

KULT

◊ DIVINITY LOST ◊

Wind On The Leaves



UNOFFICIAL
FAN-MADE
CONTENT

Unofficial Fan-made Content

Director Casey awakes with a sweat on his back as cold as the war that just ended. He checks the date under the clock to confirm his nightmare: it's the 15th of July 1985. The Russians are on their last legs, but the numerous terrorist organizations the CIA has funded to combat them are still there. None of them are worse than the Revolutionary Armed Forces of Colombia. The once freedom fighters of the 60's have allied themselves with the cocaine producing Colombian Cartels, becoming an unstoppable, well funded force under the guidance of one CIA operative: Colonel Reynolds. He went AWOL somewhere in the jungle, along with his second in command, Lt. Claudia S. Wicker, and all the intelligence, weapons, and funds gathered. There has been no word for months from their handler, Lt. William L. Bryant, who was sent to retrieve them. Director Casey picks up the phone and orders the black op. The war has ended, but the nightmare is only beginning.



UNOFFICIAL FAN-MADE CONTENT

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BACKGROUND

I ran a three month intensive campaign for a few lovely people which included Mechano. He really seemed to love it, playing a US mercenary by the name of Jacob "Ghost Rat" Reynolds who ended up an unstable and violent disciple to Netzach by the end. In between all the crazy stuff happening, Jacob traveled the dream worlds extensively and found an arch-nemesis in Hammad al-Sufi, a dream prince. Mechano also talked about how he always wanted to run something Gaia based. The following scenario is a combination of all of the above. It's not the best thing I've written, since it was a rush job in-between other projects. But I like to think Mechano would have enjoyed it.

Andrew Crag

This started out as me just wanting to throw around a few half-baked ideas, suggestions for how this or that could be handled for the antagonists in this scenario. Turns out, I couldn't stop once I had started, and made complete write-ups of pretty much every single creature and opponent in there.

Aspiring GMs of this scenario, please be advised that while this may look highly complete (and may even read rather solidly, at least I hope so), it is still an unplaytested collection of ideas only.

Please apply a pick-and-choose approach to these stat blocks, as needed for your game. Also please feel free to disregard anything in here that doesn't seem to work for you. Nothing here is tried and true.

That said, I had great fun exploring some new uses for existing mechanics (such as with the Wasp Swarm's infection), and inventing some altogether new things (e.g. the God of Thirst's *Putrefied Body*, the Bone Sword's rules, or the *Suspicion* minigame in the snipers' orchard).

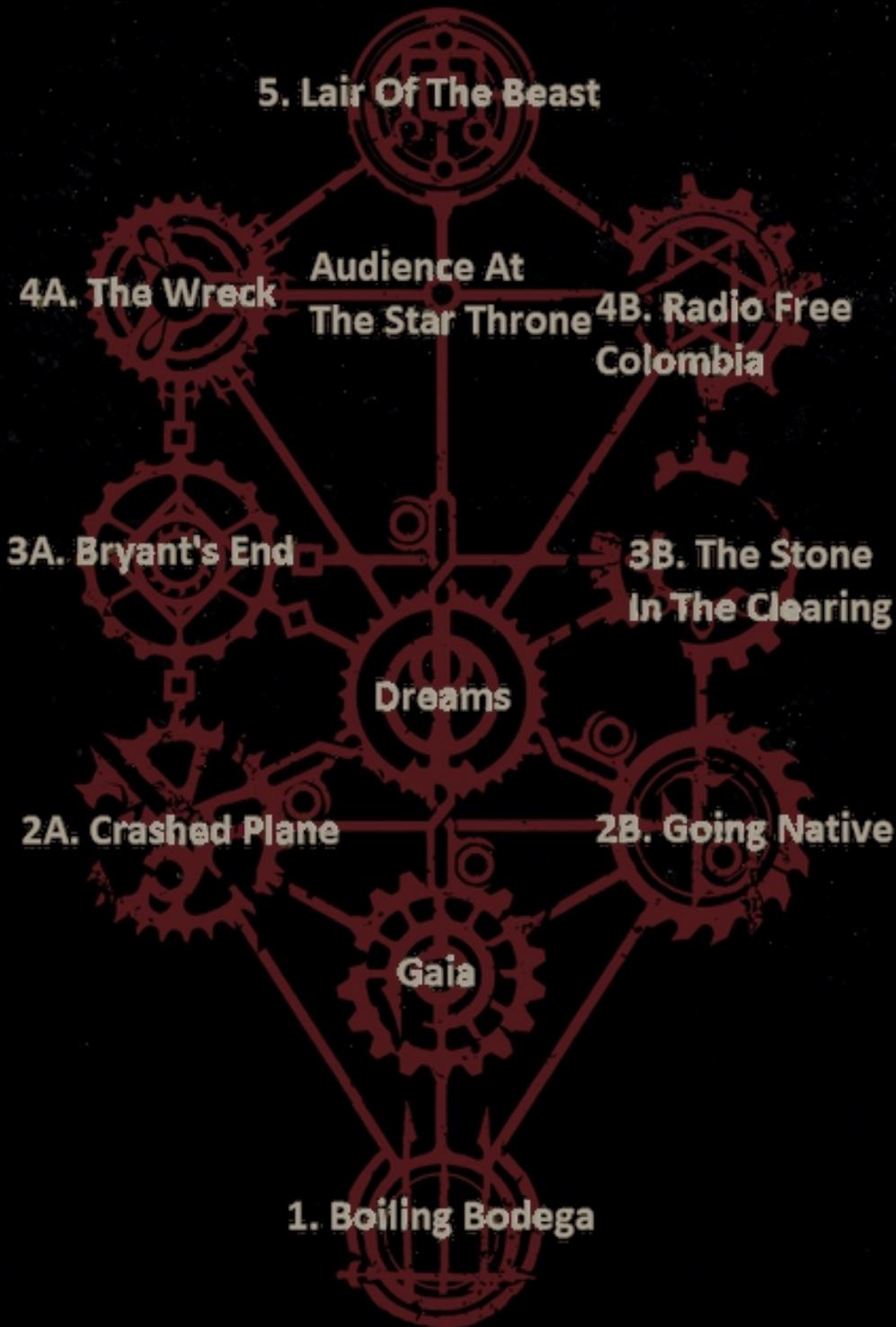
Hope you have as much fun running this game as I had making these stats!

Auburney

OVERVIEW

The players are a team sent into the Colombian jungle to eliminate a rogue operative. Little do they know that Colonel Reynolds is one of Netzach's Elohim, who along with his disciple Wicker, have established a foothold in one of the tributaries of Caqueta, a river that flows into the Amazonian Basin. But the team has an unlikely ally, after a fashion. The sultan Hammad al-Sufi has conquered many of the other dream realms, having enough of a foothold in the Illusion to intervene in Elysium and continue his conquest. His first target is Netzach and his allies. Once the powerful Archon falls, the sultan reasons, everything else will follow.

