salvador during the riots a few months back. It turns out the Churchies smuggled one of these infernal cubes into the harbor upon a container ship. By the time we caught on and took out the vessel with a FAE, the mania had already spread from the harbor to the rest of the city. Despite the cube's confirmed destruction, the riot had taken on a life of its own and valuable troops had to be pulled off the line to put things back in order.

We cannot afford to have something like that happen in the States.

I've been keeping my ear to the ground for anything about how these things are made with the hope of it helping us find a better way to track them, but so far all my sources and allies have turned up nothing. There is simply too much mystery still surrounding these arcane WMDs. Hopefully some of your specialists have better luck before the Fifth Column manages to smuggle one of these things into the capital.

INFECTIVE FEAR EXAMPLE

A person coming within 500 feet of a terror cube with 1,000 or less victims makes a Fear Test on the first day of coming into range. They manage a Success so there is no effect except for a feeling that something is amiss—perhaps they are a little jumpy, but nothing serious. They stay in range until the next day, and now there are 500 people who have been infected by the terror cube. This time the character fails his Fear Test and the result on the Fear Table is *shakes* to feed the terror cube 1 Essence. The next day there are now 1,500 people infected and the character must make another Fear Test, but this time with a -2 penalty (-1 for the previous day's failure and another -1 for there being over 1,000 infected people.) This test also fails yet the person is still lucky enough only to get a *shakes* result for a loss of 1 Essence. On the fourth day there is a total of 3,000 infected people, and the character makes another Fear Test, this time at a -3 penalty (-2 for the two previous failures and -1 for the number of infected people.) The Fear Table result is *total hysterics* for a loss of 6 Essence. And so on ...

TERROR CUBE POWERS

ARCANE SCRAMBLING: Despite the Taint and Essence that pours through a terror cube from those it has infected, the magics surrounding these relics make them difficult to track through Metaphysics. Any Metaphysical ability used to gather information or track, sense or detect a terror cube in any way suffers a penalty equal to the Fear Test penalty indicated for the number of victims it has infected (see the Feed on Fear power.) So, a terror cube that has infected 12,000 people would impose a -2 penalty to track with Metaphysics.

INFECTIVE FEAR: The terror cube gets its name from the waves of fear and horror it broadcasts. These ema-

nations tap into the human psyche (most non-humans get a +2 bonus to their Fear Test rolls against its effects) to make a person's darkest, most deeply buried fears boil to the surface. Animals are especially sensitive to this broadcast and will avoid and even flee the area (they suffer a -4 penalty to their Fear Test rolls), much as they would a fire or similarly dangerous hazard.

It starts with a Fear Test being made every day a person comes within broadcasting range, and even success leaves the subject feeling as though something isn't right—their hidden fear tickles the edges of their consciousness. This tickle or outright fear, depending upon the Fear Test's outcome, remains for as long as the person is within broadcast range. Failing the Fear Test lets the fear out and the person is considered "infected" and also requires a roll on the Fear Table, except the results rolled on the latter last until the next day's Fear Test rather than going away in the usual duration. Depending on the Fear Table results, an infected person may also lose Essence (see the **Feed on Fear** power to follow.)

Every time an infected person fails any subsequent Fear Tests against the terror cube's broadcast, they acquire an additional -1 cumulative penalty to their next Fear Test against its power, increasing the chance of terrifying results the longer a person remains in the vicinity. A penalty is also applied to represent the terror cube's growing strength as more people are infected.

If an infected person stays beyond the terror cube's reach they must still make a daily Fear Test, with success reducing their accumulated Fear Test penalty by 1 and failure meaning the penalty remains unchanged. This penalty does not include the penalty applied because of the number of people the terror cube has infected. Reducing the accumulated Fear Test penalty to 0 breaks the person free of the terror cube's influence, removing the infection of fear (although not rendering them immune should they return to broadcast range.) Any successful Fear Tests following the initial infection while remaining in the terror



| Infected Victims | Broadcast Range | Fear Test Penalty | Damage Capacity Modifier |
|--------------------|--|-------------------|--------------------------|
| 0 to 1,000 | 500 feet (167 m) | -0 | +10 points |
| 1,001 to 5,000 | 1,000 feet (333 m) | -1 | +50 points |
| 5,001 to 25,000 | 2,500 feet (833 m) | -2 | +150 points |
| 25,000 to 100,000 | 1 mile (1.5 km) | -4 | +300 points |
| 100,001 to 500,000 | 3 miles (4.5 km) | -8 | +600 points |
| 500,001 or more | 5 miles (7.5 km) + 1 mile (1.5 km) per additional 500,000 people | -16 * | +1,000 points |

* At this stage Fear Tests are made every hour instead of every day

cube's vicinity does not reduce the penalty or allow the person to escape the terror cube's influence; it merely means that things didn't get worse that day.