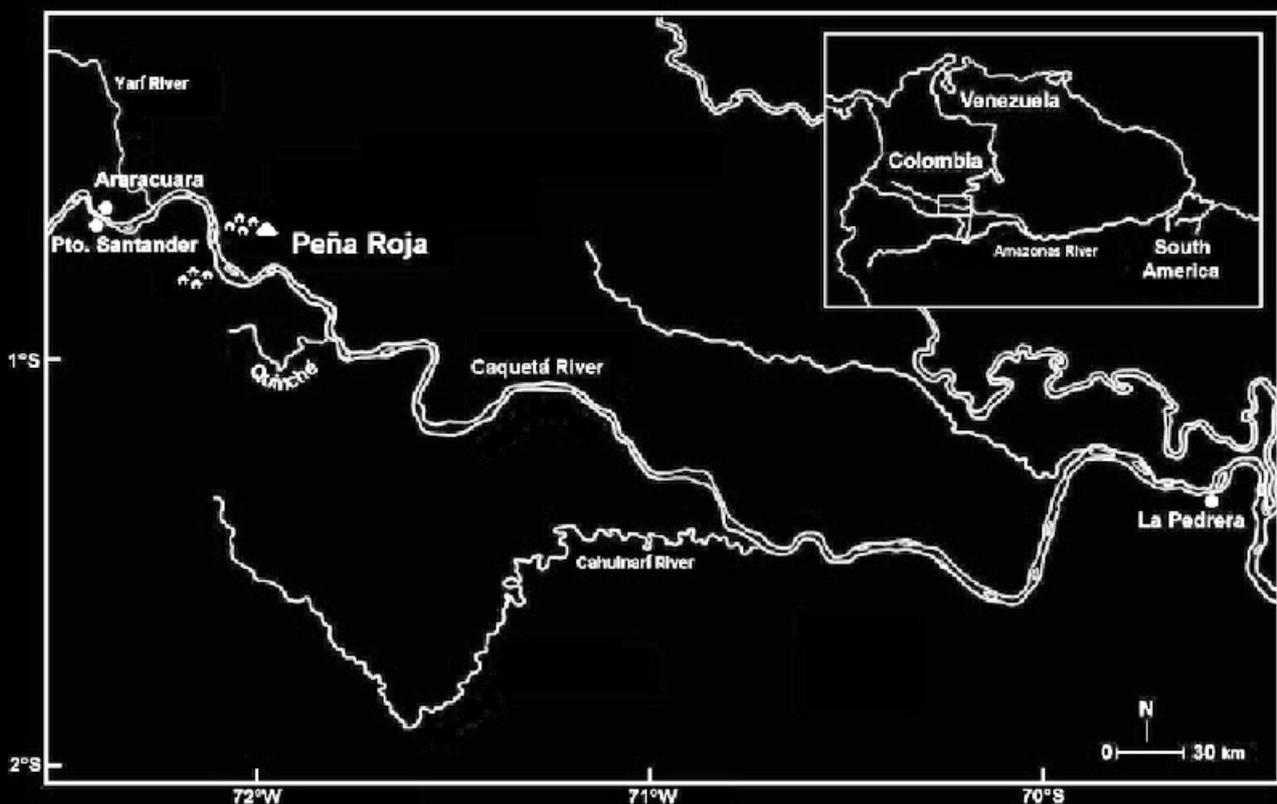
Starting in a village bodega, the black ops team has a choice of traversal towards Reynolds' camp: the highlands or the swamp. A hellish journey of savagery, body horror, and forgotten gods awaits them either way, with the Illusion torn down alternatively by Gaia's influence or the machinations of the dream prince. al-Sufi will push them to achieve their goal no matter what the cost, and they will make it to Reynolds' camp. It's up to the team to bring down the Elohim. Then again, at the edge of sanity, strange alliances have been formed.



Location

The Pena Valley is sparsely populated. The only village is a backwater named Pena Roja, established as a mining community until the iron ore veins proved to be less fruitful than the prospectors suggested. Now only horseback herders called llaneros remain, roaming with herds of goats and sometimes acting as mules into Brazil for the cartels. Indigenous Andaquí tribes litter the surrounding regions, some having never come in contact with civilization.

The jungle itself is widely unperturbed and of eerie quiet. While some topographical maps exist, navigation is made difficult by the magnetic iron ores of the region. GPS localization is impossible, as for individual practical purposes it doesn't exist yet. The influence of one of Netzach's commanders spreads insidious and violent tendencies over the countryside, disturbing both men and the Illusion, breaching into Gaia, loosening enwiledened gods.



Themes

A major scenario theme is chaos, expressed in a combination of brutal warfare, uncontrollable nature, and uncertainty of reality. Hidden conflict is also pervasive, whether it's the Cold War fallout or the supernatural conflict between major NPCs. A third theme is secret worship and the cults around it, springing up in the secluded parts of the world. Spruce in some of the usual Kult occultism and gnosticism and you've got a good idea what to run.

Dramatis Personae

Jacob Reynolds is one of Netzach's created angels. The Lord of Carnage has made him responsible for establishing a power base in South America, and researching methods of improving human soldiers with drugs. In his hidden form, he is a strapping Midwestern long-haired blond man of Nordic descent with a pair of thick glasses, wearing a khaki uniform and cap. Once the Illusion is pierced, he takes the form of a blind white bipedal rat creature; his bulging muscles grown and grafted with bulbous tumors. His wings are an azure ethereal material constantly evaporating. His main weapon is a serrated bone sword, its toothed edges breaking into a victim and growing within.

Hammad al-Sufi is a thing of shadows, standing always out of the light, yet somehow surrounded by it. His charcoal turban and mouth veil leave only his red pupil-less eyes as embers to burn a stare into the onlooker's soul. Within the dream, he can shape reality at will and easily kill the characters by invoking nightmarish insects, scorpions, and centipedes. Outside of the dream, the star robed sultan has less influence; still it's growing with each felled jailor as he steals their power.

Claudia S. Wicker is in awe at serving an angel. Having witnessed his miracles as well as Reynolds' true form, she has gone mad with a strange form of devotion. Guided by the Elohim, she is slowly reaching beyond the boundaries of humanity, using minor sorcery here and there through intense flagellation. This has given her power, and she has created a cannibalistic cult among the local natives.

She obfuscates herself as an Irish descendant with red disheveled hair, and has long discarded her uniform for a combination of sports bra, tribal wear, and military harnesses. Although technically not a purgative, once the Illusion falls she looks like one, since the self mutilation has taken its toll. Her skin is ripped to shreds, and she has numerous grotesque body piercings. While she knows minor magics using her whip as a tool, she still relies on human weapons, preferring one handed SMGs or a machete.

William L. Bryant used to be a fit Afro-American military officer. Now he looks like an emaciated wreck with an overgrown beard and rough dreadlocks. Bryants' witnessing of the Elohim's experiments and abilities have left him with a thousand yard stare. His escape attempts have failed and he's hanging on by a thread, with the hope of seeing his family again. His combat capacity is nil, but he has useful information to share to anyone who wants to stop Reynolds.

The God of Thirst is an outsider that was trapped in Elysium and has been worshiped by the natives since pre-columbian times, but now its religion has largely vanished, leading to the putrefaction of its body. This strange combination of feathered bird of prey and rainbow serpent feeds exclusively on blood, favoring that of the divine human beings, who are now easy prey in the Illusion. But it also enjoys worship and craves sacrifice. If appropriately appeased, it might use its spitting blood magicks to aid its devotees.

The Thing-That-Stings requires no adoration, only hosts. A swarm intelligence of venomous wasps born of the pure chaos of Gaia, it only grows intelligent when inhabiting the husk of a divine being. Negotiating with it is limited, as it is only interested in its continual hunger and multiplication. Stirred by the Elohim's experiments, it now haunts the swamplands and will harrow anyone who bothers it, attempting to take them over by invading every possible orifice. With great care, perhaps it can be manipulated into attacking and inhabiting somebody else.

Suggested Archetypes and Dramatic Hooks

Warrior archetypes will do well here. The Agent, Avenger, Criminal, Descendant, Ronin, or Veteran might have ties with the Elohim or his allies.

Any archetype that might serve as a guide through the jungle is also helpful, depending on their Move choices: Academic, Drifter,



Seeker. If Reynolds' occult associations are known through the agency, specialist archetypes such as Occultist or Scientist might be on the team as consultants or advisors. There are certain archetypes that might not fit well, such as the Artist or Doll. If a player is vehement in playing something like this, give their character some key information, such as knowledge of the camp location.

Dramatic Hooks may vary, but there are 3 NPCs to set up with. Any emotional connection with Reynolds, Wicker, or Bryant can lead to some Dramatic Hook - revenge, recovery etc. Minor, unnamed NPCs can be created, such as a kidnapped relative. Perhaps they also hold hostage a scientist for the purpose of drug manufacturing. More occult dramatic hooks are inevitably tied to the Elohim, who might possess or be aware of artifacts or unique knowledge.

Campaign Compatibility

The scenario was built as a one shot, but works great as an introductory session and can branch out in at least two directions. As a middle of campaign insertion, it can be a more action focused distraction where the characters need to retrieve something from the major NPCs. It might be difficult to model it into a campaign ender, but it can be done if the themes present in the scenario are more pervasive in the campaign.

Ceaseless Nightmares

The scenario uses a unique mechanical twist: everyone has a hidden Nightmares Disadvantage. The players aren't aware of this at the start, and the GM should refrain from telling them or calling it until it's absolutely necessary. Assume it is triggered every night, but don't tell them this. Simply narrate the player characters moving through the jungle foliage, then have one of them spot something out of the ordinary, perhaps a relative or an image of horror. Ask the player directly if they want to follow it. Suddenly the character is alone, separated from the team by seemingly being lost in the undergrowth. Only when the scene has resolved does the character wake up the next morning in his hammock.

The sultan wants to help, but has forgotten what it's like to be human. He might send images of a character's Relations, twisted into nightmares. Dark Secrets may also be played up. al-Sufi also sends actual prophecies. Notably, if one or more characters die before the final confrontation with the Elohim, the GM can simply reset the scene. If the environment and NPCs behave in exactly the same way, the players will eventually catch on, and use it to their advantage, trying different, more successful tactics.

The GM is encouraged to keep up the bluff for as long as possible. Call *Keep It Together and See Through The Illusion* when the nightmares happen. If any players have actually chosen the Nightmares Disadvantage at character creation, target them before anyone else. If any players have chosen Dreamer Advantage, target them early as well, especially with a prophetic dream. Even in these situations, don't tell them they're dreaming, having them wake up when the scene is resolved.

The only clue that something might be up are the obsidian obelisks inscribed with indecipherable glyphs the characters might encounter right before they wake up. If the players catch on and actively start searching for these, they'll eventually meet the sultan in his obsidian palace.

SCENES

1. *Boiling Bodega*

The journey begins on a hot summer night in a nameless Bodega in the village of Pena Roja. While a greasy bartender pours shots into dirty glasses, a cockroach climbs across the bar, bossanova music yelling from an old stereo in the background. A few of the local thugs and llaneros are taking turns dancing with the few women around, while the rest are outside on the open terrace, placing bets on cock fights. The humid air is palpable, but there's something else, a certain belligerence in the air. If any of the characters intervene in the affairs of the locals, one of the llaneros challenges the character to a knife fight. If they refuse, they might end up stabbed anyway as they leave. This might be a good moment to introduce the nightmares by having a character waking up with his head on a table, apparently felled asleep from heavy drink.

Otherwise, the player characters are briefed by a bald glasses-wearing CIA operative by the name of Gregg Jordan, who is wearing a blue Hawaiian shirt. He's a minor NPC, who while knocking back Aguardientes, explains the situation over a map. By the collected knowledge of his briefing and the Dramatic Hooks, by the end of the scene the player characters should know:

- A bit of background on Reynolds, Wicker, and Bryant.
- Information on the local valley
- The approximate location of their camp in the neighboring valley. This can be a fuzzy satellite image or local rumors.
- The fact that it's a covert elimination mission without any witnesses, to avoid international scandal.
- If the players trigger any Moves with their questions or other means, additional information such as a camp layout or rumors of what goes on there might be available.

The voyage through the valley takes two weeks, with two routes at outset:

- A. *The swamp*: The terrain is a lot rougher, but there are almost guaranteed to be no witnesses.
- B. *The hills*: These are more populated, which is not ideal for a black ops mission, but more easily traversed.

2A. *Crashed Plane*

After a few days of travel, one of the characters spots a muted reflection in the foliage. It's a piece of metal, and it looks like it was part of an aircraft. Then they spot the flames. A small fire is slowly smoldering by the murky waters, its point of origin a small crashed plane. The survivors are escapees from Reynolds' camp, all of them wounded, emaciated, and half crazed:

- A journalist named Carla Gómez
- A worker named Nicolas Vázquez
- A rival drug runner called Raul Peralta

All of them were kept in cages, occasionally taken out to be tortured and experimented upon. Not much of use can be gleaned from them, except that Bryant orchestrated the escape with their help by hijacking the plane. The least wounded, he has disappeared into the swamp to look for help.

The players need to decide what to do with the survivors. They are witnesses after all, despite being innocents. Stability may be lost. If they take too long to decide, Wicker and her throng of cannibals - who have been tracking down the plane - make a brutal appearance.

3A. Bryant's End

A few hours or perhaps a day away, they find Bryant in a patch of dry land. His back is against a cypress tree. Above him in the branches is some sort of organic rot, like wax, and it has dripped onto him, immobilizing him. He's still alive, but weak, barely able to talk. He says he has notes in his pockets, but if the characters get too close his eyes burst, wasps pouring out. His corpse then rises with the mass of insects, and he attacks.

Since Bryant is for all purposes dead, most weapons are ineffective. An explosion might shatter the husk, but the sky-darkening cloud of wasps are then free, looking for hosts. The players are excellent candidates, and even a flamethrower will only keep at bay an intelligent collective that understands pincer attacks. At best, the flames will give the player characters a quick exit. The Thing-That-Stings is better avoided.

4A. The Wreck

Horrendous days or weeks later of being hounded by a collection of nightmares, cannibals, and especially the Thing-That-Stings, which tracks them down as the waters rise around their hips. But there, a few meters away, is the metal wreck of an old ship. A whaling vessel the size of a football field, too large to have navigated the river, lost in the Gaian chaos and shored here.

Its bulkhead structure and watertight doors offer sanctuary against the wasp cloud if they can close them in time. They might even seal it in if they're clever. Otherwise, the ship's tanks still have copious amounts of gasoline, but siphoning it takes time. Then again, all that processed spermaceti oil has yielded some powerful perfumes the Thing-That-Stings might key onto if the player characters figure out how to transport it and use it.



2B. Going Native

After a few days among the wooded hills, even the paths are unrecognizable. When the characters stop for a rest, they hear screams. If they investigate, a scene of horror unfolds before them. Wicker and her tribe are raiding an indigene village and taking no prisoners. The men, children, and old are decapitated, impaled, or eviscerated. The women are dragged into the huts against their will, with the screams continuing inside for a while, before being silenced. It's up to the characters if they intervene or not. If they capture Wicker alive, she might provide information. Otherwise, the indigenes aren't much use, since they don't even speak Spanish.

3B. The Stone In The Clearing

The forest gives way to a glade with a large horizontal basalt stone, a spring flowing underneath. A few llaneros are gathered around it, chanting and gesticulating as if having seizures. Two of them hold a goat, and the more sure-handed leader draws down a knife, the blood mixing into the spring below.

The arrival of the player characters interrupts the ritual, and the llaneros are angry, becoming vicious with their knives and guns. But the offering attracts a creature with radiating scales, reflecting the light of the sunset. It's some sort of massive serpent, but the shimmering, blinding scales make it difficult to look at. The God of Thirst snatches a few llaneros before it turns on the player characters, bullets deflected off it's metallic skin. Explosives might drive it away... for the moment.