FEED ON FEAR: Someone who fails a Fear Test against the terror cube's broadcast becomes infected, creating a link of sorts between the victim and the artifact. An infected person feeds as many of its Essence Points to the terror cube per day as there were Successes rolled for that day on the Fear Table follow-

ing a failed Fear Test. For example, someone rolling a *faint* result on the Fear Table would feed the artifact 5 Essence for that day.

Essence fed to the terror cube is subtracted when the person makes the roll on the Fear Table or when the person first enters feeding range for that day (feeding range is ten times the terror cube's broadcast range), whichever comes last. Failing to enter feeding range on a given day means the Essence is not taken, even if the infection means the Fear Test is still made.

TERROR CUBE ADVENTURE IDEAS

1) City by Firelight: The unthinkable has happened: a terror cube has been smuggled into a major American city! For weeks the cube has been instilling fear in the city's populace, but the authorities thought it to be the result of poor morale caused by the war. Now the city is on the verge of burning as its many infected citizens can no longer resist their fears and begin to riot. The terror cube's must be found and destroyed at any cost before its masters can move it to another city. If the Cast Members can't deal with the problem on the ground, the government will be forced to exercise one of the more extreme powers of martial law and carpet bomb the city and its inhabitants in order to protect neighboring metropolises.

2) The Shaken Line: The Cast Members are fighting in a region where the battle lines have long since stabilized, for the most part. Tired of the stalemate, the AoR has covertly shifted its forces so that a particular part of the front is staffed only with Believers, allowing them to sneak a terror cube close to friendly positions. These positions have now begun to feel the terror cube's awful effects and the Brass is worried that whatever the AoR is doing will weaken the line enough for the Churchies to force a breakthrough (which is, indeed, the AoR's plan.) A covert team will have to sneak through the no man's land between the lines and put an end to whatever is shaking morale before it is too late.

3) Proving Ground: Play this adventure before otherwise introducing the terror cube to your game.

The Cast Members enter a small village or town (the reason for going there and the community's location are not important) where everyone seems ready to jump out of their skin at every shadow. Everyone is beyond paranoia and their nerves so frayed that fights are breaking out all over for little to no reason. The village is obviously on the edge of self-destructing, and all for no discernable reason. In truth, the AoR has selected this community to test its first terror cube and it is now up to the Cast Members to discover what is amiss and put a stop to it before they too succumb.

LEVIATHAN'S IMMUNITY: Anyone bearing the Mark of Leviathan is immune to a terror cube's fear broadcasting.

FUEL FOR THE MASTER: Half of each day's intake of Essence is burned in constantly broadcasting fear while the other half bleeds off as Taint through the course of the day due to the terror cube's inefficient design; after all, its designers weren't concerned with storing Essence, merely stealing and utilizing it to produce more fear. Anyone able to utilize Taint and who also sports the Mark of Leviathan can draw upon this Taint as though the terror cube were a Tainted Place of Power.

CHRONICLER'S NOTES

A terror cube acquires its frightful power following a weeklong ritual that involves robbing a creature of Taint of its freedom and binding it within the cube. The bound creature's hostility focuses the cube's fear broadcasting ability while the entity is in turn sustained by the Essence the cube draws back from those it infects. Destroying the terror cube both frees and destroys its occupant.

Because of the duress and hazards of the creation process (on average, the ritual kills nearly one-third of the twelve adepts needed to create each cube), terror cubes remain a rare, vital weapon deployed for strategic advantage. Should the process of their creation ever be refined and made safer, it could be the first step to the downfall of those nations holding out against Leviathan's spreading influence.

TYPICAL TERROR CUBE

| | | |
|---------|---------|---------|
| Str N/A | Dex N/A | Con N/A |
| Int 0 | Per 2 | Will 4 |

Damage Capacity: 100 + an amount dependant upon how many people have been infected

Endurance Points: N/A

Speed: N/A

Taint Points: N/A

Armor Value: 25

Skills: None

Special Powers: All Terror Cube Powers.

Damage: None

CODENAME: VINDICATOR

Case File: 1Z2TT0909C03-0018

Habitat: Anywhere; they are usually used as shocktroopers.

Noted Behaviors: Whatever they are told by their masters.

Organization: Rarely encountered in groups larger than a solo operation or pair.

Encounter Recommendation: Grenades, anti-materiel rifles, and high-explosives are your best bet. These things have no vitals to slow them down, so they will keep coming until they are entirely destroyed.

It is a pity that we must watch the Church of Revelations corrupt other religions to its own ends, with the so-called Vindicators being but the most recent example of this. Formed from a single piece of poured metal, a Vindicator is the end result of a corrupt variation of the ancient Hebrew rite for creating a golem. How the Churchies managed to twist the magical ritual to suit their needs remains unknown, but I have some of Section 51's best men working on it.