4B. Radio Free Colombia

Upon reflection, Cristian Caballero realized he enjoyed three things in life: good weed, good music, and talking shit about those in power, be they politicians, soldiers, or drug lords. That's why he moved up in the hills, took over this abandoned wind powered weather station, planted crops in front of it, and used the instrument tower as an antenna for his pirate radio station. He figured no one would find him here, given the thickness of the forest with even himself sometimes getting lost when leaving for supplies.

But one night, a group of soldiers broke in, Americans by the sound of it, bedraggled and befouled by a long trip in the jungle. They had fear and desperation in their eyes, talking of being chased by monster serpents and cannibals. They kept him pinned with their firearms as they talked about setting up choke points and kill boxes against the thing. Caballero was also a point of discussion, referred to in turn as a dirty hippie, a witness, or a potential... sacrifice? That's when he started to think about that dynamite stash he had hidden away. If only he could get to it...



Intermissions: Gaia and Dreams

In-between the above points, especially past point 3 in both paths, the GM should feel free to stage various improvised scenes based on Gaia or the Dream. Use the Moves in the Kult Corebook sections generously, targeting Dramatic Hooks, Relations, and Dark Secrets of the player characters. Keep in mind the section on Ceaseless Nightmares.

The terrain shifts under their feet, and the horizon is lost beyond the thick bush, visibility reduced to a few meters. That hill they were climbing suddenly descends back into the swamp. Compasses don't work properly, contradicting each other. The sun isn't visible, only thick fog. Electronics behave erratically and die out suddenly. The players should feel lost in the jungle, unsure what is reality, Illusion, or dream. Most of the time, they only hear the leaves rustle in the breeze.

0. Audience At The Star Throne

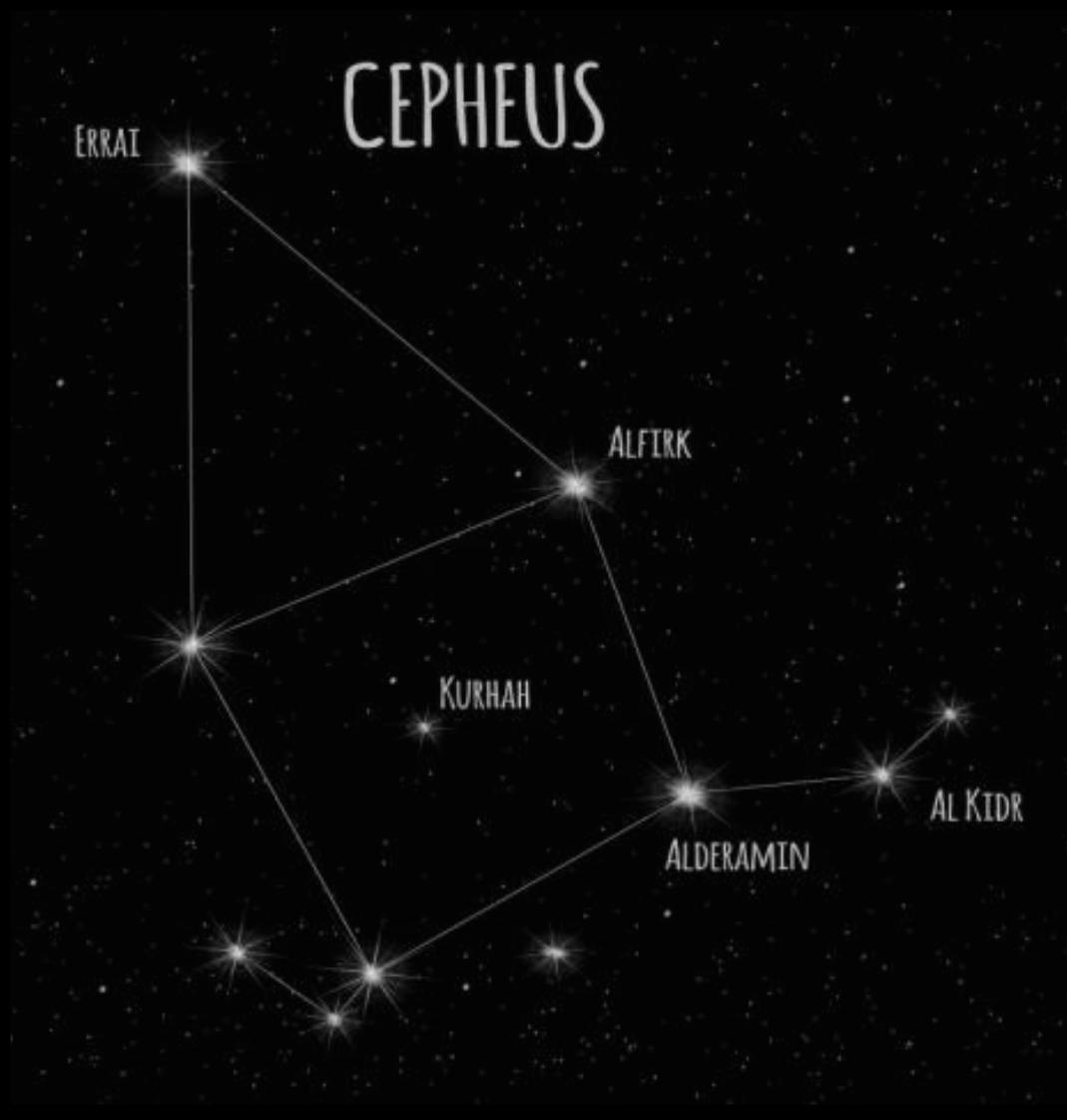
If the player characters catch onto the dream aspect and begin chasing the obsidian obelisks, a final dream scene takes place before they reach the Elohim's camp. Crawling with vines, an obsidian dome and minaret palace rises from the jungle. Using the heavy bronze door rings causes the towering ebony doors to swing open, allowing the player characters to enter its densely smoke-filled gargantuan chambers. They pass numerous chambers filled with impossible treasure hoards with glistening gems, harems of bloated, multi-armed, vile creatures, and arcane laboratories of undecidable purpose operated by blind scholars.

At the end of it all, is the jet marble throne room guarded by bone spike mutilated half-smoke djinns. The sultan sits on his throne of night sky, stars shining and comets crossing over his robes. Hammad al-Sufi has long forgotten how to speak to peers and is more accustomed to bark orders. He is tight lipped, but impressed the player characters have found him out.

A brief conversation and the appropriate Moves might reveal the following:

- Minor details concerning the Kult Cosmology
- His conquering of the dream realms
- Insights on Reynolds' nature

The Sultan rips the Cepheus constellation from his throne and projects it onto the ceiling, then offers them a deal: If the player characters draw a rendering of this constellation around the Elohim's dying body, al-Sufi will take them under his wing, promising secrets of sorcery. It is up to the GM whether he actually intends to keep his word, but as long as the player characters are useful to him, he might provide creatures and portals after Reynolds' defeat. In the upcoming fight, however, he isn't much help. Regardless of the answer, the Sultan ends their dream having them torn apart by nightmarish arthropods.



5. Lair Of The Beast

A grueling trip through the jungle ends when the player characters see the camp, a sprawling thing of tents, wooden fences, and towers growing out of coca fields. Reaching Reynolds will take doing, since he is surrounded by his cult of soldiers and doctors. This time the dream prophecies will not help.

Mutant Minefield: A small swampland stands before the coca fields. Reynolds' necromantic arts and knowledge of explosives have created a dangerous environment. In case the player characters don't already know what they are facing, a mutated thing crawls on top of a landmine, blasting it to bits. The Elohim's failed experiments claw at the characters, forcing them to run through the mines.

Sniper's Orchard: The guards patrolling the coca fields will ignore the landmine explosions, seeing as how they're used to the dumb bastard running into them. Flashlights and floodlights scan the low level coca plant fields through which the player characters have to crawl through, occasionally encountering barbed wire. If they're spotted, the snipers will start shooting.

Wooden Cages: The barracks surround the prisoner pens, with patrols checking in on the frightened inmates, who will scream for help if they see the characters. If the player characters didn't take the swamp route, Bryant can be found here.

Medical Tent: Screams can be heard from inside. A peek will reveal doctors strapping prisoners to tables and injecting them with substances that morph and melt their bodies. Extra limbs and spikes grow, eyes melt, and spines snap.

Airstrip Hill: A runway is next to the command tent. The airplane is missing, either crashed by Bryant in the escape attempt or out on a delivery to Tijuana. A Black Hawk helicopter is resting on a helipad, ready for use in an escape attempt by Reynolds, who has a personal guard consisting of the most successful mutants. Some are acid spitters, some spike throwers, others are protected by carapaces. The GM can feel free to improvise, mix, and match.

It's unlikely the player characters will reach the Elohim without giving themselves away. If given the opportunity, he and his band of mutants are waiting for them, and attack first. Any discussion or negotiation is going to be shouted over the gunfire. The characters just might convince him to cease fire if they offer their allegiance and incentives. Information about the threat of the Sultan is especially welcome.

Whatever the case, the GM should strive to offer a final spectacle of sound and fury, ending with the quiet of the wind on the leaves.

Antagonists



Llaneros

You can use these stats for the knife fighters in the Pena Roja bodega, the hillfolk massacre victims, and the cultists of the God of Thirst. Wicker's cannibals (see below) are also based on this.

Home: Elysium

Creature type: Human

Combat [2], Influence [3], Magic [-]

Combat [Novice]

- ◆ Burst out in sudden, senseless violence.
- ◆ Fight dirty or surprisingly jump someone.

Influence [Considerable]

- ◆ Call for help from their peers.
- ◆ Offer mundane knowledge of the region or service as a guide, in exchange for payment.
- ◆ Aware of details regarding the location and environment, can exploit this to give PCs *-1 to a roll against them.*

Attacks

Unarmed: **Punch and Kick [1]** [Distance: Arm].

Knife: **Dirty Fighting [2]** [Distance: Arm, surprised PCs are at *-1 to **Avoid Harm***].

Guns: **Wild Shots**, **Bad Aim**, or **Crappy Old Guns [1]** [Distance: Room or Field, PCs are at *+1 to **Avoid Harm***], **Aimed Fire [2]** [Distance Room or Field].

Wounds & harm moves

Wounds: O O O X

- ◆ Angered.
- ◆ Injured.
- ◆ Knocked out.
- ◆ Dead.

The Thing-That-Stings

The Thing-That-Stings requires no adoration, only hosts. A swarm intelligence of venomous wasps born of the pure chaos of Gaia, it only grows intelligent when inhabiting the husk of a divine being.

Negotiating with it is limited, as it is only interested in its

continual hunger and multiplication. Stirred by the Elohim's experiments, it now haunts the swamplands and will harrow anyone who bothers it, attempting to take them over by invading every possible orifice. With great care, perhaps it can be manipulated into attacking and inhabiting somebody else.



Home: Borderlands of Gaia

Creature type: Sentient Parasite Swarm

Abilities

- ◆ *Animal Intellect:* The creatures cannot be **Read**, **Influenced**, or in any other way manipulated through social abilities.
- ◆ *Everywhere and Nowhere:* All rolls to **Avoid Harm** against the creatures are at -2. All **Harm** inflicted on the swarm is **reduced to 1**, except from explosions, fire or acid.
- ◆ *Tiny:* Able to squeeze into the smallest crevices and move through the most narrow passages. All attempts to detect, flee from, or barricade oneself against them are at -1.
- ◆ *Airborne Swarm:* Naturally able to fly. When they attack from all directions at once, the victim needs to **Keep it Together** or (in addition to normal results) becomes *distracted*, taking -1 ongoing to all rolls until clear of the swarm.

Combat [3], Influence [-], Magic [3]

Combat [Considerable]

- ◆ Swarm all over an opponent.
- ◆ Overcome obstacles by sheer numbers, flying, and being individually very small.
- ◆ Poisonous attacks.

Magic [x]

- ◆ Swarm hive mind.
- ◆ Infest a host with its larvae.
- ◆ Control a host's corpse.

Attacks(all at Distance: Arm)

Poisonous Stings [1] [Victim risks getting poisoned; on a fail for *Endure Injury* against this attack, instead of the normal choices the victim suffers *Intense Pain (-2 to all rolls)* until the end of the next scene after this one.]

Crawl All Over, Wriggle Inside [1] [The wasps try to invade the host through every available orifice; if unable to *Avoid Harm*, they lay their eggs inside the body, giving the victim the **Condemned** Disadvantage, starting at **Time 5**. For more details, see the next page].

Wounds & harm moves

Large swarm: O O O O O O X

Small swarm: O O O X

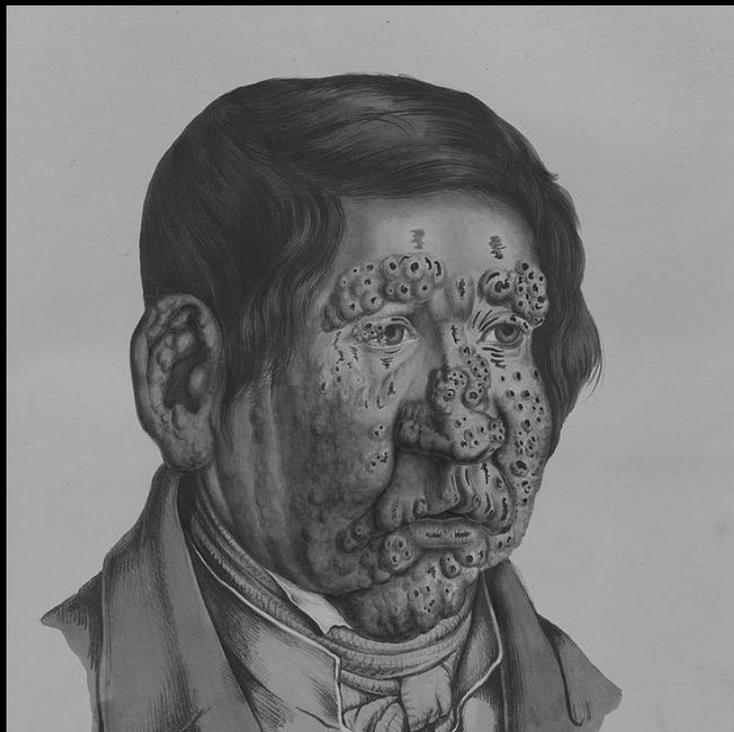
- ◆ The swarm seems utterly unaffected.
- ◆ Recognizing the threat to itself, the swarm momentarily retreats. [Allowing PCs to *Act under Pressure* to escape it, for now].
- ◆ They are thinning out. [The penalty to *Avoid Harm* from their *Everywhere and Nowhere* Ability drops to -1].
- ◆ The swarm scatters and dissolves, leaving behind only countless crushed and torn corpses of its slain members.

The Thing-That-Stings Infection

In addition to the normal rules for crossing off *Time* (the start-of-session roll for *Condemned* coming up 14 or less), also cross off 1 *Time* whenever the Thing-That-Stings succeeds with its **Crawl All Over, Wriggle Inside** attack against this victim again. However, you should do this no more than once per scene.

While the victim is infested in this way, but still alive, there is one single slight advantage to the infection: The wasps' host becomes *immune to the poison* from their **Sting** attacks. This may prove to be a significant advantage in any subsequent encounters with the hive.

When the victim's *Time* finally runs out, it dies - and rises again the next morning, as a living dead under the control of the hive mind.