Surprisingly fast for what is essentially an animated, metal statue standing roughly 10 feet, a Vindicator is the ultimate stormtrooper. Its shell can deflect most small arms fire, it can lug around heavy weapons and ammunition as though they were weightless, and it can wreak incomparable devastation if it gets in amongst a friendly position. A lot of firepower is required to haul these things down, but one of my more supernaturally inclined grunts suggested there may be a quicker, easier way to destroy them: find out exactly what magic the Churchies are using to put them together and then find some way to counter it.

VINDICATOR POWERS

ATTRIBUTES: The Vindicator's physical attributes vary by the metal they are created from, with steel being the norm by far. Weaker metals result in a lower Damage Capacity, Strength, Constitution (representing resistance to corrosion and the like) and Armor Value, while lighter metals may result in a higher Dexterity. Of course, the opposite is also true. Mental Attributes remain unchanged by the metal used.

MAGICAL AUTOMATON: The Vindicator has very little initiative and no sense of self-awareness. It is smart enough to recognize rank insignias so it can create a chain of priority between commands given

by AoR troops bearing the Mark of Leviathan. As a non-biological, the Vindicator is immune to poisons, gases and other agents that affect organics, nor does it eat, sleep or breathe. It is, however, as susceptible as regular steel to corrosion and acids, requiring automatons returning from the field to undergo a thorough cleaning and maintenance routine.

METAPHYSICAL RESISTANCE:

Vindicators have Resistance 10 (as the Quality) against Miracles, Invocations and Supernatural Metaphysics (e.g., Aspects and Theophanies), and Resistance 6 against Seer Powers. These Resistances apply regardless of whether or not the Metaphysical power would normally allow a Resistance; apply as is most appropriate. For instance, against Metaphysics that cause damage the Resistance ability may apply the Resistance levels as additional AV. These numbers are reduced to 5 and 3, respectively, if the Metaphysics are employed by someone with Rituals (Kabbalah) 6 to 8 or they are reduced to 2 and 1 if that person has Ritual (Kabbalah) 9 or higher.

CHRONICLER'S NOTES

As with their other experiments, the Vindicator is a trial for developing fully automated soldiers with which to inflate the AoR's already impressive manpower. Instead of utilizing the weapons technicians

that defected to Leviathan's cause, the Vindicator is the brainchild of a conclave of Rabbi traitors that have accepted the Mark of Leviathan. While this has allowed the Church of Revelations access to a new form of mysticism, it has also restricted the creation to masters of Kabbalah, an art that takes decades of intense study to reach the level of power needed to grant life to the unliving.

TYPICAL STEEL VINDICATOR

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| Str 12 | Dex 2 | Con 6 |
| Int 1 | Per 1 | Will 1 |

Damage Capacity: 200

Endurance Points: N/A

Speed: 8

Essence Points: None

Armor Value: 35

Skills: Brawling 2, Climbing 1, Guns (Assault Rifle) 2, Guns (Grenade Launchers) 2, Guns (Machine Gun) 2, Hand Weapon (Knife) 2

Special Powers: All Vindicator Powers

Damage: Punch D6 x 12(36);

Oversized Combat Knife D6 x 12(36) slashing/stabbing; A heavy weapon—typically a machine gun D10 x 6(30) with 500 rounds fed from a back unit or automatic grenade launcher with 300 rounds fed from a back unit.

VINDICATOR ADVENTURE IDEAS

1) Death Walks On Metal Legs: While at the front, the Cast holds an important position against all enemy attempts to take it. Ammunition is running low and the chances of a resupply happening in the next few days are slim due to priorities elsewhere. And that's when the Cast hears the booming steps/crashing of brush/etc. as something heavy is obviously pushing through the terrain towards where the Cast is dug in. And that's when they see the Vindicators plodding towards them with mindless determination.

The Chronicler should include enough Vindicators to make the fight incredibly hard. It shouldn't be a surprise if a Cast Member or two dies or gets savaged in the fight, but the Chronicler really needs to make clear how important the location is to both sides before anyone gets up and runs away.

2) Revenge of the Righteous: A number of Kabbalists have figured out what their treacherous brethren have done and seek to set things right at any cost. Through various contacts, or maybe due to a reputation they have earned, the Cast is approached to see the job through. Not only do all the traitors need to be slain and their notes destroyed, but one of the righteous Kabbalists will have to accompany the Cast to see that the damage done so far is undone.

This is an important adventure because, if it is entirely successful, it can allow the Cast to do away with all Vindicators (until another group of fallen Kabbalists come along or the CoR finds away to replicate the results without resorting to Kabbalah, that is.) The Kabbalist sent to accompany the Cast must be protected at all costs because only he can identify everything related to the corrupted golems and only he can undo the magic that made those that already walk the Earth. Without this fragile, old mystic, even destroying all the traitors' notes won't do away with those Vindicators that have already been created. As a skilled mystic, the wizened Kabbalist NPC should have at least 4 levels each in three to five invocations, as well as six or more levels of Myth and Legend (Kabbalah), Occult Knowledge, Rituals (Kabbalah), and Magic Theory.