The God of Thirst

The God of Thirst is an outsider that was trapped in Elysium and has been worshipped by the natives since pre-columbian times, but now its religion has largely vanished, leading to the putrefaction of its body. This strange combination of feathered bird of prey and rainbow serpent feeds exclusively on blood, favoring that of the divine human beings, who are now easy prey in the Illusion. But it also enjoys worship and craves sacrifice. If appropriately appeased, it might use its spitting blood magicks to aid its devotees.

Home: Gaia

Creature type: Ancient God trapped in Elysium

Abilities

- ◆ *Airborne:* The God can attack from above, giving evading PCs **-1 to *Avoid Harm***.
- ◆ *Radiant Scales:* Shimmering and reflecting brightly, the creature's skin makes it hard to look at except in dusk or twilight. All ranged attacks at Distance: Room or above are at **-1 to the roll**.
- ◆ *Body Protection:* Its metallic scales protect it for 1 Armor.
- ◆ *Blood Drinker:* Heals wounds and regains power by drinking blood.
- ◆ *Massive Winged Serpent:* Cannot be knocked over or thrown, and all attempts to grapple it are at **-2 to the roll**.



Weakness

- ◆ *Putrefied Body*: Ever since its worship has declined, its flesh is permeated by rot and decay underneath its brittle metal scales, vulnerable to vehement assault. [Any single attack that inflicts 3 or more Harm (after armor), the creature suffers +1 harm and must make two Harm moves in response.]

Combat [4], **Influence** [3], **Magic** [3]

Combat [Powerful]

- ◆ Grab hold of someone and pin them.
- ◆ Take flight, attack from the air.
- ◆ Move a considerable distance in a single leap.
- ◆ Natural escape route.

Influence [Considerable]

- ◆ Be aware of details regarding the location and environment.
- ◆ Give orders to its worshippers.
- ◆ Offer magical aid in exchange for worship and sacrifice.

Magic [Considerable]

- ◆ Protective aura [apply a magical +1 **Armor** to someone by coating them in blood and lodging a shard from one of its scales in their flesh].
- ◆ Paralyzing touch [when it spits blood on someone, they cannot move until washed off].
- ◆ Steal life force [regain 2 **Wounds** for every **Serious Wound** it inflicts by drinking someone's blood].

Attacks(all at Distance: Arm)

Crooked Claws: Tear and Rend [3], Grasp and Hold [1] [Victim is *grabbed* and must *Act under Pressure* to escape].

Vicious Beak: Hack at the Face [3] [If victim sustains any injury from this attack, it becomes disoriented and must *Observe the Situation* to get back its bearings], Dig Into the Soft Parts [3] [Victim must be *grabbed*, has to *Avoid Harm* at -2 or the God begins to drink its blood].

Blood Magic: Paralyzing Spit [-] [The creature pukes regurgitated blood that soaks your clothes and burns your skin, *Keep it Together* or become paralyzed until it has been washed off (if no one does that, victim can try to *Kit* again once per scene)].

Wounds & harm moves

Wounds: ○ ○ ○ ○ ○ ○ ○ ○ ○ X

- ◆ Ignores the attack.
- ◆ Momentarily dazed from the pain [PCs get +1 to next action against it].
- ◆ Deep slashes bleed pus and liquefied entrails [Weakened, all its attack inflict -1 Harm from now on].
- ◆ Many of its scales are shattered or torn off [Loses its *Radiant Scales* and *Body Protection* abilities].
- ◆ Legs damaged [Loses use of its **Grasp and Hold** attack].
- ◆ Legs destroyed [Loses all use of its *Crooked Claws* attacks].
- ◆ Wings damaged [Loses either *Airborne* or one of its flight-related Combat Moves].
- ◆ Wings destroyed [Loses *Airborne* and all of its flight-related Combat Moves].
- ◆ Subdued, the God retreats.
- ◆ Dead, the horrifying alien creature sinks down to earth and begins to rot rapidly, melting into the ground and evaporating like mist.

Jacob “Ghost Rat” Reynolds

Jacob Reynolds is one of Netzach's created angels. The Lord of Carnage has made him responsible for establishing a power base in South America, and researching methods of improving human soldiers with drugs. In his hidden form, he is a strapping Midwestern long-haired blond man of Nordic descent with a pair of thick glasses, wearing a khaki uniform and cap. Once the Illusion is pierced, he takes the form of a blind white bipedal rat creature; his bulging muscles grown and grafted with bulbous tumors. His wings are an azure ethereal material constantly evaporating. His main weapon is a serrated bone sword, its toothed edges breaking into a victim and growing within.



Home: Metropolis

Creature type: Elohim of Netzach

Abilities

- ◆ *Winged Humanoid:* Able to fly, this creature gains **Flying Attacks** as attack moves and **Soar into or out of combat** as a combat move.
- ◆ *Masterful Craftsmanship:* Tempered in the forges of Netzach's citadel, its Angelic Weapon is well-made beyond compare. The serrated bone sword it carries will never break and deals **+1 Harm** compared to a weapon of similar size and make.
- ◆ *Robust Body:* Its knotted flesh, bulging muscles, and cancerous tumours reduce all **Harm** caused by firearms or piercing weapons by **-1**.
- ◆ *Battle Techniques:* Through graceful evasion, damage inflicted on the angel with mundane weapons can cause at most **2 Wounds**. Any Harm above that is evaded or blocked. This doesn't affect spells or attacks with magical properties.
- ◆ *Overlord:* Henchmen and servants are fanatical and unafraid whenever in the leader's vicinity. They are able to take an additional **+2 Wounds** before they're knocked out.

Weaknesses

- ◆ *Angelic Madness:* Pained and broken by the loss of the Demiurge, the Ghost Rat is like all angels deeply insane. Its unique, individual Madness takes the form of:
 - *Manifested Dysmorphia:* Physically distorted from its trauma, its insanity manifests in its twisted outward appearance.
 - *Rejecting Reality:* It refuses to accept that the Demiurge is gone, believing itself to be God's chosen agent for the grand plan of conquering all of Elysium. Any setbacks or difficulties, it interprets simply as being tested for its loyalty.
 - *Single-Minded Focus:* Fixated on the mission it has received from Netzach, to the exclusion of all other pursuits or interests. [As long as it has this cause to follow and believe in, anyone acting against it is at *-1 to their rolls*. Should the Ghost Rat ever lose faith in this cause, it would feel fundamentally lost, confused, worthless, and desolate - giving anyone *+2 ongoing to all rolls* made against it.]

Combat [4], Influence [4], Magic [4]

Combat [Powerful]

- ◆ Soar into or out of combat on ghostly wings.
- ◆ Attack multiple opponents at once.
- ◆ Wounds inflicted become infected.
- ◆ Throw someone aside or knock them over.

Influence [Powerful]

- ◆ Demand respect and obedience.
- ◆ Have someone kidnapped or assaulted.
- ◆ Manipulate and corrupt someone.
- ◆ Lead an army.

Magic [Powerful]

- ◆ Construct otherworldly machinery to brew supernatural substances.
- ◆ Awaken the sleeping madness [*Keep it Together*].
- ◆ Invoke bloodthirsty rage [henchmen inflict **+1 Harm**].
- ◆ Reshape or transform a living being through supernatural drugs.

Attacks

Flying Attacks: **Flying Tackle** [2] [Distance: Room, the victim is pushed back, and knocked down on a failed *Endure Injury*], **Fly Up With Prey** [1] [Distance: Arm, target is captured, *Act Under Pressure* to get free, with 1-4 Harm in falling damage depending on height]

Unarmed: **Punch & Kick** [1] [Distance: Arm], **Cast aside** [2] [Distance: Arm, the victim is thrown away, and knocked down on a failed *Endure Injury*]

Modded Machine Pistol: **Suppressing Bursts** [2] [Distance: Room, up to two victims are forced into cover and must *Act under Pressure* to move freely again], **Hateful Carnage** [2] [Distance: Room, causes environmental destruction and can affect several targets within range, any targets and witnesses must *Keep it Together* or reduce **Stability** [2]]

Bone Sword: **Strike From Flight** [4] [Distance: Room], **Roundhouse Slash** [2] [Distance: Arm, may affect several targets within range], **Savage Hacking** [3] [Distance: Arm, any armor the victim is wearing is reduced by 1]

- ◆ **Break Off and Grow:** Any PC who receives a **Wound** from this weapon (and survives the encounter) will soon find that the bone splinters lodged in their flesh start to twist and grow inside of them. If they are not removed in time (*Act under Pressure*, at -2 if it's a **Critical Wound**, to not make the injuries worse from that), this gives the PC a permanent **Serious Wound**, and after a week or so they will have attached to the victim's skeleton and start growing outwards. They soon break through the skin as many jagged bony spikes, which causes the Limitation **Inhuman Appearance** to be acquired. In due time, the spikes grow into the shapes of weapons themselves, variously sized between a dagger, saber, or larger blades, and eventually fall off to be taken to Netzach's citadel - there to be consecrated by the acrotides for use in The Victor's eternal wars.

Wounds & Harm Moves

Wounds: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ X

- ◆ Grits its teeth and keeps on fighting.
- ◆ Furiously commands its henchmen to attack [invokes a bloodthirsty rage in them making them cause +1 Harm].
- ◆ Losing his grip on one of his weapons, it is sent clattering across the ground.
- ◆ A limb is badly mangled or destroyed [loses his *Battle Techniques* evasion ability].
- ◆ With one heavy swoop of his wings, the monstrous angel moves out of reach or attempts to flee.
- ◆ Its entire face is reduced to a bloody pulp, which somehow still doesn't kill the creature [but makes it lose its *Overlord* and *Invoke Bloodthirsty Rage* abilities].
- ◆ The angel is subdued and dying, ethereal smoke evaporating out of its gaping wounds.
- ◆ Dead.

The Bone Sword in the hands of PCs

A player character who manages to acquire the Bone Sword can use it themselves. It is a *chopping weapon* which causes *+1 Harm* (so its attacks deal 3 or 2 harm, respectively) and the *Break off and Grow* ability.

However, the weapon also has a number of additional properties that may complicate its bearer's life.

- ◆ **Empowering (Violence):** The weapon gives a PC wielding it +1 Violence.
- ◆ **Sentient and Communicative:** The weapon has a mind of its own, with a fully developed personality and the ability to communicate with its owner. It can impart secrets, wisdom, guidance, manipulative half-truths, or outright lies. This communication can take any form the GM wishes, for example audible whispers, directly transmitted thoughts, or writing that miraculously appears on screens, paper, or blank surfaces nearby.
- ◆ **Dark Agenda:** The sword serves the will of Netzach, and will convey the Archon's agenda to any PC who gets hold of it or wields it for any length of time.
- ◆ **Blind Rage:** It takes the willpower of an angel to control the sword's savage drive for carnage. After landing the first blow with it, an insatiable bloodlust overcomes the wielder. [*Keep it Together* or lose control until the end of the battle. On a fail, you come to your senses with no memory of what happened].

Mutant Soldiers

Reynolds' personal guard consists of the most successful mutants. Some are acid spitters, some are spike throwers, others are protected by insect-like carapaces. All are unwaveringly loyal, and armed with the best weapons and gear available.

Used without any of the special Mutation abilities, or with weakened versions thereof, these can also represent the other soldiers in Reynolds' camp. Claudia Wicker (see below) is also based on this entry.



Home: Elysium

Creature type: Modified Human

Abilities

- ◆ *Follow the Leader:* The soldiers have access to the following moves as long as Reynolds is nearby:
 - Work together to surround an opponent [-1 to all rolls]
 - Launch an attack out of nowhere, striking first [may only **Avoid Harm**]
- ◆ *Armor:* Clad in combat gear, kevlar vests, and helmets, they have **1 Armor**.
- ◆ (Optional) *Acid Spitter:* Constantly salivating highly caustic slime, these soldiers can spit it at opponents in Distance: Arm, forcing them to **Avoid Harm**. On a fail, the GM chooses 2 from below. On a (10-14), the player chooses 1:
 - Gear: Choose one item or weapon that is dissolved into uselessness.
 - Face: temporarily blinded and in pain. [Take **-2 to all rolls** until you can reorient yourself by **Observing the Situation**]
 - Limbs: impaired mobility from pain and necrotic damage to muscle tissue. [Must **Act under Pressure** to keep up with other characters' movements or perform any agile stunts]
- ◆ (Optional) *Spike Thrower:* Bone spikes grow out of their flesh, tearing up their skin and clothes. They can launch these at attackers at Distance: Room for **1 Harm** that can only be **Avoided** at **-1 to the roll**.
- ◆ (Optional) *Protective Carapace:* Sturdy, insectile exoskeletons covered in wicked thorns and snapping mandibles. These soldiers have **2 Armor**, and attacking them unarmed can inflict **1 Harm** back on the attacker, regardless of the roll's result.

Combat [3], Influence [2], Magic [-]

Combat [Considerable]

- ◆ Summon reinforcements.
- ◆ Launch or join a coordinated attack.
- ◆ Take cover in a tactically sound position.

Influence [Novice]

- ◆ Be aware of the details of the location.
- ◆ Threaten someone, either directly or veiled.

Attacks

The soldiers fight with any weapons at their disposal, and will never give up as long as Reynolds is still there to command them. Their repertoire ranges from precise, well-practiced attacks with either knife or gun, to supreme tactical maneuvering, laying ambushes, and circling opponents while making good use of cover. Sometimes however, they lose control over their bestial instincts, unleashing a ferocious brutality that makes them let their guard down.

*Unarmed: **Punch and Kick [1]** [Distance: Arm], **Overkill [2]** [Distance: Arm, soldier focuses fully on pummeling the victim, attacks against him during this time are at +2 to ***Engage in Combat***].*

*Combat Knife: **Deadly Stabbing [2]** [Distance: Arm], **Knife at the Throat [-/2]** [Distance: Arm, victim must ***Act under Pressure*** to get free or suffers 2 Harm at the attacker's discretion, e.g. if uncooperative with given commands].*

*Assault Rifle: **Aimed Fire [2]** [Distance Room or Field, can also be 3 Harm if the shooter is a sniper with a scope and in a good position], **Suppressing Spray [2]** [Distance: Room, up to three victims are forced into cover and must ***Act under Pressure*** to move freely again], **Murderous Rampage [3]** [Distance: Room, the soldier neglects all caution as he strides the battlefield firing on full auto, seeking to kill and maim as many as possible. Any PCs who manage to flank him while distracted with causing carnage take +2 to ***Engage in Combat*** with him].*

Wounds & harm moves

Wounds: (O O) O O X

They are actually physically pretty fucked up from being rather famished and constantly getting administered Reynolds' drug cocktails, which is why they have 5 wounds only due to his Overlord ability inspiring unwavering loyalty and relentless grit in them. Without that, they are reduced to 3 wounds each.

- ◆ Angered.
- ◆ Injured.
- ◆ Getting cautious, retreating or seeking cover.
- ◆ Knocked out or Subdued.
- ◆ Dead.

Claudia S. Wicker

Lieutenant Wicker is in awe at serving an angel. Having witnessed his miracles as well as Reynolds' true form, she has gone mad with a strange form of devotion. Guided by the Elohim, she is slowly reaching beyond the boundaries of humanity, using minor sorcery here and there through intense flagellation. This has given her power, and she has created a cannibalistic cult among the local natives, which follow her. She obfuscates herself as an Irish descendant with red disheveled hair, and has long discarded her uniform for a combination of sports bra, tribal wear, and military harnesses. Although technically not a purgatide, once the Illusion falls she looks like one, since the self mutilation has taken its toll. Her skin is ripped to shreds, and she has numerous grotesque body piercings.

Home: Elysium

Creature type: Human Servant of Netzach

Wicker uses the stats of a soldier (see above), but with a few choice modifications to represent her unique abilities and position within Colonel Reynolds' army.

Abilities

- ◆ *Boss:* Her native cannibal followers act fearlessly and with fanaticism for as long as they're in her vicinity.
- ◆ *Armor:* Clad in combat gear, kevlar vests, and helmets, she has **1 Armor**.

Combat [3], Influence [3], Magic [2]

Combat [Considerable]

- ◆ Summon reinforcements.
- ◆ Launch or join a coordinated attack.
- ◆ Take cover in a tactically sound position.

Influence [Considerable]

- ◆ Be aware of the details of the location.
- ◆ Threaten someone, either directly or veiled.
- ◆ Lead a mob of cannibal cultists.

Magic [Novice]

- ◆ Initiate in the School of Passion
- ◆ Awaken the sleeping madness

Attacks

While she knows minor magics using her whip or body piercings as tools, in a fight she still relies predominantly on human weapons, preferring a one handed SMG and a machete.

Machete: like the regular soldiers' *Combat Knives*.

SMG: like the regular soldiers' *Assault Rifles*.

Unarmed / Body Piercings: **Agonizing Embrace** [1] [Distance: Arm, she grapples a victim and her grotesque, animated body piercings greedily claw and bore into its flesh. PCs must **Act under Pressure** to tear free, and even when doing so entire chunks of flesh can remain behind - which she then greedily gobbles up herself, or tosses to her cannibals as choice morsels for them to devour].

Magic: **Agony Transference** [*] [Distance: Field, she points out a PC (*usually the one who looks the most dangerous at a distance, e.g. who carries the biggest weapon*), then savagely whips one of her followers; the PC feels the pain and must **Keep it Together** or suffer -2 to all rolls for the scene], **Cacophony of Pain** [*] [Distance: Room, she whips herself and uses the pain to tear down the Veil for all nearby. PCs must **See Through the Illusion** to orient themselves in the chaotic sensory impressions from beyond Elysium], **Frenzying Morsels** [*] [Tossing shreds of human flesh (*e.g. from Agonizing Embrace or a whipping she delivered*) to her followers, the cannibals enter a deadly rage as they greedily ingest them. They inflict +1 **Harm** and PCs take -1 to all rolls against them for the remainder of the scene].

Wounds & harm moves

Wounds: ○ ○ ○ ○ X

- ◆ Angered.
- ◆ Injured.
- ◆ Getting cautious, retreating or seeking cover.
- ◆ Knocked out or Subdued.
- ◆ Dead.

Cannibals

Home: Elysium

Creature type: Human

Abilities

- ◆ *Cultists*: Fight fearlessly and with fanaticism for as long as Wicker is in their vicinity.

Combat [3], Influence [2], Magic [1]

Combat [Considerable]

- ◆ Burst out in sudden, senseless violence.
- ◆ Fight dirty or surprisingly jump someone.
- ◆ Grab hold of someone and drag the victim away.

Influence [Novice]

- ◆ Call for help from their peers.
- ◆ Aware of details regarding the location and environment, can exploit this to give PCs *-1 to a roll against them*.

Magic [Weak]

- ◆ Become frenzied from eating human flesh [+1 Harm, *-1 to all rolls against them*]

Attacks

Unarmed: Punch and Kick [1] [Distance: Arm].

Knife: Dirty Fighting [2] [Distance: Arm, surprised PCs are at *-1 to Avoid Harm*].

Guns: Wild Shots, Bad Aim, or Crappy Old Guns [1] [Distance: Room or Field, PCs are at *+1 to Avoid Harm*], Aimed Fire [2] [Distance Room or Field].

Wounds & harm moves

Wounds: ○ ○ ○ X

- ◆ Angered.
- ◆ Injured.
- ◆ Knocked out.
- ◆ Dead.

Mutant Minefield

Act under Pressure to move through the swampland without stepping on a landmine or running into a larger gaggle of Failed Mutants.

[Ask the players for their characters' marching order, and have them make their rolls in that order.]

Observing the Situation beforehand can give them a bonus here, since about half the questions on this one are relevant. A full success, and using both questions for similar enough purposes of vigilance, may even give them a **+2 to the AuP roll**.

(15+), you steer clear of any threats, making it about halfway through the swamp.

(10-14), you get wretched failed experiments closing in.

(-9), you step on a landmine, or are close by when one of the others does.

Wretched Failed Experiments clawing at you: ***Avoid Harm*** at **+1 to the roll** to avoid getting scratched or bitten for **1 Harm**. If this result comes up repeatedly, more of them close in, and bigger ones. The roll gradually gets harder and the Harm higher.

Landmine: 3 Harm for stepping on it, **1 Harm** to anyone within Distance: Arm.

[Consider the first character to roll a (-9) as having stepped onto the mine. Any others who also rolled (-9) are considered to be within Distance: Arm when it happens.]

After everybody has made two rolls, the group makes it through the swampland and into the coca fields.



Snipers' Orchard

It is again an *Act under Pressure* to crawl on their bellies through the coca fields, trying to avoid detection by the snipers and patrolling guards.

[Again, make the players roll in the order in which their characters advance.]

(15+), you are making good headway, getting about halfway through the orchard without any problems.

(10-14), you run into minor problems. Some of the native coca farmers notice you and start acting suspicious, you have to cut or wriggle your way through barbed wire, or the patrolling soldiers think they heard some weird noises. [The group gains +1 **Suspicion**.]

(-9), you make some major mistake or attract real attention. Maybe you sneeze, are forced to take out a farmer or soldier before they raise the alarm, or you leave obvious traces of your passing. [The group gains +2 **Suspicion**.]

After everybody has made two of these rolls, the group makes it through the coca fields and into the camp proper. However, if their **Suspicion** gets too high, they'll be caught.

Suspicion: By default, the soldiers feel secure and unafraid in their remote stronghold, not expecting any trouble. Therefore, *the group starts at 0 Suspicion*.

Except, if Lt. Wicker has encountered the PCs before, and escaped to report that there may be some hostiles incoming. In that case, the soldiers are still relatively unworried, but were ordered to keep an eye out - *the group starts at 2 Suspicion*.

If the group racks up a total of 8 Suspicion between them, the soldiers will detect them approaching. The alarm is raised in the camp, snipers start to fire at them, and patrols hurry in to intercept the intruders. The only recourse now is to make a run for it and try to get lost between the tents and barracks of the camp [**Avoid Harm** or get shot at for **3 Harm**, as well as possibly intercepted by patrols]. Reynolds and his personal guard of mutant soldiers will in this case definitely be warned.



GM-Note: Smaller groups, and/or those with high **Coolness** Attributes, are clearly at an advantage here. If your group contains 5 or more PCs, and/or their low Coolness stats (taking into account wound penalties and other modifiers) seem to make this a rather hopeless undertaking, you may consider allowing them alternate approaches.

Perhaps only two or three characters might sneak in, to overwhelm some of the guards and steal their uniforms. Then they could enter the camp disguised as soldiers, optionally with some of the PCs acting as prisoners.

Alternatively, some of the characters could stage a distraction, such as starting a fire or detonating some explosives off to the other side of the camp - allowing the remaining group members to progress through the orchard much more easily.

